

Ogre-Half (100 Points)

CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
20	STR	10	13-	4d6; [2]
8	DEX	-6	11-	OCV 3 DCV 3
20	CON	20	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3 ½d6
6	COM	-2	10-	
6	PD	2		Total: 6 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
2	SPD	2		Phases: 6, 12
10	REC	4		
40	END	0		
40	STUN	7		

TOTAL CHARACTERISTIC COST: 46

MOVEMENT:

RUNNING:	7" / 14"
SWIMMING:	1" / 2"
LEAPING:	2" / 4"

COST POWERS

- 2 **Thick Tough Skin:** Damage Resistance (2 PD/2 ED)
 - 2 **Long Arms:** Stretching 1", Reduced Endurance (0 END; +½), Persistent (+½) (10 Active Points); Limited Power (Only ¼" Stretch) (-3), Always On (-½), No Velocity Damage (-¼), no Noncombat Stretching (-¼)
 - 1 **Darkvision:** +2 PER with Normal Sight (2 Active Points); Limited Power Only to Counteract Darkness Modifiers (-½)
 - 1 **Darksight:** Sight Group Flash Defense (2 points) (2 Active Points); Limited Power (Only vs. Darkness-based Attacks) (-1)
 - 2 **Heavy:** Knockback Resistance -1"
 - 1 **Thin Air Adapted Lungs:** Life Support (Extended Breathing 1 END per Turn)
 - 5 **Disease Resistant:** Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
 - 5 **Poison Resistant:** Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
 - 1 **Pressure Resistant:** Life Support (Safe in High Pressure; Safe in Low Pressure/Vacuum) (3 Active Points); 50% Immunity, Only 50% Effect From. (-1)
 - 2 **Temperature Resistant:** Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- TOTAL POWERS COST: 22**

TALENTS

- 15 Combat Sense 11-
- 2 Resistance (2 points)

TOTAL TALENTS COST: 17

SKILLS

- 8 +1 with All Combat
- 3 +1 with Haymaker, Move Through, or Sweep
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 AK: Home and Surrounding Territory 8-

SKILLS

- 0 Language: Common (fluent conversation) (2 Active Points)
- 0 Language: Ogre (fluent conversation) (2 Active Points)
- 0 Language: Orc (basic conversation) (1 Active Points)
- 0 Language: Troll (basic conversation) (1 Active Points)
- 0 Paramedics 8-
- 0 Persuasion 8-
- 0 PS: Warrior 8-
- 0 Shadowing 8-
- 0 Stealth 8-
- 0 Survival 8-
- 0 TF (Everyman): Custom Adder, Equines

TOTAL SKILLS COST: 15

TOTAL COST: 100

25+ DISADVANTAGES

- 5 Distinctive Features - Half-Ogre: 7½' Tall, 360 lbs, foul body odor, swarthy dull complexion, dark lank hair, white eyes, orange nails (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 5 Enraged: When take BODY Damage (Uncommon), go 8-, recover 14-
- 5 Hunted: Half-Breed Haters, Ogre Haters, and Humanoid Haters 8- (Less Pow, Harshly Punish)
- 0 Normal Characteristic Maxima - Half-Ogre
- 5 NCM: 30 STR, 12 DEX, 30 CON, 23 BODY, 12 INT, 12 EGO, 28 PRE, 8 COM, 12 PD, 12 ED, 4 SPD, 16 REC, 70 END, 70 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
- 5 ACM (Absolute Characteristic Maxima): 40 STR, 18 DEX, 40 CON, 33 BODY, 18 INT, 18 EGO, 38 PRE, 18 COM, 24 PD, 24 ED, 8 SPD, 32 REC, 140 END, 140 STUN (Absolute Maximum Limit without Magical Enhancement).
- 5 Physical Limitation: Big = hard to dodge and hide (1.25x human size = -1 DCV, and +1 to PER Rolls to Percieve) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Hard to Equip - proper sized equipment is often hard to find and typically costs 2-3x as much (Infrequently, Slightly Impairing)
- 0 Physical Limitation - Lifespan (Young 12-18, Mature 19-40, Middle-Aged 41-80, Old 81-110, Venerable 111-140): (Infrequently, Slightly Impairing, Custom Adder)
- 5 Physical Limitation: Poor Sense of Smell/Taste, suffers -2 to PER Rolls (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Voracious - Needs to Eat Twice as much as a normal man (Infrequently, Slightly Impairing)
- 10 Psychological Limitation: Violent, Prefers to Solve Problems with Brute Force (Common, Moderate)
- 5 Psychological Limitation: Greedy (Uncommon, Moderate)
- 5 Reputation (Hack, Slash, and Bash Half-Breed Bully): , 8-
- 10 Social Limitation: Half-Breed of Traditionally enemy races, not fully accepted by either parent race or most societies (Big, Dumb, Ugly Brute in Human Society; Wimpy Runt in Ogreish Society; Hated and Hunted by Some Societies) (Frequently, Minor)
- 0 Susceptibility: to both Pro- and Anti-Ogre and Human magics, but only at half-power, 1d6 damage per Hour (Uncommon)
- 0 Experience Points

UNSPENT EXPERIENCE POINTS: 0

TOTAL DISADVANTAGE POINTS: 75

TOTAL COST: 100

COST	EQUIPMENT/OPTIONS	END
2	ROUGH STUDDER LEATHER:ARMOR (3 PD/3 ED) (9 ACTIVE POINTS); INDEPENDENT (-2), OIF (-½) (,)	
9	BIG-ASSED BASTARD SWORD:KILLING ATTACK - HAND-TO-HAND 2D6+1, REDUCED ENDURANCE (0 END; +½) (52 ACTIVE POINTS); INDEPENDENT (-2), OAF (-1), STR MINIMUM 18 (-¾), REQUIRED HANDS TWO-HANDED (-½), REAL WEAPON (-¼) (,)	

BACKGROUND/HISTORY:

Half-Ogres are the third most popular human half-breed (after Half-Elves and Half-Orcs) and in many ways are the race best suited to the typical classic xD+D fighting mentality -- Kill 'em all and take their stuff! As much NPC as Monster but can go either way.

PERSONALITY/MOTIVATION:

Kill, Loot, Don't Rinse, Repeat.

QUOTE/SOURCES:

- HackMaster PHB.36 (2001); and AD&D MM.2e.274-275 (1993) which are based on
- Roger E. Moore "The Whole Half-Ogre" Dragon Magazine #73 p.24-25 (May 1983) reprinted in Best of Dragon Magazine IV p.46-47 (May 1985) which was a more useful article in response to:
- Gary Gygax's "The Half-Ogre, Smiting Him Hip and Thigh" the Sorcerer's Scroll column in Dragon Magazine #29 p.12-13 (September 1979).

POWERS/TACTICS:

Smash and Bash or Hack and Slash depending on the biggest weapons available.

CAMPAIGN USE:

Half-Ogres are for when you need a really big goon that's not quite human; If you need something a bit tougher look at Bugbears or full-blooded Ogres; If you need something a bit weaker, look at Gnolls, Hobgoblins or even Orcs. If a half-orc isn't big enough, strong enough, tough enough, and ugly enough for you, then a half-ogre is just the thing.

Half-Ogres are 2+1 to 2+6 HD Monsters in D+D; So, In Hero, aim for 100 points so that a player would still have 50 points to customize to create a standard 150 point (3rd Level) Character.

APPEARANCE:

Typically, a Half-Ogre is 7.5' (2.28 m) tall and weighs in at about 360 lbs (164 kg) (mainly ranging from 7' to 8' tall and 315 to 425 lbs). They have swarthy, dull complexions with dark, lank hair.

COMBAT STATISTIC SUMMARY

Perception: 11-/13-,

ATTACK:

- **SPD:** 2,
- **Initiative:** 8,
- **OCV:** 3,
- **STR Damage:** 4d6,
- **Combat Skill Levels:** +1 with All Combat+1 with Haymaker, Move Through, or Sweep,
- **PRE Attack:** 3 ½d6,
- **ECV:** 3,

DEFENCE:

- **DCV:** 3,
- **PD/rPD:** 6/2,
- **ED/rED:** 6/2,
- **BODY:** 13,
- **STUN:** 40,
- **CON Stunned:** 20.
- **ECV:** 3,
- **Mental Defence:** 0,
- **Power Defence:** 0,

Genre:	Fantasy
Campaign:	Grey Hero Hero
GM:	Jason "Hierax" Verbitsky
Player:	Generic NPC/PC Monster/Race Template
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