

Hybrids

There is at least some relationship between the sub-human monsters and mankind. While this relation is tenuous at the best of times every once in while a offspring of humans and sub-humans will result.

All of the hybrid races have certain things in common. While most will pass into their own sub-human societies largely unnoticed, a few can pass for human. This small number, say 5% to 10% of human/sub-human hybrids, can become player characters.

Most humans will be suspicious of these hybrids and there could be racial difficulties. Most demi-humans such as elves, dwarves and halflings will be hostile to them at best.

DM's Note: To preserve game balance and playability in the Glantri campaign DMs may want to limit the number of hybrid characters per gaming party. Hybrids are designed to add a bit of variety or mystery to the game.

A Note on Humanoids

To get the proper feel for role-playing humanoids, one must first understand their motivations. Humanoid society is usually formed into tribal hierarchies with the strongest members in control. This type of organization is also found in wild animal populations and is often referred to as the "pecking order." In groups of predatory animals like wolves or lions, the rivalry of the pecking order establishes the most physically powerful male as the master of all he surveys. This mastery allows the strongest male to have his first choice of a mate, food, and all else he desires. The leading male also has great responsibilities in the hunt and in the protection of his group. In humanoid societies, the pecking order works in much the same way; in both cases, the group is there for the protection of its individual members over all other outside influences. Humanoids take this reasoning a step further so that all other outside influences must be eliminated, controlled, or used for group or individual benefit. Most humanoids fervently believe that the only way to get something in life is to take it by force.

Humanoids of all races will not be adverse to joining forces in order to attack common enemies; however, each race is aware that when the battle is done, there should only be one race to claim the spoils. Most of the time, different humanoid races war against each other for food and slaves. This intertribal and interracial warfare is imbedded in

their religions and in their minds. The warring weeds out the weak and gives the survivors power and glory, thus establishing the pecking order on a large scale. Exceptional humanoids that become adventurers are a result of this weeding process, and are nearly always driven by the same competitiveness their tribes possess.

Half-Hobgoblin

Hobgoblins, or *Robin-Goblins*, as they are known to the Celts, are cousins to the Goblins. Standing much taller than goblins these fierce brutes often are found in the company of their smaller cousins. Human-Hobgoblin cross-breeds are the rarest of all of the sub-human hybrids.

Standing about 5½' to 6' tall and weighing 100 to 150lbs, half-hobgoblins are also among the smallest of the hybrids. Their hairy hides range from dark reddish-brown to dark gray. Their faces show dark red or red-orange skin. Large males have blue or red noses. Half-Hobgoblin eyes are either dark yellowish or brown while their teeth are yellow. Their garments tend to be brightly colored, often bold, blood red. Any leather is always tinted black. The life-span of a half-hobgoblin shorter than a that of a human. They are young adults from 11 to 14, adults from 15 to 30, middle aged from 31 to 40, old from 41 to 55 and venerable beyond 56.

Half-Hobgoblins tend to be solitary. They usually are not welcome in either human or hobgoblin societies. Half-hobgoblins are often hired as mercenaries.

Half-Hobgoblins usually speak goblin, orc, their alignment language and of course their own language. In addition, they can communicate with intelligent gorillas.

Half-Hobgoblins have a spirit and not a soul, so they can not be raised by normal means.

Half-Ogre

Half Ogres are very tall compared to their human cousins. Standing anywhere from 7' to 8' and weighing 315 to 425lbs they have been described as the best door openers around! Skin and hair color are variable, but tend toward brown, gray, black, dull yellow (skin only), or any of the above with a slight gray-green tint. Teeth and nails are always orange. Most half-ogres have human-like eyes, though about one in five have the white pupils common to ogres. Their odor is noticeable, but it is not as overpowering as that of a full-blooded ogre. Half-ogres speak common (more clearly and unimpeded than ogres),

ogriish, orcish, troll, and one other, usually human, language. They live about 110 years.

Half ogres possess infravision out to 60 feet. Their sense of smell is better than an ogre's, but it falls short of a human's.

Half ogres receive two additional hit dice at first level, this is due to the fact that they are a larger-than-man-size race. This hit point supplement is always conserved when they gain levels.

The half-ogre shares the ogre's place in the ecosystem: that of a plague upon demi-humans and humans, lusting for treasure and making neither crafts nor good labor. The beginnings of half-ogre poetry have been around for many years, but it is exceptionally ugly and disturbing.

Half ogres have a spirit and not a soul, so they can not be raised by normal means.

Half-Orc

Of all of the Hybrid races, Half Orcs are the most common.

Orcs will crossbreed with virtually every humanoid and demihuman species except elves, with whom they cannot. The mongrel offspring of orcs and these other species are known as half-orcs. Orc-goblins, orc-hobgoblins, and orc-humans are the most common. Half-orcs tend to favor the orcish strain heavily, and as such are basically orcs, although 10% of these offspring can pass as ugly humans. They are treated as humans with levels instead of Hit Dice.

Half orcs stand about 6' tall and weigh 120 to 170lbs. They resemble very ugly humans. Half orcs have a life span of about 60 years.

If multi-classed, they have these maximums: priest, 4th level; fighter, 10th level; thief, 8th level. If half-orcs remain single-classed, these maximums increase to: priest, 7th level (Wisdom 15 required for 5th, Wisdom 16 for 6th, Wisdom 17 for 7th); fighter, 17th level (Strength 18/00 required for 11th, Strength 19 for 12th, Strength 20 for 14th, and Strength 21 for 17th); thief, 11th level (Dexterity 15 required for 9th, Dexterity 16 for 10th, and Dexterity 17 for 11th).

Half orcs are distrusted by both human and orc cultures because they remind each of the other's racial stock. Half orcs advance in orc culture by flaunting their superior ability and in human culture by associating with people who don't care about appearance. Most tend toward neutrality with slight lawful and evil tendencies, but lawful good half-orcs are not unknown. Some half-orcs have split from both cultures to form their own societies in remote areas. These half-orcs worship their own gods and (like most hermits) are extremely suspicious of

strangers.

Half-Troll

Like the Half Ogre hybrids, Half Trolls are very tall. Averaging 6½' to 8' they are taller than their Ogre counterparts, but not as stocky, averaging 200 pounds. Half-Trolls share many of the characteristics of their Troll heritage. While they do not turn to stone in sunlight they do avoid it. In conditions of bright light (sunlight, *continual light*, etc.) the half-troll is at a penalty of -1. A half-troll character however may add 1 extra hit point to every level advancement to normal rolls.

Half trolls usually speak orc, kobold, gnomish, their alignment language and of course their own language, *Troll-speak*. The lifespan of a troll is shorter than that of a human. They are young adults from 10 to 14, adults from 15 to 28, middle aged from 29 to 47, old from 48 to 65 and venerable at 66.

Trolls have a spirit and not a soul, so they can not be raised by normal means.

Table 1: Racial Ability Requirements

Ability	Half-Hobgoblin		Half-Ogre		Half-Orc		Half-Troll	
	min/max	rolls	min/max	rolls	min/max	rolls	min/max	rolls
Strength	8/18	2d6+6	14/19	1d6+13	8/18	2d6+6	13/19	2d4+11
Dexterity	3/12	1d10+2	3/12	1d10+2	8/18	2d6+6	8/18	2d6+6
Constitution	7/17	2d6+5	13/18	1d6+12	8/18	2d6+6	13/18	1d6+12
Intelligence	3/9	2d4+1	2/11	3d4-1	3/9	2d4+1	3/9	2d4+1
Wisdom	2/12	2d6	2/12	2d6	2/12	2d6	2/12	2d6
Charisma	2/8	2d4	2/8	2d4	3/12	3d4	2/8	2d4
Sanity	2/14	4d4-2	2/14	4d4-2	2/14	4d4-2	2/14	4d4-2

Table 2: Racial Class Limitations

	Half-Hobgoblin	Half-Ogre	Half-Orc	Half-Troll
Warrior				
• Fighter	10 th to 16 th	15 th	11 th to 17 th	15 th
Priest				
• Cleric	5 th to 7 th	N/A	5 th to 7 th	4 th to 8 th
• Warlock	N/A	N/A	13 th	N/A
Wizard	N/A	N/A	N/A	2 nd (INT 9)
Rogue				
• Thief	13 th	5 th	9 th to 11 th	5 th
Psionist	N/A	N/A	N/A	N/A

Table 3: Racial Preferences

	Half-Hobgoblin	Half-Ogre	Half-Orc	Half-Troll	Human	Other Demi-Humans *
Half-Hobgoblin	P	T	H	H	N	H
Half-Ogre	T	P	N	T	N	H
Half-Orc	H	N	P	H	T	H
Half-Troll	H	N	N	P	H	H
Human	H	H	T	H	P	Variable**
Other Demi-Humans	H	H	H	H	Variable**	Variable***

- * Demi humans such as Dwarves, Elves, Gnomes and Halflings.
- ** Humans and demi humans generally tolerate each other. See Racial Preferences table in PHB.
- *** See Racial Preferences table for different demi human preferences.

Table 4: Thief Abilities Adjustments

	Half-Hobgoblin	Half-Ogre	Half-Orc	Half-Troll
Pick Pockets	-10%	- 15%	-10%	- 15%
Open Locks	+5%	-5%	+5%	-5%
Find and Remove Traps	+10%	-5%	+15%	-5%
Silent Move	-5%	-10%	-5%	-10%
Hide in Shadows	-5%	-15%	0%	-20%
Hear Noise	+5%	+5%	+5%	+10%
Climb Walls	+10%	+10%	+10%	+10%
Read Languages	-10%	-10%	-10%	-5%
Back Protection	-15%	-20%	-15%	-20%

Table 5: Average Height and Weight

	Height		Weight	
	Base	Modifier	Base	Modifier
Half-Hobgoblin	66"	+1d6"	100lbs	+2d20lbs
Half-Ogre	84"	+2d6"	315lbs	+5d20lbs
Half-Orc	69"	+1d6"	120lbs	+3d10x2 lbs
Half-Troll	78"	+3d6"	200lbs	+3d10x3 lbs

Table 6: Age and Aging Effects

	Starting Age		Adult	Middle Age	Old Age	Venerable	Maximum Age
	Base Age	Mod					
Half-Hobgoblin	10	+1d4	15-30	31-40	41-55	56-70	71
Half-Ogre	15	+1d4	19-40	41-62	63-84	85-109	110
Half-Orc	8	+1d4	12-22	23-34	35-46	47-59	60
Half-Troll	10	+1d4	15-28	29-47	48-65	66-80	81