

half-Ogre

For Labyrinth Lord & the Advanced Edition Companion

Requirements: STR 14, CON 14
Ability Modifiers: STR +1, WIS -1, CHA -1
Ability Min/Max: STR 14/19, DEX 3/12, CON 14/18, INT 3/12,
WIS 2/12, CHA 2/8

Half-Ogres are around 7 to 8 feet tall and weigh about 310 to 425 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 have 60' infravision and may speak ogre, orc and troll. They 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 select from the following classes, with the indicated level limits.

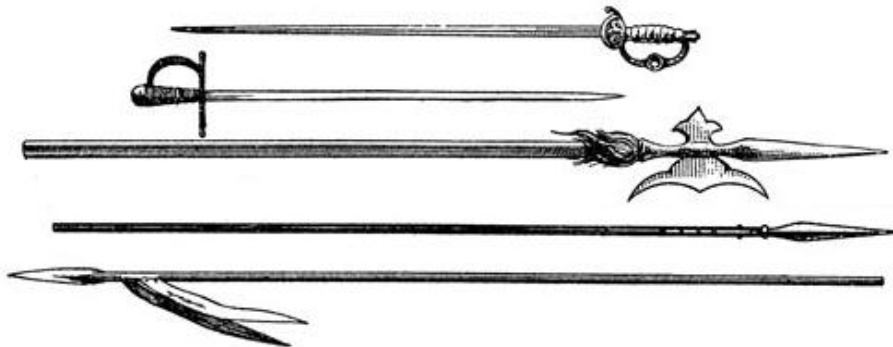


HALF-OGRE CLASSES AVAILABLE	
Class	Level Limit
Cleric	4
Fighter	Unlimited

If using the optional age rules, Half-Ogres begin at 15+1d4 years old for fighters. If playing a cleric, they begin at 20+1d4 years old.

STAGE	AGE
Adolescent	12-18 years old
Adult	19-40 years old
Middle Age	41-80 years old
Old Age	81-110 years old
Venerable	111-140 years old

Half-Ogres may use bastard swords with one hand, but with the two hand damage bonus. 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.



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