

Species, Breed: Ogre, Common

Type: Not applicable.

Class: Monster (Mammal)

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 3-D4 +3

Experience points: 45 x level.

Characteristics:

Awareness: 20

Charisma: 11

Constitution: 30

Coordination: 25

Dexterity: 25

Intelligence: 8

Mental-strength: 25

Strength: 30

Wisdom: 8

Movement:

Flying: Can't

Grounded: 14

Swimming: 4

Luck:

Oxygen-points: 75

Blood-points: 90

Attack descriptions:

Club: 1

Damage: 1-D12 x4

Range: 2 spaces (10')

Attack type: Blunt.

Defense: 25

Offense: 25

Damage-Points: Roll 2-D12 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 2-D20

Bronze: 30+ to have 1-D20

Silver: 40+ to have 1-D12

Electrum: 50+ to have 1-D10

White-gold: 60+ to have 1-D8

Yellow-gold: 70+ to have 1-D6

Black-gold: 80+ to have 1-D4

Treasure item(s):

Common: 70+ to have 1-D6

UnCommon: 80+ to have 1-D4

Rare: 90+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a very large, slightly bent, humanoid.

Eye color: Yellow with a black pupil.

Eye shape: Large and oval.

Hair color: Brown.

Hair texture: Course and straight.

Height: 8'-0"

Skin color: Light-brown.

Skin texture: Smooth (leathery).

Posture: Biped (like an animal with two feet).

Weight: 500 lbs.

Dislikes: Magicians and magic. Darkness.

Disposition: The Ogre looks like an over-grown, very thick boned, primitive human. They hunt for food during the day, sometimes splitting up to cover more ground, thus increasing their chances for a successful hunt.

Unless it can't be helped, Ogre will always stay in the security of each others company at night, for they fear darkness. They know how to create fire.

Ogre have a strong sense of family and unity among their own.

Ogre are fascinated by elves of the lighter complexion. All the same, Ogres love to study any breed of Elven kind.

<u>Ogre language:</u>	<u>Translation</u>
Afa	Elf

Fears: Darkness.

Habitat: Forest (Common).

Immunities: Fear.

Life-span: 160 years.

Likes: Treasure.

Needs: Unknown.

Note: None.

Special Abilities: Ogres speak a very broken form of Human.

Special Defenses: Ogres have a natural 60% Blunt-weapon damage-resistance as their skin is thick and tough.
50% Pain-Resistance.

Special Offenses: None.

Susceptibilities: Fancies bear and wolf pelts. Ogre will only have $\frac{1}{2}$ the normal chance (rounded down) to avoid vs. charm-based spells, yet only if such a spell is cast by someone opposite the gender as the Ogre.

Weapon susceptibility: Rank-0 (or better) weapon to harm.