

Appearance

Orcs are readily identifiable by their green skin, prominent underbites, and small tusks.

Orcs and Half-Orcs dress simply and lightly, and most clothing is loosely fitted. Tunics and robes are popular choices, and clothing is usually made from silk, linen, and other light cloth.

Behavior

Being easily driven by their emotions and adrenaline, Orcs are prone to fits of rage, and will often resort to brute force to solve their problems.

Many Orcs and Half-Orcs are superstitious. While each clan or community has its own series of beliefs and protective measures, one popular belief suggests that if one crosses paths with a Halfling, they must toss a stone over their shoulder or else they will soon suffer a broken leg.

The use of bows, crossbows, and any other means of ranged combat aside from the Javelin is considered taboo among the Orcs. Weapons that have proven to be reliable are often named and treated with great care, and are often passed down through a clan for generations.

History

During the reign of Emperor Mercius, an Orc by the name of Olfrar was blamed for the murders of the members of the High Council. Mercius banished his kind to the Wastelands, and many Humans joined them out of pity. Through the years, the Orcs and Humans bred, creating the hybrid race of Half-Orcs. As time has passed, Half-Orcs have become a naturally reproducing race.

The Half-Orcs, being considered physically inferior, were given the roles of maintaining the Orcish settlements, while their full-blooded relatives served as the warriors of the community.





Society

Orcish society is structured around clans, which each hold their own creeds and codes, but share similar views and goals as their counterparts. Shamans usually lead these groups, as Orcs and Half-Orcs hold great fear and respect for those who can manipulate the power of the gods.

Coming of Age

At the age of two, boys are taken to the Proving Grounds, and put through three years of the most vigorous training the

world has known. Those who survive may be selected to join one of the many Orcish war bands. Those who are not chosen serve their communities by acting as farmers, laborers, and tradespeople.

The training consist of grueling strength and endurance development, a well as forced endurance of hardships wherein trainees are not given clothes or food, and are expected to forage, hunt, and steal what they need to get by. Brutal fighting is expected and encouraged between trainees, and they are often horribly punished with beatings if they are caught stealing; not for the sake of punishing the act of stealing, but rather to punish them for being caught.

Religion

Most Orcs and Half-Orcs do not participate in religious rituals or prayer, but they do recognize the gods' influence on the world around them. Those who do offer prayers are likely to pray to Amaran, primarily, as many Orcs believe their kind to be his direct descendants.

Superstitions

Although shamans and priests are typically viewed as beneficial members and leaders in society, finding them in ceremonial attire outside of their dwellings or temples is thought of as an omen of impending doom.

Another common belief is that if shoes are left on their sides overnight, their position is representative of their owner keeling over. A such, shoes left with their soles showing tend to serve as an ill omen.

Courtship

As boys and men spend much of their time either training, running drills, or engaging in combat, they have little time during the day for courtship or socializing in general. Therefore, they will often meet their partners at night.

Marriage

Because there is little in the way of religious practice or government, Orcish wedding rituals are nonexistent, and the union itself is little more than mutual agreement.

Funerals

Corpses are washed with perfumed oils and their hair is combed, before being dressed in their finest clothes. Warriors are dressed in their armor, and their faces adorned with red and white paints.

Warriors who die in battle and mothers who die in childbirth, being among the most valued members of Orcish society, are buried and given a headstone, while those who die of natural causes are cremated, and their ashes scattered to the wind.

Festivals

While festivals are rare in Orcish society, the Tournament of Oaths is popularly celebrated by their kind in more sophisticated areas. During this festival, participants pay homage to Amaran through trials and tournaments of martial skill and physical strength.

Games

As with festivals, games are uncommon. However, trials of skill and ability—including foot races, wrestling, and mock fights are common means of training in a more casual setting.

Gender and Family Roles

Orcish men and women are afforded similar respect, for differing reasons. Men are usually decision makers and function as the community's military, or otherwise function as laborers, hunters, and farmers. Women are respected for their capacity as mothers, and are in charge of rearing children, making clothing, cooking, and filling any necessary roles left vacant while the men are away.

Traditional Occupations

All men serve in the military, and if not selected for a particular war band, will often take up jobs as farmers, laborers, brewers, or blacksmiths. Meanwhile, women often work as weavers, tanners, and midwives.

Economics

The Orcs raise horses, goats, and other livestock where the lands will allow, and those who farm tend to grow Wheat, Rye, and other grains. Aside from these goods though, Orcs are known to act as soldiers and mercenaries to make ends meet.

Aging and Life Expectancy

Orcs and Half-Orcs age twice as quickly as the average Human and generally live to the age of 30.