



Heroes of High Favor: HALF-ORCS



A d20 Supplement
by Benjamin R. Durbin

Sample Pages

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Hoodoo

Half-orc tribes are usually served by priests, adepts, or even wyrds, but from time to time one will find among them a more traditional adherent to the arcane arts. While the wizards of civilized lands learn their trade in grand colleges, or by serving as apprentices to more experienced wizards, the *hoodoo* gains her knowledge from otherworldly spirits.

Whether by trickery or through some dark bargain, the hoodoo slowly accumulates knowledge and power directly from the spirits who govern the unseen, arcane world.

The hoodoo is generally content to use the spirits as advisors only, granting her access to otherworldly knowledge with which she can advise her tribe. However, when the need is great, the hoodoo can force these spirits to manifest and fight for her, following her every command.





Role in Half-Orc Society

The hoodoo is respected in half-orc society, though most savages distrust them and the source of their knowledge. The hoodoo is content to keep her hovel or tent at the outskirts of the village where she can study in peace, but when the need of the tribe is great, some brave soul will be chosen to risk the hoodoo's tent and beg her for advice.

In combat the hoodoo serves in a support role, staying near the back of the fray and summoning creatures to her aid. However, the hoodoo is every bit as savage as the warriors she protects. Many an unfortunate soul has charged into combat with the hoodoo only to find her ready with an axe and an attitude to stop his advance.

Role within the Adventuring Party

The barbarian-wizard is an interesting addition to the adventuring party. The two classes do not mesh particularly well, but some have found their niche by acting as the magical artisans of the group, churning out scrolls, potions, wands, and even miscellaneous magic items. Most do not bother to learn the higher mysteries of magic and remain content to serve as low-level wizards in their spare time.

A hoodoo generally comes to an adventuring party after being exiled from her previous tribe. Such characters may actually hide one or the other of their classes for a time, masquerading as either a full-fledged barbarian or wizard, until they have gained the trust of the group. Because this is a difficult combination for a half-orc to

master, they reason that it is better to appear to do one job poorly than two jobs poorly.

Barbarian-Wizard

You may play a hoodoo by multiclassing as a barbarian-wizard. As is the case for most multiclass combinations, you will probably want to start as a barbarian for the hit die and skill points, and switch to wizard later.

The hoodoo must make much the same decision as the wyrd. Intelligence is an important attribute, as it governs your spellcasting ability, but you must contend with your racial Intelligence penalty. Decide early on how far you intend to pursue your wizard career and set your Intelligence about two points lower than you will need for the highest level spell you ever hope to cast.

Constitution is an important attribute to offset your low d4 hit die. However, if you intend to pursue barbarian as your primary career, using your spellcasting only for utilities like *knock* and for crafting magic items in your down time, you will be able to make better use of your rage ability to give you a Constitution boost when you need it. In this case, focus your attributes into either Strength or Dexterity instead.

Wisdom and Charisma are your least important attributes. Wisdom edges out Charisma, since your Wisdom modifier can help your Will saves.

When choosing your wizard bonus feats, take care not to choose feats that outstrip your spellcaster level. Choose low-level Item Creation and simple Metamagic feats that add no more than one spell level.



Hoodoo

The hoodoo consorts with savage, otherworldly spirits to perform arcane miracles for her tribe.

Hit Die: d6

Requirements

Base Fortitude Save: +4

Base Will Save: +4

Knowledge (arcana): 8 ranks

Scry: 8 ranks

Speak Language: Abyssal, Aquan, Auran, Celestial, Draconic, Ignan, Infernal or Terran (any one)

Special: rage; ability to prepare 2nd level arcane spells

Class Skills

The hoodoo's class skills (and the key attribute for each skill) are: Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (arcana)(Int), Listen (Wis), Ride (Dex), Scry (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The hoodoo gains no new proficiency with armor or weapons.

SPELLCASTING

The hoodoo casts spells as a wizard, though she does not keep a spellbook

per se. Instead, she may keep a sacred pouch or phylactery full of small bones, feathers, arcane fetishes; each of these small fetishes grants the ability to prepare one of her arcane spells. It is in all ways otherwise identical to a spellbook, though it may not be noticeable as such to the uninitiated. A Knowledge (arcana) check at DC10 will reveal the item for what it is.

The hoodoo continues to advance in spellcasting ability, albeit at a slower rate. Add half the hoodoo's class level to any previous arcane spellcaster levels to determine spells per day, spells known, and spellcaster level. She does not gain any other ability a character of her previous class would have gained.

BONUS LANGUAGE

The hoodoo must consort with spirits and outsiders. At 1st level, she learns a bonus language chosen from the following list: Abyssal, Aquan, Auran, Celestial, Draconic, Ignan, Infernal or Terran. She learns an additional language at 4th, 7th, and 10th level.

ARCANE PACT

The hoodoo can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can convert any prepared spell into a *summon monster* spell of the same level or lower. She does not need to have the requisite *summon monster* spell in her spellbook.

ENRAGED SUMMONING

The hoodoo can expend one of her daily rages as she casts any *summon monster* spell. When the summoned creature

Table 10: Hoodoo

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Spellcasting, bonus language, arcane pact
2	+1	+3	+0	+3	Enraged summoning, additional rage
3	+2	+3	+1	+3	Arcane sight (augury 1/day), uncanny dodge
4	+3	+4	+1	+4	Bonus language
5	+3	+4	+1	+4	Arcane sight (scry 1/day)
6	+4	+5	+2	+5	Arcane healing, uncanny dodge, additional rage
7	+5	+5	+2	+5	Arcane sight (divination 1/day), bonus language
8	+6	+6	+2	+6	Enraged summoning (improved)
9	+6	+6	+3	+6	Arcane sight (contact other plane 1/day)
10	+7	+7	+3	+7	Enraged summoning (improved), bonus language, additional rage

arrives, it gains the benefits of the rage instead.

The act of summoning and controlling the enraged creature leaves the hoodoo fatigued for the duration of the *summon monster* spell. If the hoodoo is fatigued, she cannot activate her own rage ability, though she may continue to summon enraged creatures.

At 8th level the hoodoo summons creatures with improved rage (+6 Str, +6 Con, +3 Will saves, and -2 AC).

At 10th level she is no longer fatigued by summoning enraged creatures.

ADDITIONAL RAGE

At 2nd, 6th, and 10th level, the hoodoo may rage an additional time each day. She may use this rage herself or bestow it on her summoned creatures.

ARCANE SIGHT

At 3rd level the hoodoo learns to interpret the whisperings of her otherworldly contacts. She may cast *augury* once/day. At 5th level she may

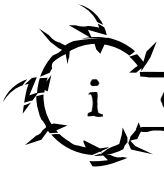
cast *scry* once/day. At 7th level she may cast *divination* once/day, and at 9th level she may cast *contact other plane* once/day. The hoodoo is particularly adept at these spells: when determining the effect of these spells, her caster level is equal to her character level.

UNCANNY DODGE

The hoodoo learns to heed the warnings of her otherworldly contacts and gains an almost precognitive sense. At 3rd level she gains the uncanny dodge ability. If the hoodoo already has this ability from another class, add her hoodoo class levels to her previous class levels and determine her uncanny dodge ability on that basis. At 6th level the hoodoo can no longer be flanked.

ARCANE HEALING

At 6th level the hoodoo gains a limited ability to heal wounds. As a standard action, she may convert a prepared spell into 1 hp of healing per spell level. For example, she can convert a prepared 3rd level spell to cure 3 hp of damage.



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