

## Orcs

*Orcs are a large representative of the Hard races. They usually have perfectly straight, very oily dark green hair. In low light, this usually appears to be black. They have a pair of jutting tusks, which vary in length and thickness by the region and genetics. Orcs have a peculiar and fairly universal sort of arcana, in that they naturally stop growing at about six feet, but grow larger each time they utterly dominate another. They are a fractious race, solving most issues with their fists, though it is rare for them to kill each other. Instead, combat is highly ritualized with most disputes resolved after just one blow. Their skin color ranges from dark red to pale orange, with a few having purple or greenish brown hues.*

*While both men and women fight, the society is highly divided by gender. Both males and females will raise a band's collective young, though they rarely intermix outside of coitus or incidental proximity. Both genders are highly modest in dress, feeling vulnerable if they are not fully armed with an excess of weapons, especially hand daggers and the like. They typically wear multiple layers of studded leather.*

*Orcs usually get on well with other races, at least so long as those races understand that they are subservient to the leading orc or Warchief. Alternately, or in villages, the lead orc may be referred to as the Hordechief, and the short form of this is just the Chief. They do not keep slaves, though the belief that they do is founded on the violence of their hierarchy. Humans and other less powerful races, generally unable to keep up in unarmed combat, tend to be pushed into menial labor within the small hordes they are a part of.*