

VARIANT RACE

HALF-ORC VARIANTS

At the GM's option, you can create a half-orc character whose non-orc ancestor is any of a number of humanoid races.

BASE HALF-ORC (HUMAN HERITAGE)

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment. Half-orcs inherit a tendency toward chaos from their orc parents and are not strongly inclined toward good. Half-orcs raised among orcs and willing to live out their lives among them are usually evil.

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of your 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 the Intimidation skill.

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.

Languages. You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

DRAGONBORN HERITAGE

(Reference: *Player's Handbook*, p. 34)

When an orc breeds with a dragonborn, the resulting child is referred to as a Drok—a derogatory term in dragonborn circles. They typically have sparse or soft scales of much paler hues than their full dragonborn ancestors, and some have overgrown incisors not quite large enough to consider tusks. Some inherit their draconic parent's breath weapon, while others rely on the innate protection provided by their scales.

Extra Language. You can speak, read, and write Draconic.

In addition, choose a Draconic Ancestry and then choose one of the following traits:

- You gain the **dragonborn's** Breath Weapon trait. This trait replaces the Menacing and Savage Attacks traits.
- You gain the **dragonborn's** Damage Resistance trait. This trait replaces the Relentless Endurance trait.

DWARF HERITAGE

(References: *Player's Handbook*, p. 20 / *Mordenkainen's Tome of Foes*, p. 81)

An orc who breeds with a dwarf has one thing on its mind: hardiness. Orcs are known for their endurance, but a dwarf's toughness is second to none. The adult offspring of such a union are noticeably stockier than a typical half-orc, with the tallest only growing to about 5 feet tall.

Stout. Your Constitution score increases by 2, and your Strength score increases by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write Dwarvish.

In addition, choose one of the following traits in place of the Relentless Endurance trait.

- You gain the **dwarf's** Dwarven Resilience trait.
- You gain the **hill dwarf's** Dwarven Toughness trait.
- You gain the **mountain dwarf's** Dwarven Armor Training trait and your speed is not reduced by wearing heavy armor.
- You gain the **duergar's** Duergar Magic trait, and the range of your Darkvision increases to 90 feet.

ELF HERITAGE

(References: *Player's Handbook*, pp. 23-24 / *Mordenkainen's Tome of Foes*, pp. 62-63)

A half-elf/half-orc is known as a Voldur. Such a creature is doomed to a life of ostracism, being equally despised by orcs and repulsive to elves. Nevertheless, their elegance, poise, and levelheaded demeanor is a stark contrast from the brutish ferocity of orcs, and they are often driven to a life of adventure where they will be renowned for their deeds rather than their appearance.

Graceful. Your Strength, Dexterity, and Constitution scores each increase by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write Elvish.

You gain the **elf's** Fey Ancestry trait. This trait replaces the Menacing trait.

In addition, choose one of the following traits:

- You gain the **high elf's** Cantrip or Elf Weapon Training trait. This trait replaces the Savage Attacks trait.
- You gain the **wood elf's** Elf Weapon Training, Fleet of Foot, or Mask of the Wild trait. This trait replaces the Relentless Endurance trait.
- The range of your Darkvision increases to 90 feet, and you gain a limited version of the **drow's** Drow Magic trait. These traits replace the Relentless Endurance trait.

When you reach 3rd level, you can cast the faerie fire spell once with this trait. When you reach 5th level, you can cast the darkness spell once with trait. You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your spellcasting ability

- You gain a limited version of the **eladrin's** Fey Step trait. This trait replaces the Savage Attacks trait.

As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. When you do so, you leave trace elements indicative of the season you associate with in the space your teleported from (e.g. snowflakes for winter, colorful leaves for fall, etc.). Once you use this trait, you can't do so again until you finish a short or long rest.

- You have a swimming speed of 30 feet, and you gain the **sea elf's** Child of the Sea trait. These traits replace the Relentless Endurance trait.
- You gain a limited version of the **shadar-kai's** Blessing of the Raven Queen trait. This trait replaces the Relentless Endurance trait.

As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Until the start of your next turn, you appear ghostly and translucent. Once you use this trait, you can't do so again until you finish a short or long rest.

GNOME HERITAGE

(References: *Player's Handbook*, pp. 36-37 / *Mordenkainen's Tome of Foes*, p. 114)

Orc-gnome unions are unusual for obvious reasons, but when such progeny are born, their orc blood is nearly imperceptible, save for two small tusks. Hardier and more muscular than full-blooded gnomes, many of these misunderstood creatures resort to filing down their protruding canines to blend into normal gnomish society.

Curious. Your Dexterity, Constitution, and Intelligence scores each increase by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write Gnomish.

In addition, choose one of the following traits:

- You gain the **gnome's** Gnome Cunning trait. This trait replaces the Menacing and Relentless Endurance traits.
- You gain the **forest gnome's** Natural Illusionist and Speak with Small Beasts traits. These traits replace the Relentless Endurance trait.
- You gain the **rock gnome's** Artificer's Lore and Tinker traits. These traits replace the Savage Attacks trait.
- The range of your Darkvision increases to 90 feet, and you gain the **deep gnome's** Stone Camouflage trait. These traits replace the Savage Attacks trait.

HALF-ELF HERITAGE

(References: *Player's Handbook*, p. 39)

An orc who breeds with a half-elf is often under the impression that their mate is indeed a full elf. Markedly brawnier and less delicate in appearance, the offspring are typically infertile, driving many to a life of solitude, or conversely, promiscuity. They are exceptionally adaptable and feel just as comfortable on the battlefield as they do on the stage.

Versatile. Your Strength, Charisma, and one other ability score of your choice each increase by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write one language of your choice.

You gain the **half elf's** Skill Versatility trait. This trait replaces the Menacing and Savage Attacks traits.

HALFLING HERITAGE

(References: *Player's Handbook*, p. 28 / *Sword Coast Adventurer's Guide*, p. 110)

The good fortune of halflings is legendary. All peoples laud halflings for their uncanny luck. Some attempt to capture it by proximity, befriending halflings or spending time in their company. Orcs pursue it by crossbreeding, sacrificing their spawn's physical strength for a better lot in life. Depending on the pigmentation of the resulting hybrid creature's skin, they can often be mistaken for humans, albeit rather homely ones.

Extra Language. You can speak, read, and write Halfling.

Practical. Your Constitution score increases by 2, and your Dexterity score increases by 1. This trait replaces the Ability Score Increase trait.

You gain the **halfling's** Lucky trait. This trait replaces the Darkvision and Menacing traits.

In addition, choose one of the following traits:

- You gain the **halfling's** Brave trait. This trait replaces the Savage Attacks trait.
- You gain the **lightfoot halfling's** Naturally Stealthy trait. This trait replaces the Savage Attacks trait.
- You gain the **stout halfling's** Stout Resilience trait. This trait replaces the Relentless Endurance trait.
- You gain the **ghostwise halfling's** Silent Speech trait. This trait replaces the Relentless Endurance trait.

TIEFLING HERITAGE

(References: *Player's Handbook*, p. 43)

Orcs are no strangers to fiendish blood, primarily by way of the demonic corruption of an unborn orc by tanar'ri demons—an abyssal ritual bestowed by the demon lord Baphomet. The result of that union is a terrifyingly vicious and nigh uncontrollable creature known as a Tanarukk.

More wary orcs looking for a tamer but equally ruthless child may have the foresight to choose a tiefling mate for a similar effect that doesn't inherently endanger the well-being of their tribe. Fiendish blood runs strong in these crossbreeds, granting them innate spellcasting abilities comparable to full-blooded tieflings.

Extra Language. You can speak, read, and write Infernal.

You gain the **tiefling's** Infernal Legacy trait. This trait replaces the Menacing and Relentless Endurance traits.

In addition, choose one of the following traits in place of the Ability Score Increase trait:

- **Devilish.** Your Strength, Constitution, and Charisma scores each increase by 1.
- **Feral.** Your Strength, Dexterity, and Constitution scores each increase by 1.

ALTERNATE TIEFLING LINEAGE

In place of the Infernal Legacy trait of *Player's Handbook* (Asmodeus) Tieflings, you can choose any of the legacy traits (e.g. Legacy of Dis, Legacy of Avernus, etc.) of the Lords of the Nine Hells (*Mordenkainen's Tome of Foes*, pp. 21–23) or the **variant tiefling's** Devil's Tongue trait (*Sword Coast Adventurer's Guide*, p. 118).

AARAKOCRA HERITAGE

(References: *Elemental Evil Player's Companion*, p. 5)

Dreaming of flight, orcs wantonly breed with aarakocras, with no real consideration for what that entails for their child—an unsightly amalgamation of its parents' features.

The lucky ones retain large, muscular legs with talon-like toes; a lean but powerful body with full-feathered wings; and slender, piercing eyes, with a small, sharpened beak in place of a nose. The more unfortunate ones may grow a full size beak complete with unsettling teeth and tusks; bare, bony wings covered in a wispy layer of hair; and wiry, malformed calves with scaly feet.

Avian. Your Strength, Dexterity, and Wisdom scores each increase by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write Aarakocra.

Limited Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing heavy armor. Your wings are ill-suited for your large, orcish frame. You fall if you end your turn in the air and nothing else is holding you aloft. This trait replaces the Relentless Endurance trait.

GENASI HERITAGE

(References: *Elemental Evil Player's Companion*, p. 9–10)

Orcs, particularly those who have been granted magical prowess by their deity, are drawn to the genasi promise of elemental power for their offspring. They view the ability to harness the elements as a further expression of their ferocious superiority and dominance.

Extra Language. You can speak, read, and write Primordial.

In addition, choose one of the following subraces for your genasi parent:

AIR GENASI HERITAGE

Zephyrean. Your Strength, Dexterity, and Constitution scores each increase by 1. This trait replaces the Ability Score Increase trait.

Superior Breath. You can hold your breath for up to 1 hour while you're not incapacitated. This trait replaces the Darkvision trait.

EARTH GENASI HERITAGE

Hardened. Your Strength and Constitution scores both increase by 2. This trait replaces the Ability Score Increase and Savage Attacks traits.

You gain the **earth genasi's** Earth Walk trait. This trait replaces the Darkvision trait.

FIRE GENASI HERITAGE

Hotheaded. Your Strength, Constitution, and Intelligence scores each increase by 1. This trait replaces the Ability Score Increase trait.

Fire Resistance. You have resistance to fire damage. This trait replaces the Relentless Endurance trait.

You gain a limited version of the **fire genasi's** Reach to the Blaze trait. This trait replaces the Menacing trait.

When you reach 3rd level, you can cast the *burning hands* spell once with this trait as a 1st-level spell. When you use this version of *burning hands*, if a creature succeeds on its saving throw, it takes no damage. You regain the ability to cast this spell with this trait when you finish a long rest. Constitution is your spellcasting ability for this spell.

WATER GENASI HERITAGE

Aqueous. Your Strength, Constitution, and Wisdom scores each increase by 1. This trait replaces the Ability Score Increase trait.

Swim. You have a swimming speed of 30 feet. This trait replaces the Darkvision trait.

You gain the **water genasi's** Call to the Wave trait. This trait replaces the Savage Attacks trait.

GOLIATH HERITAGE

(References: *Volo's Guide to Monsters*, p. 109)

The half-orc/half-ogre hybrid, known as an ogrillon, is second only to the half-orc/half-human as the most common orcish crossbreed. Orcs who can't find an ogre will often settle for a goliath partner, whose size and stature presents an acceptable alternative. The resulting offspring, sometimes referred to as a Golric, commands an immensely imposing presence. They are lauded for being notably more rational and sensible than orcs—particularly in combat—while maintaining their ferocity and bloodlust.

Extra Language. You can speak, read, and write Giant.

You gain the **goliath's** Powerful Build trait. This trait replaces the Darkvision trait.

Rugged Endurance. When you take damage, you can use your reaction to roll a d6. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest. This trait replaces the Relentless Endurance trait.

TURTLE HERITAGE

(References: *The Turtle Package*, p. 4)

Turtles typically avoid the barbarous orcs, but when one does decide to take an orc mate, it is almost invariably the leader of an orc tribe. This relationship is more of an in-

formed agreement than typical orc crossbreeding: the orc enticed by the turtle's defensive capabilities, and the turtle selfishly in pursuit of more voracious offspring.

Chelonian. Your Strength score increases by 2, and your Wisdom score increases by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write Aquan.

You gain the **turtle's** Hold Breath trait. This trait replaces the Darkvision trait.

Natural Armor. Due to your shell and the shape of your body, armor is uncomfortable to wear. While you are wearing medium or heavy armor, you have disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks. Your shell provides substantial protection, however; when you aren't wearing armor, your AC equals 15 + your Dexterity modifier (max 2). This trait replaces the Relentless Endurance trait.

AASIMAR HERITAGE

(References: *Volo's Guide to Monsters*, pp. 104-105)

Orcs are rarely fond of celestial beings and as such, any crossbreeding with an Aasimar is typically done as a supreme insult and disgrace to the Aasimar parent. The celestial blood of such a hybrid creature is all but indistinguishable as compared to a more typical half-orc of human descent—that is, until they unleash their bursts of divine fury.

Extra Language. You can speak, read, and write Celestial.

Divine Surge. Starting at 3rd level, when you deal damage to a creature with an attack or a spell on your turn, you can immediately use your bonus action to unleash a burst of divine energy from within yourself, dealing extra radiant or necrotic damage to the creature; you choose the type of damage when you gain this trait. The extra damage equals your level. You can use this trait three times, and you regain all expended uses of it when you finish a long rest. This trait replaces the Menacing and Savage Attacks traits.

In addition, choose one of the following traits in place of the Ability Score Increase trait:

- **Protector.** Your Strength, Constitution, and Wisdom scores each increase by 1.
- **Scourge.** Your Constitution score increases by 2, and your Strength score increases by 1.
- **Fallen.** Your Strength score increases by 2, and your Charisma score increases by 1.

BUGBEAR HERITAGE

(References: *Volo's Guide to Monsters*, p. 119)

Hobgoblins offer something orcs have little hope of attaining naturally: intelligence. A hobgoblin's innate war acumen and militaristic foresight are often just what a tribe of orcs are looking for. This crossbreed is usually raised by orcs and regarded as an equal, even esteemed and groomed to be a leader.

Strategist. Your Constitution score increases by 2, and your Strength and Intelligence scores both increase by 1. This trait replaces the Ability Score Increase and Relentless Endurance traits.

Extra Language. You can speak, read, and write Goblin.

You gain the **hobgoblin's** Saving Face trait (maximum bonus of +3). This trait replaces the Menacing trait.

KENKU HERITAGE

(References: *Volo's Guide to Monsters*, p. 111)

The natural strengths of the kenku generally are not well-suited to the desires of orcs and orc leaders. The spawn of this union only arises in the wake of an orcish takeover of a kenku flock. The orc-kenku hybrid is limited not only in intellect, but also in creativity, and they do not have the advantage of purebred kenku who learn how to best deal with their curse from their kin. They typically end up as maltreated servants or attendants to orcs, driving the more daring ones to attempt to escape and pursue a wandering life of adventure.

Extra Language. You can speak, read, and write Auran.

Hybrid Training. You are proficient in your choice of two of the following skills: Acrobatics, Deception, Intimidation, Stealth, and Sleight of Hand. This trait replaces the Darkvision and Menacing traits.

You gain the **kenku's** Mimicry trait. This trait replaces the Relentless Endurance trait.

In addition, choose one of the following traits to replace the Ability Score Increase trait:

- **Dreamer.** Your Strength score increases by 2, and your Wisdom score increases by 1.
- **Imitator.** Your Strength, Dexterity, and Constitution scores each increase by 1.

KOBOLD HERITAGE

(References: *Volo's Guide to Monsters*, p. 119)

The aptly named "Orcbolds" are bred as support fighters, with orcs capitalizing on their natural group combat instincts. They are substantially weaker than orcs but no less bloodthirsty or vicious, and they are praised for their fearlessness as they unflinchingly fight to the death.

Minion. Your Dexterity and Constitution scores both increase by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write Draconic.

You gain a limited version of the kobold's Pack Tactics trait. This trait replaces the Menacing and Relentless Endurance traits.

Once per round on your turn, you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature, the ally isn't incapacitated, and the creature has taken damage since the end of your last turn.

LIZARDFOLK HERITAGE

(References: *Volo's Guide to Monsters*, p. 113)

The most extraordinarily ferocious orcs are often encouraged to take a lizardfolk mate. The powerful bite of lizardfolk provides the perfect natural weapon for a depraved and barbarous warrior, driven by an untamed and furious appetite for destruction.

Survivalist. Your Constitution score increases by 2, and your Strength score increases by 1.

Extra Language. You can speak, read, and write Draconic.

You gain the lizardfolk's Bite trait. This trait replaces the Darkvision trait.

Hungering Resilience. If you have already used your Relentless Endurance trait and you hit a hostile creature with your Bite attack, make a DC 20 Constitution check. This DC is reduced by the amount of damage dealt by your Bite attack.

On a successful check, you regain the use of your Relentless Endurance trait. Once you have used this trait, you cannot use it again until you complete a long rest, whether you succeeded on the check or not. This trait replaces the Savage Attacks trait.

TABAXI HERITAGE

(References: *Volo's Guide to Monsters*, p. 115)

The most dexterous of orcs will often seek out a tabaxi mate as a means of assuring their descendants will inherit their exceptional agility. The combined strength and speed of this crossbreed is valued in orc and tabaxi societies alike, but their disparate parentage often leads them to prefer a more individualistic and independent way of life.

Feline. Your Strength, Dexterity, and Charisma scores each increase by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write one language of your choice.

Cat's Skill. You gain proficiency in either the Perception or the Stealth skill. This trait replaces the Menacing trait.

You gain the tabaxi's Feline Agility trait. This trait replaces the Relentless Endurance trait.

TRITON HERITAGE

(References: *Volo's Guide to Monsters*, pp. 117-118)

The orc-triton hybrid is exceptionally rare being that their parents' cultures are diametrically opposed in philosophy and locale. Orcs and tritons seldom cross paths, but when a child of the two is born, they quickly find a place in either society as a potent amphibious warrior.

Defender. Your Strength, Constitution, and Charisma scores each increase by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write Primordial.

You have a swimming speed of 30 feet and you gain the

triton's Amphibious trait. These traits replace the Darkvision and Menacing traits.

In addition, choose one of the following traits:

- You gain the triton's Guardians of the Depths trait. This trait replaces the Relentless Endurance trait.
- You gain a limited version of the triton's Control Air and Water trait. Once you cast a spell with this trait, you can't cast any more spells using this trait until you finish a long rest. This trait replaces the Savage Attacks trait.

YUAN-TI PUREBLOOD HERITAGE

(References: *Volo's Guide to Monsters*, p. 120)

Yuan-ti purebloods sometimes find a home among orc tribes as courtesans and servants. They enjoy being able to live openly and not masquerade as humans. The natural romances that are born—whether fully willing or suggestion-induced—produce a vicious, orcish-serpentine crossbreed, dooming the child to never fit into civilized society.

Forsaken. Your Charisma score increases by 2, and your Strength score increases by 1. This trait replaces the Ability Score Increase trait.

Extra Language. You can speak, read, and write Abyssal or Draconic (your choice).

Poison Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage. This trait replaces the Relentless Endurance trait.

You gain a limited version of the yuan-ti pureblood's Magic Resistance trait. This trait replaces the Menacing trait.

When you fail a saving throw against a spell or other magical effect, you can use your reaction to reroll the saving throw and must use the new result. Once you have used this trait, you can't use it again until you finish a short or long rest.

GITH HERITAGE

(References: *Mordenkainen's Tome of Foes* p. 96)

Gith find orcish ferocity to be admirable but their tactics and demeanor to be utterly barbaric. Occasionally, a gith visiting the Material Plane has pity on an orc tribe and offers to bestow the gifts of their superior intellect and discipline via a gith-orc child, referred to as a Githdam (literally "gith blood").

Extra Language. You can speak, read, and write Gith.

In addition, choose one of the following subraces for your gith parent:

GITHYANKI HERITAGE

Marauding. Your Strength score increases by 2, and your Intelligence score increases by 1. This trait replaces the Ability Score Increase trait.

You gain a limited version of the githyanki's Psionics trait. This trait replaces the Relentless Endurance trait.

When you reach 3rd level, you can cast *jump* once with this trait, and when you reach 5th level, you can also cast *misty step* once with this trait. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

Martial Instincts. You are proficient with your choice of two of the following: light armor, medium armor (requires proficiency with light armor), shortswords, longswords, or greatswords. This trait replaces the Darkvision and Menacing traits.

GITHZERAI HERITAGE

Resolute. Your Strength, Constitution, and Wisdom scores each increase by 1. This trait replaces the Ability Score Increase trait.

You gain a limited version of the **githzerai's** Psionics trait. This trait replaces the Savage Attacks trait.

You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *shield* spell once with this trait, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

You gain the **githzerai's** Mental Discipline trait. This trait replaces the Darkvision and Menacing traits.

CHANGELING HERITAGE

(References: *Eberron: Rising from the Last War*, p. 18)

Children of an orc and a changeling, in their true form, maintain the pale skin, colorless eyes, and silvery hair of their shapeshifting ancestors, but they typically exhibit more brutish features. This drives many to hide not only their changeling nature, but their orcish heritage as well, as they seek acceptance by blending into greater society.

Ability Score Increase. Your Strength score increases by 1, and your Charisma score increases by 1. In addition, one ability score of your choice increases by 1.

Age. You have the **changeling's** Age trait.

Extra Language. You can speak, read, and write one additional language of your choice.

Limited Shapechanging. Over the course of 10 minutes, you can change your appearance and slightly alter your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

Your shapechanging ability is imperfect. A creature familiar with the person whose appearance you are emulating may be suspicious and discern you to be an impostor by making an Intelligence (Investigation) check. The DC for this check equals 8 + your proficiency bonus.

You can stay in the new form for up to 1 hour, or until you spend 10 minutes reverting to your true form or until you die.

Menacing. You have the **half-orc's** Menacing trait.

Versatile Ferocity. You have the **half-orc's** Relentless Endurance trait or Savage Attacks trait (your choice).

KALASHTAR HERITAGE

(References: *Eberron: Rising from the Last War*, p. 30-31)

Half-orcs with a kalashtar parent have an appearance that physically mimics that of more typical human-orc unions, though their eyes may exhibit a supernatural glow in the heat of battle. Such offspring inherit a mote of the spiritual connection of the kalashtar to the plane of dreams, dulling their orcish brutality with hints of compassion. These half-orcs are typically raised in kalashtar communities or orphaned, deemed too "soft" for orcish tribes.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Age. You have the **half-orc's** Age trait.

Extra Language. You can speak, read, and write Quori.

Complex Mind. When you fail a Wisdom saving throw, you can choose to reroll the save, and you must use the new roll. Once you use this trait, you can't use it again until you finish a short or long rest.

Mental Discipline. You have the **kalashtar's** Mental Discipline trait.

Relentless Endurance. You have the **half-orc's** Relentless Endurance trait.

Severed from Dreams. You have the **kalashtar's** Severed from Dreams trait.

SHIFTER HERITAGE

(References: *Eberron: Rising from the Last War*, p. 33-34)

A half-orc/half-shifter is an exceptionally barbarous crossbreed, well adapted to life in the wild. Known for their animalistic ferocity, these humanoids' orcish characteristics serve only to exaggerate their bestial aspect.

Ability Score Increase. Your Strength, Dexterity, and Constitution scores each increase by 1.

Age. You have the **half-orc's** Age trait.

Darkvision. You have the **half-orc's** Darkvision trait.

Bestial Talent. You have proficiency in two of the following skills of your choice: Acrobatics, Athletics, Intimidation, or Survival.

Limited Shifting. You have the **shifter's** Shifting trait with the following change: once you shift, you can't do so again until you finish a long rest.

Savage Attacks. You have the **half-orc's** Savage Attacks trait.

WARFORGED "HERITAGE"

(References: *Eberron: Rising from the Last War*, p. 36)

Half-orc/half-warforged are, of course, not truly orcs in any capacity. This hulking design of warforged—sometimes simply referred to as an "orcforger"—was created to

emulate the ruthlessness of orcs, and typically stands about a foot taller than other warforged.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. You have the **warforged's** Age trait.

Constructed Resilience. You have the **warforged's** Constructed Resilience trait.

Integrated Fail-safe. You have the **warforged's** Integrated Protection trait with the following change:

Your body has a built-in protection against shutting down due to physical strain. You replace the +1 bonus to AC with the half-orc's Relentless Endurance trait.

Menacing Design. You have proficiency in the Intimidation skill, and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Sentry's Rest. You have the warforged's Sentry's Rest trait.

HALF-ORC RACIAL FEATS

All half-orc variant races can take the Orcish Fury racial feat or any racial feats associated with their non-orc parent. For example, a half-orc with Tiefling Heritage may take the Flames of Phlegethos feat. Only half-orcs with Human Heritage may take the Prodigy feat.

Below is a list of additional racial feats for half-orcs.

CHOSEN OF GRUUMSH

Your deeds have earned you the favor of Gruumsh, granting you the following magical abilities.

- You learn the *augury* spell and can cast it as a ritual without expending a spell slot or material components.
- You also learn the *bless* spell and can cast it as a bonus action on your first turn in combat without expending a spell slot or material components. When you cast it in this way, you can target only yourself, and the spell ends if you take any damage. Wisdom is your spellcasting ability for these spells.

COMMANDER OF ILNEVAL

Your combat leadership has caught the eye of Gruumsh's battle captain, Ilneval, who has exalted you as one of his lieutenants.

- Increase your Charisma score by 1, to a maximum of 20.
- When a creature within 60 feet of you that can hear you makes an attack roll, you can use your reaction to grant that creature a bonus to the roll equal to your Charisma modifier. You make this choice after you see the roll, but before the GM says whether the attack hits or misses. Once you use this ability, you can't do so again until you finish a short or long rest.
- As an action, you order your allies to make a coordinated attack. Choose up to three friendly creatures within 120 feet that can hear you. Those creatures can each immediately use their reaction to make a weapon attack against one creature you can see. Once you use

this ability, you can't do so again until you finish a long rest.

DISCIPLE OF LUTHIC

You have been blessed with magical abilities by the matriarch of orcs—Gruumsh's wife, Luthic.

- You learn one of the following cantrips of your choice: *guidance*, *mending*, *resistance*, or *thaumaturgy*.
- You also learn the *cure wounds* and *guiding bolt* spells, both of which you can cast once as a 2nd-level spell without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

FURY OF THE TANARUKK

The abyssal magic that fuels the deranged tanarukks lies somewhere in your lineage.

- Increase your Strength score by 1, to a maximum of 20.
- When you are hit by a melee attack, you can use your reaction to make one melee weapon attack with advantage against the attacker. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

ORCISH AGGRESSION

You are driven to pursue your foes with unparalleled ferocity.

- While you can see a hostile creature within 60 feet of you, your speed increases by 10 feet.
- 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.
- Whenever you reduce a creature to 0 hit points with a weapon attack, you can use your reaction to move up to half your speed and make another weapon attack.

SHARGAAS OPERATIVE

You are an agent of the cult of the Red Fang, an elite task force of orcs who specialize in covert missions.

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency in one of the following skills of your choice: Acrobatics, Perception, or Stealth.
- You gain darkvision out to a range of 60 feet. If you already have darkvision from a race or class feature, its range increases by 30 feet.
- You can see through magical darkness as if it was non-magical darkness.

STAIN OF YURTRUS

Consecrated by Yurtrus, your hands are bleached white and exude a deathly, necrotic energy.

- Increase your Wisdom score by 1, to a maximum of 20.
- Once per turn, when you hit a creature with an unarmed strike, you can deal extra necrotic damage equal

to your Wisdom modifier.

- Whenever you deal necrotic damage to a creature with an attack or a spell, you can deal extra necrotic damage to it equal to your level. Once you use this ability, you can't do so again until you finish a long rest.

