DUALINK

Orks

Race



Warhammer 40K Edition

Orks

Orks are a brutal, fungal species engineered long ago for endless war. They reproduce through spores that spread wherever they fight, making them nearly impossible to eradicate once they infest a world. Ork society revolves entirely around strength and conflict, with the biggest and toughest individuals naturally rising to lead warbands that can swell into massive crusades known as WAAAGH!s.

Orks also generate a crude psychic field fueled by their collective belief. When enough Orks are present, reality begins to bend to their expectations: weapons fire when they should not, ramshackle machines roar to life, and simple superstitions somehow become true. To an Ork, this is simply how the universe works, the louder the fight, the stronger the WAAAGH!.

Ork Traits

Creature Type. Humanoid (Ork)

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Orks grow rapidly, reaching maturity within 10 years. Most live around 40–50 years, though powerful warbosses can survive much longer through sheer toughness.

Alignment. Orks value strength, dominance, and the thrill of battle above all else. Their society is chaotic and violent, and most Orks tend toward chaotic alignments,

often chaotic neutral or chaotic evil.

Size. Medium

Speed. 30 ft.

Languages. You can speak, read, and write Common and Orkish.

Ork Features

Born for a Scrap. You have advantage on saving throws against being frightened.

Greenhide Physiology. Your body is built for brutal combat. You gain proficiency in Athletics. Additionally, when you roll a Hit Die to regain hit points during a short rest, you may reroll the die and use the new result.

Proper Fight. When you reduce a creature to 0 hit points with a melee attack, you can immediately move up to half your speed and make one additional melee attack as a bonus action. You can use this feature once per long rest.

Get Stuck In. When you hit a creature with a melee weapon attack on your turn, you gain WAAAGH! Energy until the start of your next turn. While you have WAAAGH! Energy:

- You gain a bonus to melee weapon damage rolls equal to half your proficiency bonus (rounded down).
- Your walking speed increases by 5 feet.

You lose WAAAGH! Energy early if you become incapacitated.

Orkish Belief. Your confidence bends reality in crude but effective ways.

Choose one of the following beliefs at character creation. You may change your belief whenever you gain a level. While you have WAAAGH! Energy, your belief manifests:

- Red Wunz Go Fasta: Your walking speed increases by an additional 5 feet.
- Bigger Iz Better: You count as one size larger for the purpose of grappling and shoving.
- Dakka Iz Reliable: You ignore disadvantage on ranged weapon attacks caused by attacking at long range.
- Dis Wun's Da Best: Choose one nonmagical weapon you are wielding. While you have WAAAGH! Energy, that weapon counts as magical for the purpose of overcoming resistance and immunity.