

Few of the profiles available on the net are allowed for half-orcs; here is my response to this observation: a kit that is specifically dedicated to them:

Half-Orc Fighter Kit: HATRED CARRIER:

On the Sword Coast, near the Ten Cities, ancient wars against the combined armies of orcs and goblins have left the inhabitants a deep hatred for these creatures. Also the half-orcs, resulting from human rape by orcs, should not exist. They are usually killed at birth. But among raped mothers, they can't help themselves abandoning their spawn, regardless of breed. And half-orcs, can still grown among humans. When this happens, these children are being grown up in secret, because population would have no pity for a bastard orc, even for a child. Grown in the dark of a cave, or a smelly attic, living under the constant fear of being discovered and killed, they have not even a social bond beside the mother teaching them the world hates them, the hatred carriers are half-orcs who have forged by an unstable mind based on a single thought: the world hates me, I hate it in return. These are brutes without a scruple that know only strength, resentment and anger. Their condition of half-orcs gives them an exceptional constitution, but their mental instability severely hampers their ability to think or learn anything. They only know how to use those "brutal" gifts and show no finesse.

Advantages:

- Intimidation once a day every 4 levels. This ability acts as the spell "charm person", but with a longer duration and reduced saving throws. The ability to intimidate increases in power as the hatred carrier levels up. The person intimidated like this is always hostile when the effect of this ability expires.
- Roar of rage once a day every 5 levels from level 7. This ability acts as the spell "Horror", forcing all creatures surrounding the carrier hatred to pass a saving throw or risk being scared for 45 seconds. The ability to scare by Road increases in power as the hatred carrier levels up.
- Fist of fury once a day every 6 levels from level 12. When using this gift, the hatred carrier puts all his aggressiveness in his attacks. He then shows so much violence and during the following 2 rounds he gains an extra attack and all attacks do maximum damage. In addition, each hit he inflicts has a chance to stun the opponent.
- Indomitable: immune vs. charms
- Brutal: +1 to damage

Disadvantages :

- Limited to chaotic neutral alignment, neutral evil and chaotic evil
- Receive 10% experience points less (due to the weak ability of understanding)
- -3 to intelligence, charisma and wisdom at creation (due to his chronic lack of education)

Note:

By playing as Hatred Carrier you can skip taking “War Cry” hla. The roar of rage reproduces the same effects (plus a penalty to saving throws increasing by level, but, in this case, with a shorter duration), thus making the hla useless.