



# HALF OGRE

Ogres are monstrous, yet physically powerful creatures, who love to prey upon those who they see as weaker. They often raid human villages and thorsps within the vicinity of their travels; killing, stealing and burning. In addition, they often satisfy their sexual needs by taking on anything from cattle and horses to unfortunate human females (for the Ogres with the best taste) For most half-ogres this is their heritage. As the offspring of an Ogre and human mating, half-ogres stand seven to eight feet tall and are often regarded as freaks by most humans. Thus usually they either end up growing up as runts among ogre society or are sold as mamluk slaves to Eastern warlords. Often they retain much of the strength and size of their Ogre parents and gain intelligence and reason from their human side. They generally have swarthy, tanned skin and dark colored hair. Their eyes can follow either parent in color, ranging from brown, blue and green to yellowish and bloody red. Ogres were created sometime during the early Metan Age by an unknown god of evil and ever since their first meeting with humans, half-ogres have been part of the equation

<b>Average Height</b>	7' 7" Male	6' 9" Female
<b>Average Weight</b>	450 lbs Male	300lbs Female
<b>Average Physical Maturity</b>	12 years Male	10 years Female
<b>Average Life Expectancy</b>	70 years Male	80 years Female

**Racial Modifiers** – Strength +4, Constitution +4, Intelligence -4, Charisma -4

**Natural Stat Maximums** – includes +/- 2 for sub-ability adjustment and racial purchase options

<b>Strength</b>	(Stamina 24, Muscle 24)	<b>Intelligence</b>	(Reason 16, Knowledge 16)
<b>Dexterity</b>	(Balance 18, Aim 18)	<b>Wisdom</b>	(Intuition 18, Willpower 18)
<b>Constitution</b>	(Health 24, Fitness 24)	<b>Charisma</b>	(Leadership 16, Appearance 16)
<b>Perception</b>	(18)	<b>Luck</b>	(18)

## RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Half-Ogre will have the \* abilities at 56cp with 14cp free)

15cp	+2 to Stamina subability	5cp	Lesser Nightvision (60 feet)
*15cp	+2 to Muscle subability	*10cp	Nightvision (100 yards)
15cp	+2 to Health subability	15cp	Greater Nightvision (full vision range)
15cp	+2 to Fitness subability	5cp	Keen Olfactory (+1/+5%, DM)
5cp	Axe Bonus (+1 to hit with axes/picks)	*5cp	Iron Gut (can eat just about anything)
*5cp	Mace Bonus (+1 to hit w/maces/hammers)	*5cp	Cold Resistance (+4 sv vs Cold)
5cp	Polearm Bonus (+1 to hit with polearms)	*5cp	Toxin Resistance (+4 sv vs Poisons)
5cp	Fast Healer (+1 hp/healing interval)	5cp	Inherent Immunity: Disease
5cp	Hit Point Bonus (+1 HP/level)	*5cp	Tough Hide: Lesser (+1 Natural DEF)
10cp	Hit Point Bonus: Greater (+2 HP/level)	10cp	Tough Hide (+2 Natural DEF)
10cp	Bonus Minor Power/Rage Feat	15cp	Tough Hide: Greater (+3 Natural DEF)
20cp	Bonus Major Power/Rage Feat	10cp	Intimidating Aura (60ft radius; DM)
2cp	Modern Language: Olon Di' Akat	2cp	Climbing Proficiency
2cp	Modern Language: Levathos	2cp	Running Proficiency
*2cp	Modern Language: Joten Skaag	2cp	Wild/Natural Fighting Proficiency
*2cp	Modern Language: Common	2cp	AK: Hordelands
2cp	Literacy: Common	2cp	AK: Giantlands
2cp	Hunting Proficiency	2cp	*Foraging Proficiency
4cp	Endurance Proficiency	2cp	Weather Sense Proficiency
2cp	Intimidation Proficiency	2cp	Survival: Tundra
2cp	Resist Pain Proficiency	2cp	Survival: Steppe

\* though living in separate realms, half-ogres and other giant kind are generally on good terms with Orcs and their kind