

# Race: Orkismir

written by CresthavenRPG Guru | August 27, 2015



Orc by Max-Dunbar

**Proposed by:** Spencer Foust

**Race:** Ork (Humanoid)

**Brief Desc.:** The Orkismir (known simply as “Orks”) are a tribal race that live in secluded sects throughout the land. Though they are often viewed as monsters by adventurers, not all Orks are evil or chaotic in nature. Orks are temperamental creatures, and are often neither charismatic nor intelligent—though every tribe is often led by an exceptionally wise Ork. With this in mind, it is not beyond their race’s limitations to become a magic user of great power. Their physique borrows some traits from their distant cousins and recurring enemies: The elves.

**Size:** 4.5 foot to 5.5 foot

**Languages:** Orcs by default speak Orcish and Common. They may also speak a variety of additional chaotic languages, like goblin or giant for example.

**Movement:** Standard, 30ft per turn.

**Disadvantages:** The Orc is dazzled by bright sunlight (-3 to all rolls) and is a common target for enemy light spells.

**Racial Abilities:** Dark Vision: Orcs can see quite well in darkness. They gain an additional 60 feet of dark vision. Their vision is limited to black and white in darkness, but it’s perfectly clear in detail.

**Class Restrictions:** Orcs may only choose from Barbarian, Cleric, or Wizard.

**This is a super rough cut of how the race might look. I’d love some opinions so it can be workshopped.**