

HALBORK

„Ich passe hier nicht? Wie erstaunt mich doch mein Dolch: Passt fast überall.“

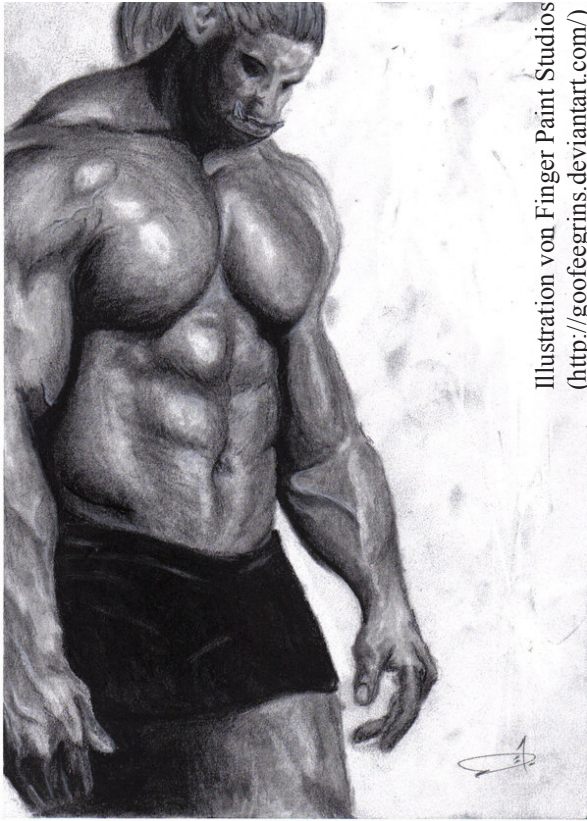


Illustration von Finger Paint Studios
(<http://goofeggrins.deviantart.com/>)

Folgendermaßen sollten Halborks sein: Sie haben die Intelligenz der Menschen und die Stärke der Orks. Wenn sie nicht überall verabscheut würden, wären sie die Herrscher der Welt. Aber sie werden verabscheut und dies sind die Gründe: Menschenfrauen sind schwach im Vergleich zu Orks und Orkfrauen sind leichtgläubig im Vergleich zu Menschen. Halborks zu machen ist daher leicht und, seitdem moderne Orks aussehen wie jene aus World of Warcraft statt wie die klassischen Schweinegesichter, auch absolut nachvollziehbar.

Bei all den Kriegen zwischen Orks und Menschen werden die kurzen Friedenszeiten nicht als freundschaftliches Verhältnis verstanden, deswegen wird jeder Halbork von beiden Völkern gleichermaßen als Abscheulichkeit betrachtet. Es spielt keine Rolle, dass ein Halbork einen besseren Anführer abgibt als jeder Ork und es ist auch egal, dass er strapazierfähiger ist als jeder Mensch, er wird immer für seine Talente gehasst. Ironischerweise macht ihn das sehr gut darin, Informationen von anderen zu bekommen. Sein Leben lang schlägt er sich mit Vorurteilen herum und weiß sehr genau, wie er damit umgehen muss.

VOLKSMERKMALE DER HALBORKS

- Stärke +2
- Mittlere Größe: Als Wesen von mittlerer Größe haben Halborks keine besonderen Boni oder Mali aufgrund ihrer Größe.
- Die Grundbewegungsrate von Halborks beträgt 30'/9m.
- Halborks erhalten einen +2 Volksbonus auf ihre Einschüchtern-, Informationen sammeln- und Überlebenskunst-Proben.
- Dunkelsicht: Halborks können im Dunkeln bis zu 18m weit sehen. Die Dunkelsicht ist nur schwarz-weiß, funktioniert aber ansonsten wie normale Sicht.
- Anfangssprachen: Handelssprache und Orkisch. Zusätzliche Sprachen: Abyssisch, Drakonisch, Gnollisch, Goblinisch und Riesisch.
- Bevorzugte Klasse: Assassine und Barbar.

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