

Half-Ogre



A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games

Art by: Jeff Freels

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Half-Ogre

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Str 12, Con 12

Prime Requisite: STR and CON

Hit Dice: 1d10

Maximum Level: 12th

Half-Ogres are creatures born of a union between a human and an ogre. These relationships are often born of the slaughter and carnal desire of marauding ogre tribes. When the half-ogre is born, it is a beastly, inhuman creature that is often cast off by its own parents. Humans regard them as terrible monsters and ogres consider them weak and inferior. The rare few who survive to adulthood find that they have no place in society. As such, they take easily to the life of an adventurer, where they can live on the road and earn their way in the world by the inborn strength given to them by their monstrous parent. Half-ogres typically stand eight feet tall and weigh between 350 and 450 pounds. They are heavily muscled and often have sloped foreheads and ruddy colored skin.

Half-ogres are able to wield any melee weapon they choose, but are limited in their selection of ranged weapons. Because of their large size, they may only use heavy crossbows

and long bows in ranged combat. Short bows, slings and light crossbows are too small for their massive hands. They can, however, use any thrown weapon they choose and often specialize in throwing large rocks or boulders (see below). While they are capable of wearing padded, leather, or studded leather and utilizing a shield, such items (along with other clothing or worn adventuring gear like backpacks or belt pouches) must be specially crafted for them and cost 50% more than the standard price.

A half-ogre uses the Attack Values of a Fighter and the saving throws of a Dwarf of equal level. They can be of any alignment, though the vast majority are Chaotic. They can speak Common, Giant, and their alignment tongue. If the half-ogre has a Strength of 16 or higher he receives a +5% to all experience points earned. If both Strength and Constitution is 16 or higher they receive a +10% bonus.

Half-ogres have a naturally thick hide and because of this they receive a one-point bonus to their armor class. In addition, due to their stature they can wield any two-handed melee weapon (such as a war hammer or two-handed sword) in one hand without penalty. However, using very small weapons (such as dagger or darts) is difficult for them due to their large hands and they suffer a -2 penalty whenever wielding such a weapon in melee.

They are also able to throw large stones in battle. These stones have a range as a javelin or javelin and do 2d6 points of damage, plus the ogre's Strength modifier. Ogres begin play with 3d4 such stones, which they typically keep in a belt pouch. When an ogre wishes to gather more of these stones, they must travel into the wilderness in search of them. Such a search takes 4 hours of time and yields 1d4 suitable stones. Legends tell of rare and powerful half-ogre magi have actually created magical

throwing stones, though evidence to confirm this myth has never been discovered.

Reaching 9th Level: At 9th level a half-ogre becomes known as one of the *Brute*, through out the land. Their prowess in battle and reputation for violence draws the attention of 2d6 fighters or half-ogres. In addition, 1d4 ogres will actually come into their service. All of these followers are chaotic in alignment and will expect their new master to lead them in raids on villages and local farming communities.

A half-ogre who does not engage in such activity regularly may find his followers will turn against him unless he rules with an iron fist.

Half-Ogre Character Progression Chart

Experience	Level	Hit Dice (1d10)
0	1	1
2187	2	2
4375	3	3
8751	4	4
17501	5	5
35001	6	6
70001	7	7
140001	8	8
280001	9	9
400001	10	+3 hp only*
540001	11	+6 hp only*
660001	12	+9 hp only*

*Hit point modifiers from constitution are ignored



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