

ORKISH CLANS

Use these tables for inspiration or roll them up randomly. Some of the tables could be rolled more.

d12 The orcs are...

1. Nomadic hunters, following game.
2. Raiders displaced from their native lands.
3. In exile from their native lands.
4. In the service of a sovereign warlord.
5. A loose confederacy of tribes and families related by blood.
6. Degenerate survivors from a broken army.
7. Disorganizes; a clan of competing warriors.
8. A tight-knit war band.
9. Bent on sowing chaos and mayhem.
10. Raiders after supplies and slaves.
11. Marching to war under the leadership of a great chief.
12. On an errand for an evil wizard or other powerful being.

d10 The orcs value...

1. Bravery.
2. Strength.
3. Virility.
4. Honoring the gods.
5. Battle-scars.
6. Survival.
7. Kill counts.
8. Scalps.
9. Steel.
10. Meat.

d4 The orcs' iconography features...

1. Symbols of death and destruction (d8): 1. bats; 2. bones; 3. crows; 4. flames; 5. ghosts; 6. scorpions; 7. skulls; 8. vultures.
2. Symbols of the heavens (d4): 1. clouds; 2. lightning; 3. moon; 4. stars.
3. Symbols of strength and weaponry (d6): 1. arrows; 2. axes; 3. fists; 4. spears; 5. stones; 6. swords.
4. A great beast (d6): 1. bears; 2. boars; 3. eagles; 4. lions; 5. snakes; 6. wolves.

d10 The orcs' chief is...

1. A well-respected chief.
2. A charismatic warlord.
3. A mysterious shaman.
4. A descendent of an honored hero.
5. A ruthless killer.
6. A brutish thug.
7. An impatient young warrior.
8. A wise old chief.
9. A celebrated war hero.
10. A prolific lover.

d12 The orcs' favorite meat comes from...

1. Dwarves and halflings.
2. Beggars and thieves.
3. Merchants and caravan guards.
4. Noblemen.
5. Noblewomen.
6. Priests and priestesses.
7. Slaves.
8. Circusfolk and minstrels.
9. Foreign travelers.
10. Peasant women.
11. Young children.
12. Elves and pixies.

d6 The orcs' current attitude is...

1. Carefree and festive.
2. Rowdy and festive.
3. Rowdy and eager to fight.
4. Frightened and suspicious.
5. Hostile and suspicious.
6. Hostile and eager to fight.

d6 The orcs fear...

1. Men armored in steel.
2. Spellcasters.
3. Members of a particular race (d4): 1. elves; 2. dwarves; 3. goblinoids; 4. reptilians.
4. The gods.
5. Aberrant evils.
6. Dragons.

d10 The orcs are notorious for...

1. Never leaving survivors.
2. Feeding prisoners to wild beasts.
3. Tattooing or branding prisoners.
4. Scalping enemies.
5. Flaying enemies.
6. Raiding and burning villages.
7. Plundering merchant caravans.
8. Eating prisoners raw.
9. Claiming prisoners as slaves.
10. Taking prisoners as wives or concubines.

d12 The orcs are known for...

1. Screaming and shouting during battle.
2. Convening with ghosts and spirits.
3. Ritual animal sacrifice under a new moon.
4. Ritual humanoid sacrifice far belowground.
5. Ritualistic blood-letting.
6. Ritualistic sexual acts under the full moon.
7. Eating unusually-prepared meats.
8. Prolific amounts of drinking.
9. Never cutting their hair.
10. Shaving their heads and bodies.
11. Wearing long top-knots or braids.
12. Bathing and perfuming their bodies.

d6 The orcs' goals include (chief and other warriors could have different goals)...

1. Upheaval of the region's politics.
2. Disruption of the region's trade.
3. Revenge against another civilization.
4. Revenge against a rival orkish clan.
5. Spreading chaos and destruction.
6. Possession of a powerful artifact.

d8 The orcs typically fight with...

1. Hit-and-run tactics.
2. Ambush tactics.
3. Unpredictable maneuvers.
4. Lots of screaming and shouting.
5. Kicking and stomping.
6. Lots of head-butting.
7. Lots of biting and scratching.
8. Frequent breaks for (d4): 1. eating; 2. looting; 3. forming ranks; 4. arguments.

d10 As slaves, the orcs keep...

1. Dwarves.
2. Gnomes.
3. Goblins.
4. Halflings.
5. Humans.
6. Kobolds.
7. Undead servitors.
8. Nothing; the orcs eat all captives they take.
9. Nothing; the orcs leave no survivors.
10. Nothing; the orcs value freedom for all.

d6 As guardians or pets, the orcs keep...

1. Boars.
2. Dire rats.
3. Giant lizards.
4. Ogres.
5. Wargs.
6. Wolves.

d12 Most of the orcs are wielding...

1. Spears and large hunting knives.
2. Spears and javelins.
3. Exotic, curved blades and several bolas.
4. Huge, curved blades.
5. Exotic, curved blades and blowguns.
6. Pikes and short swords.
7. Pikes and short bows.
8. Battleaxes and throwing axes.
9. Battleaxes and longbows.
10. Longswords and longbows.
11. Jagged greatswords and shortbows.
12. Greataxes and javelins.

INDIVIDUAL ORCS

d8 Appearance: The orc has...

1. Pale green skin.
2. Yellowish green skin.
3. Dirty brown skin.
4. Reddish brown skin.
5. Grey skin.
6. A tall frame.
7. A thick-set frame.
8. Bug eyes.

d6 Tattoo: The orc has...

1. A bone tattoo.
2. A dragon tattoo.
3. A skull tattoo.
4. A spear tattoo.
5. A spiderweb tattoo.
6. A tattoo of thorns.

d8 Skill: Even among orcs, the orc is particularly good at...

1. Tracking creatures by scent.
2. Identifying and following the tracks.
3. Running down prey.
4. Decapitating foes.
5. Impaling foes.
6. Roping captives.
7. Breaking slaves.
8. Handling savage beasts.

d8 Armor: The orc is armored in...

1. Nothing.
2. Tattered leather.
3. Blood-stained leather.
4. Boiled leather.
5. The hides of scaly beasts.
6. The hides of furry beasts.
7. The hides of exotic beasts.
8. A helm and breastplate taken from a fallen enemy.

d8 Weapon: The orc is wielding...

1. A spear.
2. A scimitar.
3. A falchion.
4. A pike.
5. A battleaxe.
6. A greatsword.
7. A greataxe.
8. A longbow.

d6 Motivation: The orc is looking for...

1. A good meal, fresh if possible.
2. A hearty meal, spoiled is not a problem.
3. A throat to cut or a head to bash.
4. A chance to prove itself in combat.
5. A place to rest and to sharpen weapons.
6. A strong drink.