

NAME

LOOK

Forest: Thurk, Hurk, Blark, Smarkle, Brook, Luk

Swamp: Glurple, Glorp,, Splurp, Blorp

Cave: Ugh, Hugh, Bugh, Lugh, Hogh, Blugh

Tiny Eyes, Huge Eyes, Red Eyes, Black Eyes, or Yellow Eyes

No Hair, Mossy Hair, Bloody Hair, or Glorious Hair

No Clothing, Ragged Clothing, or Cadaverous Clothing

Scabby Body, Boney Body, Bulbous Body, or Hairy Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SLICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

NEUTRAL

Eat a new kind of meat.

CHAOTIC

Crush something important.

EVIL

Eat a defenseless innocent.

STARTING MOVES

BREAK! (STR)

When you **try to break any non-magical inanimate object, you do!** Roll +STR. *On a 10+, you break it and choose two options. *On a 7-9, you break it and choose one option, but you draw unwanted attention to yourself or put yourself in a spot. On a 6 or less you still break it, but the GM makes a move.

- You do it instantly.
- It is broken beyond all hope of repair.
- You don't hurt anyone.

BREAK YOUR BONES

When you **Hack and Slash an opponent that is small or tiny**, on a 12+ you may crush it, killing it instantly.

MAKE MY BREAD

When you spend some time **eating fresh raw flesh** heal 1d10 hit points. Next time you would mark off the use of a ration, don't. You must take a short rest to digest before you can use this move again.

EAT MEAT FAST

You can eat any kind of meat without ill effects. When you **eat very quickly under duress**, roll +Con. On a 10+ pick 2. On a 7-9 pick 1.

- It take almost no time.
- It does not draw unwanted attention.
- You have not eaten something you shouldn't have.

BIG AND TOUGH

Ogres have natural advantages. Choose one.

- Tough Hide: +2 armor.
- Strong Arms: +2 damage.
- Long Legs: +1 when you roll DEX to defy danger.

BACKGROUND

FOREST

When you make a perilous journey in a forest and act as trailblazer, roll +CON instead of +WIS.

SWAMP

You are immune to all poisons.

CAVE

When you discern realities in a cave or dungeon take +1.

BONDS

Fill in the names of your companions in at least one:

_____ is smarter than me.

_____ is dumber than me!

_____ has shown me a new way to live.

I have told _____ an ogre secret.

OGRE

LEVEL

XP

GEAR

Your load is 10 +STR. You start with a large dead animal (6 rations, 2 weight).

Choose one:

- A Tree-Club (Reach, Messy, Forceful, 4 weight)
- Animal Skins (1 armor, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

LARGE

You are *Large!* You may use **Break Your Bones** against any enemy that is not *Large* or *Huge*. Ignore the *two handed* tag on weapons and you may use unfeasibly large objects as *two handed* weapons. You cannot wear conventional armor.

UGLY

You or your party may use “the ogre leaving” as **Leverage** in a **Parlay**.

BONEY

Your body is covered with hard bone protrusions. +1 armor.

STINKY

You have an incredibly unpleasant odor. When you **first encounter a civilized person** roll +Con. On a 10+ choose two. On a 7-9 choose one.

- They avoid being near you at all costs.
- They give you something in the hope that you’ll go away.
- They are so shaken that they reveal a secret.
- They attack you in a mad rage.
- They reconsider their life choices.

MONSTER TO MONSTER

When you **communicate with an unsophisticated monstrous creature** using the universal language of gestures, grunts, odors, and casual violence, roll +CHA. On a 10+ choose two. On a 7-9 choose one.

- They obey one simple command
- They are friendly towards you and your allies
- They give you something
- They show you something

ENDLESS APPETITE

You can eat almost anything without any ill effects, even things that aren’t edible like rocks, weapons, or legendary artifacts. You can also eat indefinitely, you are never full and can use the **Make my Bread** move as much as you want. Only fresh meat counts for the **Make My Bread** move.

OGRE WISDOM

When you **Discern Realities** and ask the questions from that move list, you may also ask an extra question from this list:

- What here is good to eat?
- What here is good to smash?
- What here is good to kill?

SMASH

You may use **Break** to destroy any building or structure.

THROW

When you **throw heavy things to crush enemies**, use STR instead of DEX to volley. You cannot select the option to take several shots, reducing ammo by one.

RAMPAGE!

When you **lash out, attacking everything in an orgy of violence**, roll +STR. On a 10+ deal your damage to all enemies nearby. On a 7-9 deal your damage to all enemies nearby and one ally.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

HUGE

Replaces Large

You are *Huge!* You may use **Break Your Bones** against any enemy that is not *Huge*. Any large weapon you use, including your fists, gains the *messy* and *forceful* tags.

SPIKEY

Replaces Boney

Your bone protrusions have grown into terrifying spikes. +2 armor and any unarmed attacks gain the *piercing* 2 tag.

RANCID

Requires Stinky

Your stench is a thing of legend. When you **come close to a civilized person for the first time** roll +Con. On a 10+ they are stunned by the odor. Take +1 ongoing against them until they adjust. On a 7-9 they temporarily gag on the odor. Take +1 forward against them.

BAKER

You may preserve corpses for later consumption. When you **spend some time cooking a fresh corpse** you create Corpse Rations (3 uses). Corpse Rations can be used as rations and to heal 1d10 hit points. Anyone without the **Eat Meat Fast** move who eats Corpse Rations must **Defy Danger** using CON.

GOBBLE UP

Requires Endless Appetite

When you use **Break Your Bones** you may also **instantly consume your opponent** and heal 1d10 hit points. You consume all of their equipment without ill effects, although the DM may choose to have you throw up important items later.

SECOND HEAD

Your wisdom head has finally sprouted! Choose its type:

- Thinker: Take +1 ongoing to Spout Lore.
- Spotter: Take +1 ongoing to Discern Realities.
- Biter: Take +1 ongoing to Defend.

FLING

Requires Throw

When you succeed with a 10+ on **Hack and Slash** you also gain this option: Throw your opponent at a target. You deal your damage to the opponent, and the target.

OGRE MAGE

Choose any move from another Playbook that uses a +INT roll.

OGRE OGRE

You have started budding! When you would **normally die** you may choose to have a smaller Ogre instantly spring from your body. It has some of your memories, but not all. You lose one level, remove a move of your choice and an ability point.

DEVASTATION!

Requires Rampage!

When you **devastate an entire area in a senseless rage**, roll +STR. on a 10+ pick 3. On a 7-9 pick 1.

- Lots of things die. You choose two.
- Lots of things are destroyed. You choose three.
- You aren’t hurt.
- No one swears vengeance upon you