

# Ogre (250 Points)

## CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
30	STR	20	15-	6d6; [3]
8	DEX	-6	11-	OCV 3 DCV 3
30	CON	40	15-	
16	BODY	12	12-	
6	INT	-4	10-	PER Roll 10-/14-
6	EGO	-8	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
10	PD	4		Total: 10 PD (4 rPD)
10	ED	4		Total: 10 ED (4 rED)
2	SPD	2		Phases: 6, 12
20	REC	16		
60	END	0		
60	STUN	14		
<b>TOTAL CHARACTERISTIC COST: 99</b>				

<b>MOVEMENT:</b>	<b>RUNNING:</b>	<b>7" / 14"</b>
	<b>SWIMMING:</b>	<b>1" / 2"</b>
	<b>LEAPING:</b>	<b>3" / 6"</b>

## COST POWERS

4	<b>Thick Tough Skin:</b> Damage Resistance (4 PD/4 ED)
15	<b>Bigger (1.5x):</b> Physical Damage Reduction, Resistant, 25%
15	<b>Bigger (1.5x):</b> Energy Damage Reduction, Resistant, 25%
5	<b>Fast Healing:</b> Healing 1 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 1 Day (-2 3/4)
4	<b>Heavy:</b> Knockback Resistance -2"
22	<b>Fangs/Claws:</b> Killing Attack - Hand-To-Hand 1d6 (2d6 w/STR), Reduced Endurance (0 END; +1/2) (22 Active Points)
4	<b>Long Arms:</b> Stretching 1", Inherent (+1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2) (11 Active Points); Limited Power (Only 1/2" Stretch) (-1), Always On (-1/2), No Velocity Damage (-1/4), no Noncombat Stretching (-1/4)
15	<b>Combat Sense 10-</b>
3	<b>Darkvision:</b> +4 PER with Normal Sight (4 Active Points); Limited Power Only to Counteract Darkness Modifiers (-1/2)
2	<b>Darksight:</b> Sight Group Flash Defense (4 points) (4 Active Points); Limited Power (Only vs. Darkness-based Attacks) (-1)
5	<b>Poor Senses of Smell/Taste:</b> Smell/Taste Group Flash Defense (5 points)
4	<b>Stubborn Stupidity:</b> Resistance (4 points)
2	<b>Thin Air Adapted Lungs:</b> Life Support (Extended Breathing 1 END per Minute)
8	<b>Disease Resistant:</b> Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); 75% Immunity, Only 25% Effect From (-1/4)
8	<b>Poison Resistant:</b> Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); 75% Immunity, Only 25% Effect From (-1/4)
2	<b>Pressure Resistant:</b> Life Support (Safe in High Pressure; Safe in Low Pressure/Vacuum) (3 Active Points); 75% Immunity, Only 25% Effect From (-1/4)
3	<b>Temperature Resistant:</b> Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); 75% Immunity, Only 25% Effect From (-1/4)

**TOTAL POWERS COST: 121**

## SKILLS

15	+3 with HTH Combat
6	+2 with Sweep, Haymaker, Move Through
3	WF: Common Melee Weapons, Javelins and Thrown Spears, Thrown Rocks
0	Acting 8-
0	Climbing 8-
0	Concealment 8-
0	Deduction 8-
0	AK: Home and Surrounding Territory 8-
0	Language: Ogre (completely fluent) (3 Active Points)
2	Language: Troll (fluent conversation)
1	Language: Orc (basic conversation)
1	Language: Gnoll (basic conversation)
1	Language: Stone Giant (basic conversation)
1	Language: Hill Giant (basic conversation)
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: 30**

**TOTAL COST: 250**

## 150+ DISADVANTAGES

10	Distinctive Features - Ogre: 9' Tall, 600 lbs, foul body odor, swarthy dull complexion, dark lank hair, white eyes, orange nails (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	Enraged When Take BODY Damage: (Common), go 8-, recover 11-
10	Hunted by Ogre Haters: 8- (As Pow, Harshly Punish)
0	Normal Characteristic Maxima - Ogre
5	NCM: 40 STR, 12 DEX, 40 CON, 26 BODY, 10 INT, 10 EGO, 30 PRE, 8 COM, 16 PD, 16 ED, 4 SPD, 26 REC, 90 END, 90 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
5	ACM (Absolute Characteristic Maxima): 50 STR, 18 DEX, 50 CON, 36 BODY, 15 INT, 15 EGO, 40 PRE, 15 COM, 32 PD, 32 ED, 8 SPD, 54 REC, 180 END, 180 STUN (Absolute Maximum Limit without Magical Enhancement)
5	Physical Limitation: Big = hard to dodge and hide (1.5x 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 very hard to find and typically costs 5x as much (Infrequently, Slightly Impairing)
0	Physical Limitation - Lifespan (Young 10-17, Mature 18-36, Middle-Aged 37-72, Old 73-100, Venerable 101-125): (Infrequently, Slightly Impairing, Custom Adder)
10	Physical Limitation: Poor Sense of Smell/Taste, suffers -4 to PER Rolls (Frequently, Slightly Impairing)
5	Physical Limitation: Voracious - Needs to Eat 4x 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 (Killing Machines): , 8-
10	Social Limitation: Not accepted by most civilized societies, and often even hated and hunted (Frequently, Minor)
0	Susceptibility: to both Pro- and Anti-Ogre magics, 1d6 damage per Hour (Uncommon)

**UNSPENT EXPERIENCE POINTS: 0**

**TOTAL DISADVANTAGE POINTS: 100**

**TOTAL COST: 250**

**COST EQUIPMENT/OPTIONS**

- 2 Animal Hides:Armor (2 PD/2 ED) (6 Active Points); Independent (-2), OIF (-1/2)
- 7 Great Club (Human Sized) or Club (Ogre-Sized):Hand-To-Hand Attack +6d6, Reduced Endurance (0 END; +1/2) (45 Active Points); Independent (-2), OAF (Focus - Great Club; -1), STR Minimum (-3/4), Hand-To-Hand Attack (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4)
- 11 Great Club (Ogre-Sized):Hand-To-Hand Attack +9d6, Reduced Endurance (0 END; +1/2) (67 Active Points); Independent (-2), OAF (Focus - Great Club; -1), STR Minimum (-1), Hand-To-Hand Attack (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4)

**END****CAMPAIGN USE:**

If you find Ogres a bit too tough of a challenge, try using a Half-Ogre; If you need a bit tougher, try a Hill Giant or a Troll.  
: 9' Tall is 1.5x 6' Tall; Mass is Height cubed so 1.5 cubed = 3.375 x mass for 1.5 times of human height. so if 6' becomes 9' then 80 kg/176 lbs x 3.375 becomes 270 kg/595 lbs. And ~3x mass ~3x STR.

**APPEARANCE:** Ogres are huge fearsome human-like creatures, usually 8 to 10 feet tall. They wear animal skins for clothes, and often live in fithly infested caves.

**COMBAT STATISTIC SUMMARY**

**Perception:** 10-/14-,

**ATTACK:**

- **SPD:** 2,
- **Initiative:** 8,
- **OCV:** 3,
- **STR Damage:** 6d6,
- **Combat Skill Levels:** +3 with HTH Combat+2 with Sweep, Haymaker, Move Through,
- **PRE Attack:** 4d6,
- **ECV:** 2,

**DEFENCE:**

- **DCV:** 3,
- **PD/rPD:** 10/4,
- **ED/rED:** 10/4,
- **BODY:** 16,
- **STUN:** 60,
- **CON Stunned:** 30.
- **ECV:** 2,
- **Mental Defence:** 0,
- **Power Defence:** 0,

**BACKGROUND/HISTORY:**

Ogres are one of the classic xD&D monsters that have been around since the very beginning. I think that it's safe to say that they've seen action in almost every xD&D campaign from the mid-70s to today and will continue to be a staple of D&D as long as gamers crawl the dungeons of their imaginations.

, my first encounter with an ogre was way back in May of 1983 in module B2 – Keep on the Borderlands. I remember it as one of the toughest monsters of the entire dungeon. This conversion is a tribute to that first unnamed ogre who was such a worthy opponent. Since then I've seen countless others slay and be slain and hope that by doing this conversion someone else gets the same thrill that I did so long ago. Let me know how you fare against my version of an Ogre.

**PERSONALITY/MOTIVATION:**

Selfish Brutish Bullying Mentality.

**QUOTE/SOURCES:**

- D&D – Monsters & Treasure (1974) p.3,8;
- AD&D 1st Edition – Monster Manual (1977) p.75;
- D&D Basic Rules (1979) p.31,
- D&D Basic Rules (1981) p.40,
- D&D – B2 – The Keep on the Borderlands (1981) p.17,
- D&D Rules Cyclopedia (1991) p.198;
- AD&D 2nd Edition – Monster Manual (1993) p.272-273;
- D20/D&D 3rd Edition – Monster Manual (2000) p.144;
- Hackmaster – Hacklopedia of Beasts Vol. VI (2001) p.23-25;
- Hackmaster - Player's Handbook p.36 (2001).
- Hero System Bestiary (4th ed.) (1992) p.88;
- Joe's Dungeon Hero (last version read 2000-02-03);
- Ed "Killer Shrike" Hastings (last version read 2002-10-31);
- FH5e.399,
- MMM.75-76.

**POWERS/TACTICS:**

Ogres have been called "combat machines" and rightfully so. They can both strong and tough being able to dish out (6d6N, 2d6K, 12d6N, or 15d6N) and take an incredible amount of damage (to kill a standard Ogre takes 4 average hits with a 3d6 Killing Attack).

**Genre:**

Fantasy

**Campaign:**

Grey Hero Hero

**GM:**

Jason "Hierax" Verbitsky

**Player:**

Generic NPC Monster Template

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