### **Orcs**

Often employed by Marrow Miners, these are large, green-grey skinned, tusked, powerfully built humanoids with ‘poor impulse control’ (compared to a human standard). As more tribes across the globe lose in their wars to humans and other settled races, Orcs increasingly choose to reside in Salt in Wounds. The distinction between ‘Orc’ and ‘Half-Orc’ is blurry, and often influenced by culture, language, manner and dress over ‘objective’ standards (although, generally, for Salt in Wounds and elsewhere the more ‘human featured’ the individual are deemed ‘half-orcs’ and are afforded greater the privileges).

[special: ‘True Orcs’ are best thought of as a variant of Half-Orc though stats are presented below]

True Orc

Ability Score Increase: Your Strength score increases by 3, and your Constitution score increases by 2.

Ability Score decrease Your intelligence decreases by 2, your charisma and wisdom scores each decrease by 1.

Age: True Orcs mature a faster than humans or even Half-Orcs, reaching Adulthood around age 10. They age noticeably faster and rarely live longer than 50 years.  
Alignment: Orcs tend towards evil but exceptions exist.

Size: True Orcs are significantly bigger than humans, bulky and often 6-7 feet tall. Your size is medium.

Speed: 30 feet.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing: You gain proficiency in Intimidation.

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks: When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Aggressive: As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Languages: You can speak Orc.