

Rot Grug, Orc Shaman for The Rock

Alignment:	Evil
WR:	0
TKA:	0
Wounds:	65
Soul Points	N/A
Power:	23
React:	18+0
Luck:	N/A
Spell Resis:	17
Relative Size:	2.25
Walking	3
Charging	6
Running	15
Broad Jump	2d6+3
Free Weight:	10 VL
Sights	None

Rot Grug will not wield a weapon and does not wear any armor. He does have a wicked rattle that he is always shaking at everyone (or thing) that comes near.



Deity Blessings

1) If in any give combat round there are two or more humans in melee with the Rot Grug, his body will burst into flame. The flame will instantly move out and damage any creature or character that is in melee with him. The damage from the flame is 3d8, APV and WR rolls may be taken by those hit by the flame.

2) Any hit against the Shaman has 50% chance of doing no damage. Roll after the damage roll is made.

3) Rot Grug will spit fire once per combat round (skill in this is 18+0 and carries a 2d12 attack rank). This attack cannot be disrupted due to damage and has a range of 30 feet (3 inches). APV and WR rolls may be taken by those hit by the flame.

4) Rot Grub is immune to fire and heat based damage. Nearby Orcs may benefit from this protection. If any fire based spell goes off within 50 feet of Rot Grob, there is a 70% chance that the fire will do no damage to any Orc caught within it.

Orc Shaman

Orcs that are religious fanatics leave the colony with little or nothing but the skins on their back. They tend to leave when conditions are at their worst. This might be during the middle of a harsh winter storm, or possible during an equally horrific flood. The Orcs leave as a way to prove their devotion and faith. They take no food and carry no weapon, believing that their faith alone will keep them alive.

Many fail and die in the first few minute of their venture. Some few struggle onward for a day or two before succumbing to the elements. For a few, a very few indeed, their patron deity reaches forth and blesses them with the items and food they need to survive. These Orcs may literally wander through the wilderness for years, never even seeing another Orc. Finally, after a very long time, their faith honed to the sharpest point, they receive a calling. They wander from the wilderness into an Orc community. The community that they approach always has need of them. Either it is an outpost that has grown in size and now deserves a Shaman or a city whose current Shaman dies. If there was an existing Shaman, there is always a period of one day (to the minute) between the death of the old Shaman and the arrival at the gates of the new one. During this period of time, the Orcs in the community mourn the death of the old Shaman. Once the new has appeared, there is a daylong celebration.

Any Orc Shaman is revered within the Orc community. Except for outposts, all Orc communities have one Shaman. The addition of a Shaman to an Orc outpost marks its transition to an actual community. This is a single Shaman that reads the sky and stars and tells the Orcs when the winds of fate favor them. The Shaman also aids in the defense of the community and acts as the source of law (although the communities leader also acts as a source of law).

An Orc shaman has the strongest of beliefs, beliefs that can never be shaken by any means. An Orc Shaman can have a variety of spells and gifts bestowed upon them from the worship of Darkheim, Beast or Demon. Although all Orc Shaman worship Darkheim, Beast or Demon, all derive their spells and power from Darkheim. The powers listed for Rot Grub represent powers given to a new shaman. As time goes on and Rot Grub continues his worship, his powers will grow.