



Heroes of High Favor: HALF-ORCS



A d20 Supplement
by Benjamin R. Durbin

Sample Pages

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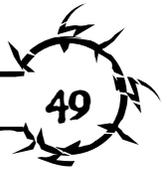
Coal-Tongue Raver

Although half-orc rogues living in the cities tend towards more traditional roles such as thugs and cut-purses, these professions are more rare among true barbarian-rogues. Many savage tribes have no notion

of the concept of ownership, and it follows that there is no concept of stealing, either. A savage barbarian rogue is extremely unlikely to include larceny or profit among his motivations.

What you *will* find, however, is a tendency for barbarian-rogues to





be merciless killers. They take great delight in the various methods by which an enemy can be brought down. Many barbarian-rogues use their wilderness knowledge to seek out poisonous plants and animals, and none are more zealous in this hobby than the *coal-tongue raver*.

Role in Half-Orc Society

The coal-tongue raver is not a particularly popular member of the tribal community, though there is little doubt that they have their uses. Where wars abound and the killing is plentiful, the coal-tongue raver is quite useful; in times of peace (rare though such times may be), the coal-tongue raver becomes a dangerous liability around the campfire.

Role within the Adventuring Party

Their role in the adventuring party is much the same. Many see them as a necessary evil; though truthfully most adventuring groups would probably prefer a more sane companion, the half-orc barbarian-rogue is exceptionally hardy. Where issues of trust are concerned, many adventuring parties would rather keep the coal-tongue raver on hand for several adventures than to be constantly worrying about replacing the rogue who keeps dying in combat.

Say what you will about the coal-tongue raver, they can take care of themselves in combat, and don't require the babysitting and hand-holding of childish half-lings.

Barbarian-Rogue

You can play a coal-tongue raver by multiclassing as a barbarian-rogue, and by establishing through roleplaying that you are a dangerous madman who is not to be trifled with.

Dexterity is your most important attribute, governing many important rogue skills, as well as boosting your AC and Reflex saves.

Constitution, though it can always be boosted by raging, is very important. You will be expected to bear the brunt of trapfinding, and unfortunately that will mean triggering many of these traps on yourself. Your rage is of no use in response to a trap, so a few extra hit points at all times are important.

Strength and Intelligence share equal importance, depending on whether you wish to emphasize your fighting abilities or your rogue skills. Of course, you can try to do both: put a decent score into your Intelligence, so that you can withstand your racial penalty, and put a lower score into your Strength, since it will be boosted by your racial modifier.

Wisdom and Charisma are of little use, though they do govern many of your skills. A barbarian-rogue, especially a half-orc, doesn't have the temperament to be much of a face-man, so you can probably afford to scrap your Charisma-based rogue skills and concentrate on sneaking around and killing people.

Just the bad people, of course.



Coal-Tongue Raver

The coal-tongue raver subjects his body to countless poisons, reveling in the madness that they bring.

Hit Die: d8

Requirements

Alignment: any non-lawful, non-good

Base Attack Bonus: +5

Base Fortitude Save: +5

Handle Animal: 9 ranks

Intimidate: 9 ranks

Wilderness Lore: 9 ranks

Special: sneak attack +1d6 or better; must have suffered ability score loss (temporary or permanent) due to poison

Class Skills

The coal-tongue raver's class skills (and the key attribute for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The coal-tongue raver is proficient with light armor and shields.

POISON RESISTANCE

If the character fails a saving throw vs. poison, he suffers only half the normal

ability score damage. This resistance has no effect on poisons that do not do ability score damage.

SNEAK ATTACK

At 1st level and every other level thereafter, the coal-tongue raver gains bonus sneak attack dice. These dice stack with any sneak attack dice the character receives from any other class.

POISON RAGE

If the coal-tongue raver suffers a poison attack that causes ability score damage, he immediately flies into a rage. This rage follows all of the normal rules for a barbarian rage but does not count against his limit of rages per day.

EVASION (Ex)

At 2nd level, the coal-tongue raver gains *evasion* as the rogue ability of the same name. At 8th level he gains *improved evasion*.

POISON ADDICTION

By 3rd level the coal-tongue raver becomes addicted to the poisons that fuel his abilities. He must ingest or inject poison into his body at least once a day; many ravers keep small vipers, centipedes, or spiders as pets for this very purpose. (Typical poisons and their costs are listed in the DMG). Each day that the character goes without poison, he loses 1d4 Wisdom from withdrawal. If he is reduced to 0 Wisdom, he enters a catatonic state full of nightmares; each day he may make a Fortitude save (DC 20 + coal-tongue raver class level). Success means that the character has purged his system of poisons: he immediately regains all lost Wisdom,

Table 8: Coal-Tongue Raver

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+2	+0	Poison resistance, sneak attack +1d6
2	+1	+3	+3	+0	Poison rage, evasion
3	+2	+3	+3	+1	Poison addiction, sneak attack +2d6
4	+3	+4	+4	+1	Poison blood
5	+3	+4	+4	+1	Sneak attack +3d6
6	+4	+5	+5	+2	Slippery mind
7	+5	+5	+5	+2	Poison tongue, sneak attack +4d6.
8	+6	+6	+6	+2	Improved evasion
9	+6	+6	+6	+3	Sneak attack +5d6
10	+7	+7	+7	+3	Poison spittle

but loses all “Poison” class abilities. In any case, a single dose of poison administered as a “fix” restores all lost Wisdom and class abilities.

POISON BLOOD (Ex)

Any creature that bites or swallows the coal-tongue raver risks ingesting the poison in his veins. The creature must make a Fortitude save (DC 10 + coal-tongue raver class level) or suffer 1 point of Constitution damage (no secondary effect). Animals, vermin, and non-intelligent creatures thus aware of the raver’s poison blood will not attempt to bite him again, and will ignore him in favor of other targets. The creature may still attack with claws or other weapons that do not risk ingesting the poison.

SLIPPERY MIND (Ex)

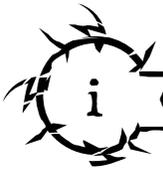
The coal-tongue raver’s poison-fueled madness grants him the slippery mind ability (as per the rogue ability of the same name).

POISON TONGUE (Ex)

The coal-tongue raver’s body becomes desperate to rid itself of excess poison, and it oozes its way out through his saliva. As a move-equivalent action, he may lick a slashing or piercing weapon to apply a single dose of venom; he never risks poisoning himself with his own venom. The effects of this venom are as listed above. The poison loses its potency after one strike or one minute.

POISON SPITTLE (Ex)

By 10th level the character has enough poison in his spittle to make a poison attack. He may make a ranged touch attack against any opponent within 5 feet (this does not provoke an attack of opportunity). The target must make a Reflex save (DC = raver’s attack result) or be blinded for 1d4 rounds; in addition, a creature that fails its Reflex save must also make a Fortitude save against the venom (effects as listed above). Creatures that are immune to critical hits and creatures without discernible eyes are immune to this attack.



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