

Half-Ogre

Half-ogres are around 7 to 8 feet tall (80+4d4 inches) and weigh about 310 to 425 pounds (305+10d12 pounds). Their skin can be yellow to light green in color, and even sometimes brown or grey. Their hair is usually light green, black, brown or grey. Their eyes are like that of an ogre, but 80% of half-ogres have human eyes.



Half-ogres are able to use two of the appropriate hit dice at 1st level. Hit dice progression is normal at 2nd level and above. Although they generally have low Charisma, they may double their Charisma score when dealing with ogres and other half-ogres.

Half-ogres may use two-handed swords with one hand. Due to their size, armor and clothing cost twice as much. They may not ride horses but can ride larger creatures like small elephants. When worn magical items are found, there is only a 50% chance that the item will fit the Half-Ogre.

Summary of half-ogre Racial Abilities:

- +1 Str*, -1 Wis and Cha
- No penalties for using the Rod of Lordly Might
- Are considered *giant* opponents
- 2 hit dice at 1st level
- May use two-handed swords with one hand

*if a 19 is determined, the character will automatically begin with a 18.99 strength and not a 19 strength.

Languages: Common, orcish, ogre and troll. A half-ogre may learn a maximum of one additional language, regardless of intelligence.

Multi-class Restrictions: For armor and weapons, the less restrictive applies.

Class Options: Cleric, Fighter, Cleric/Fighter.

Infravision: 60 ft

Movement Rate: 120 ft

Starting Age:

- Cleric 15+1d4
- Fighter 20+1d4

Minimum/Maximum ability scores (after adjustment for race); if the ability scores rolled do not fall within these limits, then the race of half-ogre is not a valid choice for the character:

- Strength 14/18
- Dexterity 3/12
- Constitution 14/18
- Intelligence 3/12
- Wisdom 2/12
- Charisma 2/8

Level Limitations:

- Cleric 4
- Fighter Unlimited



The Half-Ogre Race for OSRIC

The half-ogre is a compilation of ideas from two people that need to be acknowledged.

Special Thanks To...

Gary Gygax for creating the idea of having ogres somehow mate with humans.

Also Thanks To...

Roger E. Moore for taking the half-ogre and making it a more viable race to play in fantasy role-playing games.

- Djeryv Tar