



IMPERIAL OGRES



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CREATING OGRE CHARACTERS

This character supplement for *Warhammer Fantasy Roleplay* (WFRP) provides you with all of the rules required to include Ogre Player Characters (PCs) in a game centred in the Empire.

GMs thinking of adding Ogre PCs to their game should seriously consider the impact of such a move. Not only are Ogres particularly strong in combat, which can imbalance certain scenarios, they are also very weak in social situations, which many WFRP adventures focus upon. Ogres are not as accepted by the general folk of the Old World as Elves and Dwarves (primarily due to their belligerent natures), which can have massive repercussions on the enjoyment of playing an Ogre, who may have to miss, or will simply ruin, subtler adventures.

CHARACTER CREATION OVERVIEW

The Character creation sequence for an Ogre is as follows:

- 1) Generate your Characteristics and record them
- 2) Record your racial features
- 3) Roll for your starting career and record its details
- 4) Determine and record your personal details
- 5) Start playing WFRP!

The following sections take you through this sequence step-by-step, introduced by a piece on the Ogre race and how to roleplay them.

THE OGRE RACE

A full-grown Ogre bull (male) stands from 10 to 11 foot tall and is almost half that wide at the gut, with cows (females) only a little smaller. Their massively built bodies are topped by an almost neckless head, with powerful arms, as thick as a human's chest, hanging at each side. Needless to say, Ogres are heavy, typically weighing in at anything from 800 to 1000lbs, with older, stronger, Ogres often weighing far more. However, only a fool would mistake this mass for fat, for underneath an Ogre's skin lies an extensive lattice-work of muscle, and nowhere is this more the case than in an Ogre's most important feature (as far as the Ogre is concerned): his gut.

The gut of an Ogre is of utmost importance for social, spiritual, and physical reasons. Many of an Ogre's vital organs are held in the gut, unlike most other humanoids, and are protected by a thick interlocking skein of musculature instead of the normal ribcage. These incredibly powerful muscles can grind and churn with terrific force, allowing the Ogre to digest almost anything he cares to toss into his cavernous maw. Large guts are a sign of status to an Ogre, for he must have caught, and eaten, a lot of prey to get very big.

Ogre skin is normally sallow, ranging from sickly yellow to dark greenish-grey, and is as tough as a cured-leather breastplate. Ogre head-hair is thick, dark and lank, although bulls often go bald past their 30th year. Equally, facial hair is often prized by bulls, with many going to great extremes to cultivate the greasy stuff, some growing long beards, others preferring moustaches or goatees. Many believe an Ogre's love for his beard stems from his desire to trap escaped morsels of food for later, which, for many, is indeed the case.

Ogres are well known for their tendency to travel, and can be found across the four corners of the world fighting in mercenary groups of a score to a few hundred or more. Contrary to most popular opinions of the race, Ogres generally mix well with most societies they encounter, assimilating local customs and traditions with an ease likely spawned from a lack of imagination or independent thought.

BACKGROUND

Many thousands of years ago, the Ogres lived in steppelands far to the East of the Old World. They were a simple people that spent most of their time trading and warring. Their neighbours, Imperial Cathay, saw the benefits of working with them, keen to use their prodigious strength. Soon, the Ogres were being recruited into the Cathayan armies, greatly bolstering the celestial forces. With Cathayan

influence, the Ogres prospered, and soon they were powerful enough that they made open raids against their Cathayan allies. The Celestial Dragon Emperor was not pleased, and some believe that the devastating event that followed occurred at his command. Whatever the truth, it changed the Ogre race forever.

High above the Ogre steppes, a malign star winked into existence. Every night its sickly light grew brighter, until eventually, many weeks later, its crackling miasma of green light outshone both moons. The Ogres could only look to the sky in fear and wonder, the simple creatures utterly unaware of their impending doom. Eventually the warpstone comet struck, instantly incinerating more than two-thirds of the race, burrowing itself deep into the earth, sending shockwaves around the world.

The sea-sized crater it created would eventually be worshipped as the Great Maw, the Devourer of All Things, the Ogre's chief deity. The devastation it brought destroyed the green lands of the Ogres, burning and twisting them, leaving nothing but a barren wasteland, where the fight for survival drove the Ogres to cannibalism and worse. Today, the Ogre Kingdoms to the East are a barbaric conglomerate of tyrannical, greedy kings that rule by the right of might.

After the arrival of their God, Ogres were inexplicably filled with many powerful hungers, one of which was an undeniable appetite for travel. Thus, Ogres can now be found all over the world, including the Empire, selling their impressive skills to the highest bidder before moving on. Some, however, choose to settle in foreign lands, and Imperial Ogres are one such example of this.

ROLEPLAYING HINTS

Ogres are loud, greedy, boastful, enthusiastic, quick to anger, and belligerent. They are also very simple, completely failing to understand even the most elementary of abstract concepts. So music, art, imagination, creativity, and a host of other enlightened subjects mean absolutely nothing to an Ogre. It is best to state things very directly to them, because any subtlety or metaphor will just confuse, which in turn will anger. However, Ogres do appreciate a good bellow, especially if followed by, or involving, a feast.

Nothing fills an Ogre with more pride than the size of his gut, which he will often pat and flex, creating an almost deafening mixture of gurgling and cracking.





GENERATING CHARACTERISTICS

To generate an Ogre's Characteristics you will need two 10-sided dice.

Table O1: Characteristic Generation, explains how to generate each Characteristic in detail. The four methods for determining Characteristics are provided on page 18 of the *WFRP* core rulebook.

THE GREAT MAW'S HUNGER

Ogres do not commonly worship any of the Old World deities. Instead they worship a hungry God known as the Great Maw. It curses its children with a voracious appetite that spurs them ever onwards, forever searching for ways to sate the unending hunger. While this makes them immensely tough and strong, rarely wavering from their God's path, it does make them bullish, rare to make fast friendships, and just a little single-minded.

Players generating Ogre characters may not make use of the 'Shallya's Mercy' rule from page 19 of the *WFRP* core rulebook, but can instead use the 'Great Maw's Hunger' rule.

A player generating an Ogre's Characteristics may reroll any 1s rolled for Strength, Toughness or Willpower, taking the higher of the two rolls. But if he does, he *must* reroll all 10s rolled for Fellowship or Intelligence, and take the lower of the two rolls.

Example: Josie has rolled a 1 and a 3 for her Ogre's Strength, and is unhappy with it (it would give her Ogre Strength 34). So, she invokes the Great Maw's Hunger rerolls the 1 scoring an 8 (for a total of Strength 41). However, when rolling for Intelligence, she rolls a 5 and a 10. But because she has invoked the Great Maw's Hunger, she must reroll any 10s rolled for Intelligence or Fellowship. She rerolls the 10 and scores a 4 on the second roll, giving her a new total of Intelligence 19.

TABLE O-1: CHARACTERISTIC GENERATION

| Characteristic | Rating |
|----------------------|-----------------------------------------|
| Weapon Skill (WS) | 20+2d10 |
| Ballistic Skill (BS) | 10+2d10 |
| Strength (S) | 30+2d10 |
| Toughness (T) | 30+2d10 |
| Agility (Ag) | 10+2d10 |
| Intelligence (Int) | 10+2d10 |
| Will Power (WP) | 20+2d10 |
| Fellowship (Fel) | 10+2d10 |
| Attacks (A) | 3 |
| Wounds (W) | 18+1d10 |
| Strength Bonus (SB) | Equal to first Strength digit |
| Toughness Bonus (TB) | Equal to first Toughness digit |
| Movement (M) | 6 |
| Magic (Mag) | 0 |
| Insanity Points (IP) | 0 |
| Fate Points (FP) | Refer to Table O2: Starting Fate |

TABLE O-2: STARTING FATE

| 1d10 roll | Starting Fate |
|-----------|---------------|
| 1-7 | 1 |
| 8-10 | 2 |

RACIAL FEATURES

Ogres share a variety of skills and talents in kind with other members of their race, and this section shows a player what these are. In some cases, a choice will be given between two talents, in these instances a player should choose one of the options provided. All of the skills and talents available are listed on **Chapter 4: Skills & Talents** of the *WFRP* core rulebook.

Grumbarth, mentioned in Speak Language (Grumbarth), is the Ogre language, a particularly noisy and guttural tongue.

IMPERIAL OGRES

An Imperial Ogre character has the following skills and talents:

Skills: Common Knowledge (Ogres), Consume Alcohol, Intimidate, Speak Language (Grumbarth), Speak Language (Reikspiel)

Talents: Fearless, Frightening or Menacing, Specialist Weapon Group (Two-Handed), Street Fighting or Wrestling, Very Resilient or Very Strong

OPTIONAL RULE: RANDOM TALENT

Having all Ogres choose from the same selection of Talents has the side-effect to making all Ogre PCs very similar. For GMs that wish to counter this, replace 'Street Fighting or Wrestling' in the above Talent list with a single roll on **Table O-O1: Random Talent**.

TABLE O-O1: RANDOM TALENT

| Percentile Roll | Talent | Percentile Roll | Talent | Percentile Roll | Talent | Percentile Roll | Talent |
|-----------------|------------------|-----------------|--------------------|-----------------|-----------------------|-----------------|--------------------|
| 01-03 | Acute Hearing | 18-19 | Lightning Reflexes | 39-48 | Resistance to Chaos | 66-70 | Street Fighting |
| 04-05 | Ambidextrous | 20-21 | Linguistics | 49-52 | Resistance to Disease | 71-75 | Strike Mighty Blow |
| 07-10 | Coolheaded | 22-23 | Luck | 53-56 | Resistance to Poison | 76-80 | Sturdy |
| 11-12 | Excellent Vision | 24-25 | Marksman | 57-60 | Rover | 81-85 | Unsettling |
| 13-14 | Fleet Footed | 26-35 | Night Vision | 61-62 | Sixth Sense | 86-90 | Warrior Born |
| 15-17 | Hardy | 36-37 | Orientation | 63-65 | Stout-Hearted | 91-00 | Wrestling |





STARTING CAREER

One of the most important aspects of a *WFRP* character is his starting career. This section details the starting careers available to PC Ogres.

DETERMINING THE CAREER

To determine an Ogre's initial career, roll on **Table O3: Starting Career**. A player may, at his own discretion, roll twice and pick between the two rolled careers.

Example: *Josie rolls percentile dice to determine her starting career. She rolls 43, a Miner. She is unsure whether she wishes to play a Miner, so rolls again, this time scoring 18, a Hunter. After looking at the careers in the WFRP core rulebook, she decides, out of the two, that she prefers a Miner after all, and records it on her character sheet as her starting career.*

Once the starting career is determined, the player should then reference it from **Chapter 3: Careers** in the *WFRP* core rulebook, and copy down the Advance Scheme, chosen skills and talents, and trappings to his Character Sheet.

Full details of extra Trappings, the first free Advance, and how to choose a character's initial skills and talents are found on page 20 of the *WFRP* core rulebook.

TABLE O-3: STARTING CAREER

| Percentile Dice Roll | Career |
|----------------------|---------------|
| 01-07 | Bodyguard |
| 08-10 | Bounty Hunter |
| 11-13 | Entertainer |
| 14-15 | Grave Robber |
| 16-22 | Hunter |
| 23-27 | Jailer |
| 28-29 | Marine |
| 30-40 | Mercenary |
| 41-45 | Miner |
| 46-55 | Outlaw |
| 56-70 | Pit Fighter |
| 71-75 | Protagonist |
| 76 | Seaman |
| 77-84 | Soldier |
| 85-90 | Thug |
| 91-92 | Tomb Robber |
| 93 | Tradesman |
| 94-00 | Vagabond |

OGRES AT WORK

The following briefly describes each of the basic careers that an Ogre can begin with, providing ideas for players and GMs alike on how to include them in their games.

Bodyguard: Ogres are often employed as Bodyguards by those that can afford their extortionate fees, and they excel in their duties for few are willing to openly attack an Ogre if given a choice. However, their sheer bulk can often cause problems, as they are incapable of entering many of the establishments their employers may frequent.

Bounty Hunter: Free money for capturing, and sometimes even killing, another being is temptation enough for many Ogres, who take to bounty hunting very well. They rarely have the subtlety or wits to catch cunning targets, but what they lack in intelligence they more than make up for in tenacity and sheer determination.

Entertainer: Almost all Ogre entertainers are strongmen or show wrestlers, amazing audiences with impressive feats of physical prowess. Some rare few, however, can sometimes scrape together a living with their Storytelling 'skills', for Ogres love a good (simple, bloody, very loud) tale, and as they are almost universally illiterate, storytelling is their only method of recording the past, barring very simple pictographs.

Grave Robber: Their greed will take them to the strangest places, and the morals qualms of other races mean little to an Ogre, who is more than willing to unearth an unprotected corpse or two for money (and if they are not paid, they just secured a free meal!).

Hunter: In their homelands, Ogres are renowned for their hunting skills, where Bulls vie to stalk, kill, and eat the biggest creatures they can, outshining their rivals. Many Ogres travel far and wide in search of the biggest kill, for the larger the meal, the bigger the gut!

Jailer: Post an Ogre to jail duty and very few will ever consider trying to overpower him in order to escape. They may be expensive, but they're worth an entire squad of regular men, assuming they fit into the cramped jail-system that is...

Marine: Although not natural sailors, the wanderlust that plagues Ogre-kind drags them across the oceans as well as the land, and one of the cheapest methods of travelling the high seas is to hire yourself as a professional soldier. Also, Ogres make exceptional one-man press-gangs!

Mercenary: It seems an Ogre's natural place in the world is killing for money. It combines two of their favourite things, and sometimes three, as most generals don't mind them eating the enemy, as it saves burying them with the grave-detail and cuts feeding costs.

Miner: Their mighty strength makes Ogres exceptional Miners even though their sheer bulk can cause space problems. It is rumoured that more than one dwarf hold was excavated at speed by specially commissioned mercenary Ogres.

BIG, FAT AND STUPID!

Ogres seem completely incapable of complex, abstract thought. They are entirely illiterate, relying upon storytelling to pass on their legends and history, and they do not understand art, poetry, metaphor, simile, music, philosophy, or many, many other things. Further, as Ogres are so immense, no horse is ever capable of bearing them.

No Ogre character may take the Hypnotism, Performer (Jester, Mime, Musician), Read/Write, Ride or Trade (Calligrapher) Skills. Further, an Ogre player must always have GM permission before taking any Academic Knowledge Skill. Conversely, an Ogre does not need to purchase these skills to complete a career.





Outlaw: The laws of the Empire can often confuse an Ogre, who will all too often fall back on the race's hard-held belief that might is right in any given situation. Thus, many of their kind soon become notorious outlaws without really meaning to, fleeing the great cities of man rarely understanding what they've done wrong.

Pit Fighter: The bloodsport of pit fighting originally came from the Ogre Kingdoms far to the East. There they carve great pits into the earth to represent their hungry God, the Great Maw, and then make offerings of flesh and stage great combats. Ogres, obviously, love pit fighting, and commonly partake whenever they can, whether it is their chosen career or not.

Protagonist: Although Ogres make natural Protagonists, they often go a little too far, as they are prone to killing and eating their marks rather than simply beating them up. Most Ogres don't even see this as a career, more just the natural way of things: 'You'll pay for my meal if I batter summon? Sure, who you wannme hit?'

Seaman: The wanderlust that drags Ogres across the face of the Warhammer World takes their kind to the sea as well, where they make unexpectedly good (and large) seamen. The open ocean seems to call to many Ogres, who have legends of a second Great Maw, a whirlpool of incredible size, that many wish to track down.

Soldier: The regular pay of a soldier goes down well with an Ogre, and several wealthy burghers have them in their private armies (few nobles seem willing to use them). Most move on after a decade or so, and few make it far up the ranks, but they do enjoy their work, and attack it with boisterous passion.

Thug: It doesn't take much imagination to realise that being a Thug is a natural career for Ogres. They are more than willing to break a leg or two for the right price, or for the fun of it. Nothing convinces a victim of extortion to pay more quickly than a hungry Ogre.

Tomb Robber: All it takes is the whisper of treasure to widen the eyes of a greedy Ogre, so it's not surprising to find many members of the race futilely working from grave to grave, desperately hoping for the glint of gold (and possibly a good fight).

Tradesman: Although Ogres may produce rough and overlarge goods (typically martial ones), some of them do turn to an honest trade in the pursuit of coin. However, most prefer to bully or pay smaller races to make their weapons and armour for them, rather than manufacture it (probably quite badly) themselves.



Vagabond: In the end, almost all Ogres become a Vagabond at some point in their lives. Their hunger to know what lies across the horizon drags them from one town to the next, from one nation to the next, never knowing what they're looking for, and probably never finding it.

OPTIONAL RULES

Different GMs run games of differing complexity. The following optional rules are presented for GMs that wish a little more depth.

Encumbrance: Ogres can carry their Strength x 40 encumbrance points. Note that all equipment designed specifically for Ogres weighs 5 times that of normal equipment, and is 5 times the cost. GMs should use their judgement in applying this rule.

Cost of Living: Ogres eat a lot! All costs for food are multiplied by 5 when judging how much food it takes to fill an Ogre.

Eating: Given time, Ogres can digest anything, be this meat, bone, metal, or even stone. The more difficult an item is to digest, the louder the bands of muscle in the Ogre's gut work, cracking, rumbling, and booming. Obviously, this can be an impediment to stealth.

Immunity to Toxins: Raw meat carries no worry for an Ogre. Unless a food source is particularly poisonous, Ogres are considered to automatically pass any Toughness Tests required to avoid illness brought about by ingestion. Magical poisons (e.g. those derived from Warpstone) effect Ogres normally. A GM should use his judgement with this rule: it is fine for Ogres to eat rotten meat, but diseased or poisoned meat should probably require a test to avoid ill-effect.

The Bigger the Strength, the Bigger the Gut!: As Ogres get older and stronger, their great muscle-filled guts grow larger and larger, which is a source of much pride for their race. Add 4d10lbs to an Ogre's weight whenever he takes a Strength Advance.





PERSONAL DETAILS

As Ogres are quite different to the other races, they need a closer examination of all the Personal Details information presented on pages 21-26 in the *WFRP* core rulebook. This section examines the ten questions that help bring a character to life, and the Background Charts that add detail to a character.

TEN QUESTIONS

Here, the ten questions presented in *WFRP* on pages 21-22 are briefly examined in the context of an Ogre character.

WHERE ARE YOU FROM?

Most Ogres found in the Empire there were born outside of it. Many have travelled to the greatest human nation seeking money, adventure, or new meal. Others have just followed their nose, bowing to the wanderlust that fills their hearts. Occasionally, when young bulls meet fertile cows on their travels, an Ogre is born far from its homelands. Although this may be quite rare, over the centuries the Empire has built up a sizeable population of Ogres.

Imperial Ogre PCs were born in the Empire, learning its ways and customs as they grew. Other Ogres, travellers from the Ogre Kingdoms for example, will be covered by future supplements.

Ogre players should roll on **Table CP-24: Province of Origin** from the *Character Pack*, to determine the birthplace of their character (if there is no *Character Pack* available, roll on **Table 2-14: Human Birthplace** on page 25 of the *WFRP* core rulebook).

WHAT IS YOUR FAMILY LIKE?

Ogre home life has much to be desired, and is often a violent and difficult. Although the easiest way to create an Ogre PC's background is to assume he has been raised by Imperial Humans (i.e. abandoned by his parents, or his parents were killed), choosing to have been raised by Ogres naturalised to the Empire can be a more interesting challenge. How did your parents treat you? What was their position in Imperial society? Did they know other Ogres?

Alternatively, an Imperial Ogre could have been raised by parents from the Mountains of Mourn that were passing through the Empire, probably working as mercenaries. However, a full description of this Ogre culture is beyond the remit of this supplement, so, if you wish to do this, refer to the *Ogre Kingdom* army book for *Warhammer*, which has a chapter on Ogre culture and an array of other useful entries.

WHAT IS YOUR SOCIAL CLASS?

Ogres are not well-liked in the Empire because of their brutish ways, belligerent nature, and undeniably scary appearance. Their social standing is rarely anything better than very low indeed. However, few Ogres care; they know that pretty clothes aren't important, it's a big gut and a strong arm that matters; after all, might is right!

WHAT DID YOU DO BEFORE BECOMING AN ADVENTURER?

Taking time to consider how an Ogre integrated into Imperial life is well worth the effort. As the *WFRP* core rulebook suggests, an adventurer's career can help a player tackle this question.

WHY DID YOU BECOME AN ADVENTURER?

Most commonly: wanderlust; greed; hunger; wanderlust. Ogres itch for the open road, so coming up with a justification for leaving an old life behind is not at all hard. Perhaps the Ogre wishes to see the Mountains of Mourn? Perhaps he wants to take to sea? Perhaps he just wants to be rich? Whatever it is, it shouldn't tax an Ogre player too much to come up with a good reason to be adventuring.

HOW RELIGIOUS ARE YOU?

The established cults wouldn't accept an Ogre without a very good reason (who could trust them not to eat the faithful!), and Imperial Ogres are far from the Maw, so most only have a notional idea of organised religion. However, some cults actively convert unbelievers, especially the belligerent ones. As Ogres are naturally attracted to those proselytising war, it is not unlikely to find a devout Sigmarite Ogre, or a fur-covered Ultrican. All Ogres, however, have the twisting hunger in their gut for something more, to see the world, to feast on the strangest of sights, to devour the earth; no matter how hard they try, Ogres never escape the influence of the Great Maw.

WHO ARE YOUR BEST FRIENDS AND WORST ENEMIES?

Although not known for their friend-making skills, Ogres do make them, so taking some time to detail this is worth the effort. Obviously, it is more likely that an Ogre will make enemies, although how many of them survive to tell the tale is another question.

WHAT ARE YOUR PRIZED POSSESSIONS?

Ogres highly prize personal possessions, and gather objects of status (trophies of kills, for example) and wealth. Being quite simple, they like to be able to see and feel how important something is. If a noble is short, thin and without accoutrement, then how is an Ogre to know he's a noble?

WHO ARE YOU LOYAL TO?

Ogres are no more or no less loyal than the Human race, so an Ogre player should consider the questions raised on page 22 of *WFRP* just like any other character.

WHO DO YOU LOVE/HATE?

Again, Ogres do not love, or hate, with more or less passion than the Human race, so an Ogre player is again recommended to refer to page 22 of *WFRP* just like any other character.

OGRES AND HALFLINGS

Nobody knows why, but Ogres and Halflings seem to gravitate towards each other. Perhaps it's their shared love of good food, perhaps it's something else, but whatever the reason, the two races just get on. The Moot has a sizeable population of Ogres, and most village elders have one or two Ogre bodyguards. In return, the Ogre Kingdoms has a large population of Halflings, but most of these are slaves, who either cook a good meal, or are the good meal!





BACKGROUND CHARTS

These tables provide an array of interesting details for Ogre characters, including heights, weights, hair colour, eye colour and more. Note: that Ogre characters should also roll on **Table: 2-12: Star**

Sign from the *WFRP* core rulebook and **Table CP-21: Foretelling of Doom** from the *Character Pack*, as they are considered to have been raised in the Empire, and to have assumed Imperial customs.

PHYSICAL FEATURES

This section covers the Physical details of an Ogre, and provides tables to determine height, weight, hair colour and eye colour. Pictures are

also provided to help a player understand what these details are like in context.

TABLE O-4: HEIGHT

| Male | Female |
|------------|------------|
| 9'6"+3d10" | 9'6"+2D10" |



TABLE O-6: HAIR COLOUR

| 1d10 roll | Hair Colour |
|-----------|-------------|
| 1 | Brown |
| 2 | Red Brown |
| 3 | Dark Brown |
| 4 | Sienna |
| 5 | Sienna |
| 6 | Black |
| 7 | Black |
| 8 | Black |
| 9 | Jet Black |
| 10 | Blue Black |

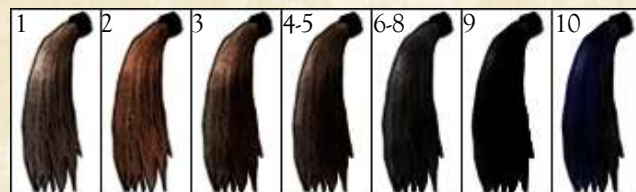


TABLE O-5: WEIGHT IN POUNDS

| Percentile Dice Roll | Weight |
|----------------------|--------|
| 01 | 600 |
| 02-03 | 610 |
| 04-05 | 620 |
| 06-08 | 630 |
| 09-12 | 640 |
| 13-17 | 650 |
| 18-22 | 660 |
| 23-29 | 670 |
| 30-37 | 680 |
| 38-49 | 690 |
| 50-64 | 700 |
| 65-71 | 710 |
| 72-78 | 720 |
| 79-83 | 730 |
| 84-88 | 740 |
| 89-92 | 760 |
| 93-95 | 770 |
| 96-97 | 780 |
| 98-99 | 790 |
| 00 | 800 |

TABLE O-7: EYE COLOUR

| 1d10 roll | Starting Fate |
|-----------|---------------|
| 1 | Grey |
| 2 | Green |
| 3 | Amber |
| 4 | Hazel |
| 5 | Brown |
| 6 | Dark Brown |
| 7 | Sienna |
| 8 | Black |
| 9 | Purple Black |
| 10 | Blue Black |





BACKGROUND

This page provides three tables to add some background details to a PC Ogre. Results from these tables are not necessary to play an Ogre PC, but they do add a little depth, and can provide some extra fuel to answering the 'Ten Questions' on page 6.

It is just as common for Ogres to have no brothers or sisters as it is for them to have many. Ogres are a violent, but virile race. Thus, if either parent is still alive, it is possible an Ogre will have many siblings; of course, both parents are quite likely to be dead. **Table O-8: Number of Siblings** covers the amount of brothers and sisters beginning PCs start with in detail.

Ogres may be a long-lived race, with some capable of achieving 120 years or more, but few manage to achieve their twilight years. The starting age of an Ogre is presented in **Table O-9: Age**.

The Ogre race is completely illiterate, and seem incapable of understanding any written language, although it is common for Ogres to scrawl symbols on of their possessions to mark their ownership. For such a device, an Ogre player should roll 1d10: on 1-5 the player should roll on **Table CP-23: Shield Device** from the *Character Pack*, on 6-10 the player should roll on **Table O-10: Ogre Devices** below

TABLE O-8: NUMBER OF SIBLINGS

| 1d10 roll | Number of Siblings | 1d10 roll | Number of Siblings |
|-----------|--------------------|-----------|--------------------|
| 1 | 0 | 6 | 2 |
| 2 | 0 | 7 | 3 |
| 3 | 0 | 8 | 4 |
| 4 | 0 | 9 | 5 |
| 5 | 1 | 10 | 6 |

TABLE O-9: AGE

| Percentile Dice Roll | Age | Percentile Dice Roll | Age |
|----------------------|-----|----------------------|-----|
| 01-05 | 20 | 51-55 | 40 |
| 06-10 | 22 | 56-60 | 42 |
| 11-15 | 24 | 61-65 | 44 |
| 16-20 | 26 | 66-70 | 46 |
| 21-25 | 28 | 71-75 | 50 |
| 26-30 | 30 | 76-80 | 52 |
| 31-35 | 32 | 81-85 | 54 |
| 36-40 | 34 | 86-90 | 56 |
| 41-45 | 36 | 91-95 | 58 |
| 46-50 | 38 | 95-00 | 60 |

TABLE O-10: OGRE DEVICES

| Roll | Device | Common Meanings | Roll | Device | Common Meanings |
|-------|------------------|-------------------------|-------|-------------------|-------------------------|
| 01-05 | Fist | Violence, Strength | 51-55 | Maw | God, Hunger |
| 06-10 | Mountain | Tough, Earth | 56-60 | Fire | Civilisations, Learning |
| 11-15 | Blood Drop | Spilled Blood, Butchery | 61-65 | Moon | Mysterious, Unknown |
| 16-20 | Footprint | Migration, Travelling | 66-70 | Caravan | Traders, Humans |
| 21-25 | Shackle | Slavery, Shame | 71-75 | Meat on a Bone | Feasts, Food |
| 26-30 | Mountain Range | Home, Safety | 76-80 | Star | Chaos, Unreliable |
| 31-35 | Scimitar | Goods, Trade | 81-85 | Coin | Wealth, Power |
| 36-40 | Rain Drops | Slaughtering, Water | 86-90 | Lightning | Wars, Giants |
| 41-45 | Club | Beatings, Battering | 91-95 | Portcullis | Castles, Sieges |
| 46-50 | Maw eating Skull | Desolation, Loss | 95-00 | Lightning in Fist | Kills, Challenges |



OGRE NAMES

Many Imperial Ogres have Imperial Names, and should roll on the Human name tables in the *Character Pack* (pages 3-9), or the *WFRP* core rulebook (page 26). For players that wish to have a traditional Ogre name, the following three tables allow you to create one. Each randomised Ogre name has two elements and the name is created by combining them. All Ogre characters start by rolling once on Table

O-11: Ogre Element 1. For female characters, you then generate the second part on Table O-12: Ogre Female Element 2. For male characters, you generate the second part on Table O-13: Ogre Male Element 2 instead.

Element 1 + Element 2 = Ogre Name

TABLE O-11: OGRE ELEMENT 1

| Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element |
|------|---------|------|---------|------|---------|------|---------|------|---------|------|---------|------|---------|------|---------|
| 01 | Ar | 14 | Fog | 27 | Mag | 40 | Muzzig | 53 | Rar | 66 | Thar | 79 | Varz | 92 | Yug |
| 02 | Ag | 15 | Fuzgh | 28 | Mar | 41 | Nar | 54 | Rag | 67 | Thag | 80 | Ver | 93 | Yuz |
| 03 | Az | 16 | Gar | 29 | Margh | 42 | Narg | 55 | Raggim | 68 | Thaz | 81 | Verm | 94 | Zar |
| 04 | Bargh | 17 | Gagh | 30 | Meg | 43 | Nag | 56 | Raz | 69 | Thegiz | 82 | Vug | 95 | Zargh |
| 05 | Blag | 18 | Geg | 31 | Merrig | 44 | Nagar | 57 | Razog | 70 | Ther | 83 | Vuz | 96 | Zag |
| 06 | Boz | 19 | Gez | 32 | Mor | 45 | Naz | 58 | Rer | 71 | Thug | 84 | Vuzzig | 97 | Zer |
| 07 | Bur | 20 | Gorg | 33 | Morg | 46 | Nazza | 59 | Reg | 72 | Torg | 85 | Yar | 98 | Zeg |
| 08 | Dar | 21 | Grum | 34 | Morz | 47 | Ner | 60 | Ruzzik | 73 | Torz | 86 | Yamiz | 99 | Zog |
| 09 | Dergh | 22 | Gurz | 35 | Mug | 48 | Nerg | 61 | Tar | 74 | Tur | 87 | Yer | 00 | Zor |
| 10 | Duz | 23 | Kark | 36 | Murg | 49 | Neggim | 62 | Tag | 75 | Turg | 88 | Yeg | | |
| 11 | Far | 24 | Keggur | 37 | Murgog | 50 | Nur | 63 | Tazag | 76 | Tuz | 89 | Yorgh | | |
| 12 | Feg | 25 | Kug | 38 | Murz | 51 | Nug | 64 | Teg | 77 | Var | 90 | Yorz | | |
| 13 | Fer | 26 | Kuz | 39 | Muz | 52 | Nuggiz | 65 | Terg | 78 | Varg | 91 | Yur | | |

TABLE O-12: OGRE FEMALE ELEMENT 2

| Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element |
|------|---------|------|---------|------|---------|------|---------|------|---------|------|---------|------|---------|------|-----------|
| 01 | abba | 14 | arki | 27 | elgish | 40 | gathoo | 53 | olloo | 66 | rega | 79 | throsh | 92 | urga |
| 02 | addoo | 15 | arkash | 28 | elzash | 41 | getha | 54 | oltush | 67 | retish | 80 | throtha | 93 | urka |
| 03 | akka | 16 | arkuga | 29 | engish | 42 | gothish | 55 | olgha | 68 | rethoo | 81 | thruta | 94 | urthoo |
| 04 | algash | 17 | artha | 30 | emmoo | 43 | gratoo | 56 | olzi | 69 | roboo | 82 | thrush | 95 | urthu |
| 05 | alloo | 18 | artaga | 31 | enni | 44 | grethi | 57 | onga | 70 | rokish | 83 | ubbsh | 96 | urthagish |
| 06 | alta | 19 | arthash | 32 | ergoo | 45 | grothoo | 58 | onni | 71 | roth | 84 | uddoo | 97 | urutoo |
| 07 | algoo | 20 | attha | 33 | ergli | 46 | gruta | 59 | orgoo | 72 | ruga | 85 | ulgoo | 98 | uruzi |
| 08 | alza | 21 | ebboo | 34 | erkash | 47 | guta | 60 | orglish | 73 | ruka | 86 | ulloo | 99 | uttish |
| 09 | angoosh | 22 | eddush | 35 | erka | 48 | guttash | 61 | orka | 74 | rutish | 87 | ultsh | 00 | uzhoo |
| 10 | annash | 23 | eki | 36 | ertha | 49 | obbi | 62 | orthi | 75 | rutash | 88 | ulgi | | |
| 11 | argo | 24 | elgoo | 37 | erthish | 50 | oddi | 63 | orthush | 76 | tash | 89 | ulzish | | |
| 12 | argani | 25 | elli | 38 | etta | 51 | okka | 64 | ottha | 77 | tesh | 90 | ungish | | |
| 13 | argloo | 26 | elta | 39 | ewish | 52 | olgish | 65 | ragi | 78 | thrash | 91 | unnoo | | |

TABLE O-13: OGRE MALE ELEMENT 2

| Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element | Roll | Element |
|------|---------|------|---------|------|---------|------|---------|------|---------|------|---------|------|---------|------|---------|
| 01 | abb | 14 | ark | 27 | elg | 40 | gat | 53 | oll | 66 | reg | 79 | throg | 92 | urg |
| 02 | add | 15 | arka | 28 | elz | 41 | get | 54 | olt | 67 | ret | 80 | throt | 93 | urk |
| 03 | akk | 16 | arkug | 29 | eng | 42 | got | 55 | olg | 68 | reth | 81 | thrut | 94 | urt |
| 04 | alg | 17 | art | 30 | emm | 43 | grat | 56 | olz | 69 | rob | 82 | thrug | 95 | urth |
| 05 | all | 18 | artag | 31 | enn | 44 | gret | 57 | ong | 70 | rok | 83 | ubb | 96 | urthag |
| 06 | alt | 19 | arth | 32 | erg | 45 | grot | 58 | onn | 71 | roth | 84 | udd | 97 | urut |
| 07 | alg | 20 | barth | 33 | ergl | 46 | grut | 59 | org | 72 | rug | 85 | ulg | 98 | uruz |
| 08 | alz | 21 | ebb | 34 | erk | 47 | gut | 60 | orgl | 73 | ruk | 86 | ull | 99 | utt |
| 09 | ang | 22 | edd | 35 | erkag | 48 | gutt | 61 | ork | 74 | rut | 87 | ult | 00 | uzh |
| 10 | ann | 23 | ek | 36 | ert | 49 | obb | 62 | ort | 75 | rutag | 88 | ulg | | |
| 11 | arg | 24 | elg | 37 | erth | 50 | odd | 63 | orth | 76 | tag | 89 | ulz | | |
| 12 | argan | 25 | ell | 38 | ett | 51 | okk | 64 | ott | 77 | teg | 90 | ung | | |
| 13 | argl | 26 | elt | 39 | ew | 52 | olg | 65 | rag | 78 | thorg | 91 | unn | | |



ADVANCING OGRE CHARACTERS

Ogres advance in exactly the same fashion as other PC races, and the rules presented in *WFRP* should be followed as normal. The only exception to this is the 'Big, Fat and Stupid' rule on page 4 of this supplement, which restricts certain skills.

OTHER BASIC CAREERS

As already noted in the 'Starting Careers' section, Ogres are limited to certain careers at character generation. However, as the game progresses, the GM may feel that an Ogre player has a good reason to enter a career that was initially restricted. As Ogres are well known for adapting to local customs and lifestyles (lacking the imagination to do little else) this should not be too problematic. An Ogre Bailiff would make a formidable collector of money (although, perhaps, not the

most trustworthy one), and an Ogre Fisherman could certainly haul a large net! It is left up to the GM to decide what suits his individual campaign best. While some may like the idea of an Ogre Diestro, it will certainly not suit everyone.

RUNNING OUT OF CAREER EXITS

It is possible that an Ogre player may find themselves in a Career where all the exits are not really appropriate (for example, Ogres in the Tomb Robber career). If this is the case, and the GM prefers the Ogre not to enter a non-typical career, the Ogre player may expend 100 xp to enter any basic career listed in **Table O-3: Starting Career**. This supersedes the rule on page 29 of *WFRP* that states doing this costs 200 xp, *but only in this single situation only*.

ADVANCED CAREERS

Some advanced careers suit Ogres far better than others. This section covers the most appropriate careers in the same fashion as the 'Starting Careers' section did with the basic careers on pages 4-5.

OGRES AT WORK

The following briefly describes each of the advanced careers that an Ogre can begin with, providing ideas for players and GMs alike on how to include them in their games.

Assassin: There is nothing an Ogre is more capable at than killing, and getting paid to do it makes it all the sweeter. They may not be the most subtle of assassins, but they do enact the job with clear enthusiasm.

Captain: Many Ogres aspire to lead their own regiment of men, so the Captain career is certainly a choice than many will aim for. Most, once they get there, rule with an iron fist, becoming veritable tyrants.

Champion: Ogre champions are to be feared for the incredibly dangerous creatures they are. Everything, and everyone, is potential meat for their platter.

Duellist: Whilst they may not understand the intricacies of why they are fighting on behalf of some skinny human, the pay and food is often very good, so more than one Ogre gains employ as a professional duellist.

Explorer: Ogres love to travel, and can be found wandering in every corner of the Warhammer World. When they eventually, if ever, return to their homelands, great Ogre travellers are admired for the astounding stories they can tell and the impressive trophies they will have captured.

Interrogator: Often the Ogre doesn't need to do anything at all to get skinny humans to speak. One look at their massive frame is enough to get anyone to squeal!

Judicial Champion: Whilst it is true that many towns and cities have banned Ogre Judicial Champions because they are just too good at it, they are still in popular demand by the rich and foolish of the Empire.

Mate: No Ogre likes to be bossed about, so it is not uncommon to find them trying to rise through the ranks of any establishment they are a part of, be this on land or at sea. However, as they often just bully their lessors, they rarely make popular leaders.

Merchant: Ogres enjoy trading, as their greed for riches and symbols of wealth are considerable. Many Ogre merchants are less than trustworthy, however, so keen are they to make maximum profits.

Navigator: While they may not understand the movements of the heavens, Ogres seem to have a good gut-instinct for direction, and make surprisingly good Navigators. However, their inability to write maps, read maps, or even understand what a map is for, makes relying upon them a shaky prospect at best.

Outlaw Chief: Ogres just can't help themselves. They break laws. And when they do they often fall in with other criminals. It doesn't take long for them to bully their way up to the top.

Racketeer: A perfect business for an Ogre. Threaten everyone around you. Tell them you won't eat them if they pay you. A source of income is suddenly guaranteed. It's a dirty job, but Ogres like to do it.

Scout: Ogres love the wilderness and make natural Scouts, enjoying pitting themselves against nature and anything else they may cross. The Imperial Army of Cathay has long learned to fear the Ogre Scout, a silent and ferociously aggressive enemy.

Sea Captain: The life of a Sea Captain suits Ogres very well. Big guns, freedom of movement, big guns, boarding actions, big guns, beating up skinny wimps (often their own crew) and big guns. Could life be any better?

Sergeant: The first step to fame and fortune as the head of your own mercenary band, the Sergeant career is clamouring with up-and-coming Ogres desperate to prove themselves. Some take the more solid route in an established State military, but most are sell-swords.

Targeteer: Few expect Ogres to be good shots, and for good reason, because they're not. But several of their kind still try, loving the competition, and freely intimidating anyone who is better than them.

Veteran: A natural career for Ogres that live long enough. They fight, they get better at it, they fight more.





EXAMPLE IMPERIAL OGRES

This section provides a four NPC Ogres for GMs to use as they wish and for players use as inspiration for their own creations.

The first character provides an example of an Ogre that has completed a single career; the second has completed two careers; the third, three; the fourth, four. This provides a good stepped example of what an Ogre PC is capable of in the future, allowing a GM to make a fair judgement as to whether they want Ogres in their campaign. Each character also has the experienced points spent on them listed, along with how long it would normally take to accrue the amount.

NARGUTT – THE WANDERER

A young Ogre (26 years old), Nargutt grew up on the border of Kislev, which he often wandered when his father was away on campaigns. For the last 5 years he has been wandering the Kislevite Steppes, seeking out other Ogres and learning what he can of his heritage, passing on whatever legends he has gathered in return.



Although has also hired himself out as a labourer to several Kislevite communities, no matter how he hard tries, he seems incapable of picking up the local language.

Most of the time he has spent with other Ogres has been whiled away wrestling bulls in pits, eating, and trying to impress cows with tales of his many (mostly inflated) encounters. Besides the eating, he has been mostly unsuccessful.

Career: Vagabond

Experience Spent: 800 points (3 months of play)

| Main Profile | | | | | | | |
|--------------|----|----|----|----|-----|----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 36 | 31 | 46 | 42 | 27 | 21 | 29 | 25 |

| Secondary Profile | | | | | | | |
|-------------------|----|----|----|---|-----|----|----|
| A | W | SB | TB | M | Mag | IP | FP |
| 3 | 26 | 4 | 4 | 6 | 0 | 0 | 0 |

Skills: Common Knowledge (Ogres, Kislev), Consume Alcohol, Gossip, Haggle, Intimidate, Navigation, Outdoor Survival, Perception, Performer (Storyteller), Secret Signs (Ranger), Silent Move, Speak Language (Grumbarth), Speak Language (Reikspiel)

Talents: Fearless, Frightening, Rover, Orientation, Seasoned Traveller, Specialist Weapon Group (Two-Handed), Very Strong, Wrestling

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Club

Trappings: Simple Clothes, Tent, Water Skin, 1 week's rations, 1lgc

Slaughter Margin: Hard

HORST – THE MANCATCHER



After 15 years of hunting in the Grey Mountains, Horst felt it was time to go home. He had eaten every creature he could find, and he had sold their skins at local markets just like his foster father had taught him. Now it was time to return and tell his father how well he'd done. When Horst arrived in Talabheim, he was shocked to find his once virile father an old man, greying and fading fast. Despairing, he went to find a physician to 'fix' his father, but the physician had gone away with some other men.

Vaguely aware that his father might die if he didn't get help to him soon, Horst followed the trail of the men and the physician, eventually tracking them down to a small hut deep in the Great Forest. When he barged in, they tried to hurt him. They didn't succeed.

After the death of his father later that year, Horst has flung himself into capturing more 'bad men' like the ones he killed in the forest. 'Be a good boy,' his father had said, 'you make 'em pay, son.' So he did, and he intends to keep doing so until he's been good enough to go sit with his father and Sigmar in the forest, where the bald-one with the hammer said his father had gone.

Career: Bounty Hunter (ex-Hunter)

Experience Spent: 2500 points (8 months of play)

| Main Profile | | | | | | | |
|--------------|----|----|----|----|-----|----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 32 | 39 | 51 | 49 | 29 | 18 | 37 | 18 |

| Secondary Profile | | | | | | | |
|-------------------|----|----|----|---|-----|----|----|
| A | W | SB | TB | M | Mag | IP | FP |
| 3 | 29 | 5 | 4 | 6 | 0 | 3 | 0 |

Skills: Common Knowledge (Ogres), Concealment, Consume Alcohol, Follow Trail +10%, Intimidate +10%, Outdoor Survival +10%, Perception +10%, Search, Secret Signs (Ranger), Set Trap, Shadowing, Silent Move, Speak Language (Grumbarth, Reikspiel)

Talents: Fearless, Hardy, Lightning Reflexes, Marksman, Menacing, Rover, Specialist Weapon Group (Entangling), Specialist Weapon Group (Longbow, Two-Handed), Strike Mighty Blow, Very Resilient, Very Strong, Wrestling

Armour: Leather Jerkin, Leather Skullcap

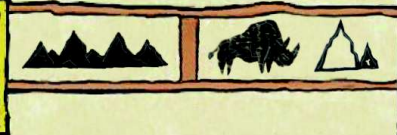
Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Crossbow, Long Bow (Best Craftsmanship [BC]), Net, Sword

Trappings: 2 Animal Traps, 10 Arrows, Antitoxin Kit, 10 Bolts, Manacles, 10 Yards of Rope, 3gc

Slaughter Margin: Hard





CAPTAIN NAT – THE SELLSWORD

Even when he was young, Nathaniel had been gifted with a quick tongue and a sharp mind. Like most Ogres, he was keen to use his strength first and his brain second, but unlike the other Ogres his age in Altdorf, his gloating actually had a modicum of wit, extending beyond 'slim 'ooman! Huk, huk, huk!'.



He joined his mother as a mercenary at the age of 25, and had soon travelled most of the Old World, working his way up through his company's ranks by a combination of guts out courage, 'smarts', and not a little luck.

When in the Border Princes, holding back an Orcish horde alongside Imperial Forces, Nathaniel had a 'brilliant' plan. He led his Ogres on a three-day forced march far behind enemy lines to go hunting a Wyvern he had spotted ('Good eating in that!'). When the Imperial army finally committed its forces on the battlefield, Nathaniel's weary band of Ogres were perfectly placed, completely by mistake, to stage a devastating rear attack. Afterwards, Nat was awarded the Imperial Cross by Corporal Sievers, for his 'cunning plan to out-flank the Orcs' that had saved many Imperial lives, and ensured the Orcs were scattered. Nat, showing 'smarts', said nothing about the Wyvern.

Now, after 10 years of leading his 'Killers' from war to war in the Old World, Nathaniel is thinking up a new venture with his mighty brain. Having heard of huge cities constructed entirely of gold far across the oceans, he intends to ship his company directly to the gold, making them all rich! Of course, he hasn't considered the logistics involved with transporting over 100 hungry Ogres from one continent to another...

Career: Captain (ex-Sergeant, ex-Mercenary)

Experience Spent: 6700 points (2 years of play)

| Main Profile | | | | | | | |
|-------------------|----|----|----|----|-----|----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 66 | 45 | 66 | 67 | 37 | 36 | 44 | 45 |
| Secondary Profile | | | | | | | |
| A | W | SB | TB | M | Mag | IP | FP |
| 5 | 32 | 6 | 6 | 6 | 0 | 7 | 0 |

Skills: Academic Knowledge (Strategy), Animal Care, Common Knowledge (the Empire +10%, Estalia, Kislev, Tilea +10%, Ogres), Command +10%, Consume Alcohol, Dodge Blow +20%, Drive, Gamble, Gossip +10%, Haggle, Intimidate +10%, Perception +10%, Secret Language (Battle Tongue) +20%, Speak Language (Grumbart, Kislevite, Reikspiel, Tilean) +10%, Swim

Talents: Disarm, Fearless, Menacing, Lightning Parry, Quick Draw, Seasoned Traveller, Specialist Weapon Group (Flail, Parrying, Two-Handed), Strike Mighty Blow, Street Fighting, Strike to Stun, Very Resilient, Wrestling

Armour: Full Mail Armour, Leather Jack

Armour Points: Head 2, Arms 3, Body 3, Legs 2

Weapons: Crossbow, Flail, Great Hammer (Great Weapon), Shield

Trappings: 10 Bolts, Healing Draught, Unit of 143 Ogre Mercenaries (Nat's Killers)

Slaughter Margin: Very Hard

ZORARTH LEGBITER – THE MANEATER

If Zorarth hasn't seen it, fought it, or eaten it, it probably doesn't exist. He has dragged his massive bulk across the Known World, working as a raider, soldier, mercenary, or whatever else paid most. He has even travelled to distant Araby and Ind, selling his skills for gold and meat.



Although born in the Empire, he has travelled to the Mountains of Mourn many times, there to be named Maneater (and Legbiter, for the many outrageous tales he told of 'cutting rival Ogres down to size! Har, har, har!'). But the wanderlust was never far away, and he was soon on the road again, frequently returning to his birthplace, the Empire, where he has spent most of his years.

His long rifle was stolen from a war-wagon he up-turned while working for an Orcish Horde - a weapon he was so impressed with, that he left the Orcs to join an Ogre Mercenary Company attached to the State Armies of Wissenland - the only place he reckoned he could get the training and skills necessary to use it. The Zweihander was a gift from the Elector of Stirland over 60 years ago, when he accidentally saved the young Count's life from a warband of goblins who were, fortunately for Stirland, Zorarth's chosen meal for the evening.

Much like all Ogres, he has a prodigious appetite, and is almost always eating when not fighting or boasting loudly about his many achievements. Now in his later years (he is 97), Zorarth is beginning to feel the weight of his age, and has considered returning to the Mountains of Mourn to sire some more children, or perhaps banding together some of the younger bulls he meets on his travels to establish his own mercenary company, in order to earn mountains of gold (at least, that's how he sees his future).

Career: Champion (ex-Targeteer, ex-Veteran, ex-Pit Fighter)

Experience Spent: 10000 points (3 years of play)

| Main Profile | | | | | | | |
|-------------------|----|----|----|----|-----|----|-----|
| WS | BS | S | T | Ag | Int | WP | Fel |
| 72 | 58 | 73 | 75 | 56 | 28 | 53 | 30 |
| Secondary Profile | | | | | | | |
| A | W | SB | TB | M | Mag | IP | FP |
| 5 | 32 | 7 | 7 | 7 | 0 | 13 | 0 |

Skills: Common Knowledge (the Empire +10%, Ogres), Consume Alcohol +10%, Dodge Blow +20%, Evaluate, Gamble, Gossip, Intimidate +20%, Outdoor Survival, Perception +20%, Secret Language (Battle Tongue), Sleight of Hand, Speak Language (Grumbart, Reikspiel)

Talents: Disarm, Fearless, Fleet Footed, Frightening, Lightning Parry, Lightning Reflexes, Master Gunner, Mighty Shot, Quick Shot, Rapid Reload, Specialist Weapon Group (Crossbow, Flail, Gunpowder, Longbow, Parrying, Throwing, Two-Handed), Strike Mighty Blow, Strike to Injure, Strong-minded, Sure Shot, Very Resilient, Very Strong, Wrestling

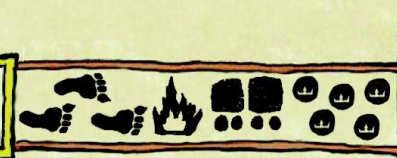
Armour: Massive Battered Gutplate

Armour Points: Head 0, Arms 0, Body 3, Legs 0

Weapons: Crossbow (BC), Flail (BC), Hochland Longrifle, Knuckle Dusters (BC), Longbow (BC), 2 Pistols, Shield (BC), 3 Swords, 6 Throwing Axes, Zweihander (BC Great Weapon)

Trappings: 10 Arrows, 10 Bolts, Bottle of Sylvanian Gold (BC Spirits), 10 Shot & Powder, 48ggs

Slaughter Margin: Impossible





DESIGNER'S NOTES

I was halfway through my own rewrite of *WFRP* (which I had dubbed *Warhammer Roleplay*; the 'Fantasy' element seemed spurious to me, after all, *Warhammer* isn't called *Warhammer Fantasy Battle* anymore) when I heard that Black Industries (BI) were doing exactly the same thing. Needless to say, I was a little miffed that all my hard work was going to be wasted (because, naturally, I stopped writing the second I heard someone else was doing it. Lazy? Me? Never!), but at the same time I was quite excited - after all, I love the Warhammer World, and I was going to get a new game for it.

In my rewrite I had Ogres as a PC race. I knew that this would be controversial amongst certain *WFRP* players, but as the game was written for myself and my group, this wasn't an issue. My system made it easy to make an accurate representation of the gut-obsessed creatures (gut obsessed? sounds like quite a few people I know), but at the same time it was equally easy to keep Ogres balanced with the other PC races.

When I finally got hold of BI's update of the rules in March, I realised it would be difficult to duplicate my accurate representation, as not only would the system used make it hard to balance them against the other PCs, but the attribute scaling was... a bit pants.

Nevertheless, I persevered. I'd decided to throw my lot in with the new version of *WFRP* as I love the background it is set in and enjoy playing the game (and it was certainly easier having someone else do all the hard work writing the rules), but I also liked Ogres as a PC race and the new edition of *WFRP* did not have this. So, I put together this document.

I hope you find this supplement useful - but if not, it doesn't matter. It was free, and I would have done this work no matter what other people think. As I said, I like Ogres.

Andy Law
May 1st 2005

QUESTIONS AND ANSWERS

This is an expanding section of this supplement, where I will answer questions posed to me about these rules and the direction I chose to take with them. If you have a question or comment that you think should be here, mail it to Andy-I-have-a-question@hapimeses.com and I'll slap it in here if I think it adds anything.

I will update the web-based PDF sporadically with any questions sent my way. I'll make sure my website marks any changes I make to the document so that you don't need to download the PDF every time.

WHY BOTHER CREATING OGRE CHARACTERS?

Didn't you read my 'Designer's Notes'?

But, just for you, I wrote the Ogre rules because I think they make an excellent PC race, and have a well-established background in *Warhammer* that I felt would be wasted if not used fully.

If you don't like Ogre PCs, just don't use them.

WHY DID YOU HAVE TO BASE THEM ON OGRE KINGDOM OGRES?

Because they rock! Have you read the army list? No, really, have you? Almost all the people I hear complaining about the Ogre Kingdoms haven't actually read the source text. There is some brilliant stuff in there, and it would be a shame and a pity if it didn't get sourced to some extent for *WFRP*.

If, however, you believe you have a better background for Ogres, feel free to send it my way - you never know, you might convince me to change this entire document. No, really, you might.

3 ATTACKS IS TOO MANY!

But that's how many Ogres have and I see no reason to penalise them. Further, as the scaling of other stats only pitifully describe what an Ogre is capable of, the 3 Attacks are necessary. Just remember, Ogres can't really fit most places to use those attacks anyway, and they only get to use them with an All Out Attack manoeuvre.

BUT OGRES ONLY COME FROM THE OGRE KINGDOMS. THERE IS NO SUCH THING AS AN 'IMPERIAL OGRE' ANYMORE.

Not true. Several sources, including recent *White Dwarfs* and *Mordheim* refer to an Ogre population in the Empire that is potentially (but not necessarily) largest in the Moot. These rules are an extension of those references.

WHY DOES OGRE FLESH NOT COUNT AS LIGHT ARMOUR?

Ah, you noticed the 'skin ... as tough as a cured-leather breastplate' quote, huh?

Well, yes, it really should do, and if you want it to do so for your game then go for it. But for the purpose of game balance I decided against it. Further, as the *Old World Bestiary* didn't mention this, and I didn't want these rules to contradict that lovely little book, I thought it best to just let the matter drop.

WHAT ABOUT MAGIC?

I'm waiting for *Realms of Sorcery* before I start writing specific Magic Rules for the game. Further, as this supplement focusses on Imperial Ogres, who don't really use Ogre Magic, I didn't need to worry about it.

However, I do intend a future supplement for playing Ogre Kingdoms' Ogres, so Ogre magic will feature there.

SO, I CAN'T BE AN OGRE WIZARD THEN?

Not unless you write the rules yourself or use the established rules in *WFRP*. But, as Ogres are a little too dim to be learning anything in the Colleges of Magic, and they certainly don't make good priest material for the Gods in the *WFRP* core rulebook, the core rulebook rules are far from appropriate.

But, if you want to do this, go ahead. It's your game, mate, not mine.





GENERATING THE WOUNDS CHARACTERISTIC WORKS DIFFERENTLY FOR YOUR OGRES THAN FOR EVERY OTHER RACE. WHY?

As Ogres have significantly more Wounds, I felt it fair to have a broader range of results for the stat, and 1d10 does this nicely. Also, as it can't be rerolled, it gives a chance of a low initial Wounds stat (for an Ogre), which acts as another small counter to their other advantages.

Many, however, won't like this. For those that don't, I present here **Table O-02: Optional Starting Wounds**, which was suggested by Colin Chapman. Colin also prefers beginning with a base of S35, T35 and WP 25, but starts Ogres with 0 Fate points.

| 1d10 roll | Starting Wounds |
|-----------|-----------------|
| 1-3 | 23 |
| 4-6 | 24 |
| 7-9 | 25 |
| 10 | 26 |

I REALLY LIKE YOUR OGRE CHARACTER. BUT IF I INCLUDE HIM IN MY CAMPAIGN HE'LL NEVER FIT DOWN SEWERS OR IN TAVERNS.

More a statement than a question, but certainly true enough. It is one of the many negative points you need to consider if deciding to include an Ogre character in your group. Although Ogre characters may appear too powerful in comparison to other PC races, there are many, many negative points to playing them, which includes the limiting nature of their massive bulk.

WHY DID YOU GIVE OGRES THE CHOICE OF FRIGHTENING OR MENACING, SURLY JUST FRIGHTENING IS ENOUGH?

Frightening is a pretty heavy talent, and not to be scoffed at. Everywhere the PC went there would be individuals frozen in fear. I wanted to allow Ogre PCs the option of having a slightly softer approach as well, having a demeanour less likely to send everybody running (gained from many years living in the Empire), thus more integrated with Imperial Society, so, Menacing instead of Frightening.

For GMs that feel that Frightening, and not Menacing, should be the standard, just remove the option. These rules are all optional after all, change them as suits your campaign.

WHY DO OGRES LIKE HALFLINGS?

So, read the 'Ogres and Halflings' and got a bit confused, huh?

Well, in short, the two races were both engineered by the Old Ones from the same genetic stock. Further, they were manipulated to have an innate memory of each other, leaving them pre-disposed to liking members of the other race.

This isn't a strong enough relationship to add new rules - so, no Fellowship bonuses - but it is worth mentioning as a roleplaying hint for Halfling and Ogre characters. No matter the reason, it does provide a nice route for an Ogre character into an established game.

WHY AREN'T YOUR OGRES RESISTANT TO CHAOS?

Ah, the infamous Ogre Kingdoms designer notes. For those that haven't read them, pop over to GW's website here:

<http://uk.games-workshop.com/ogrekingdoms/designers-notes/3>

There it says: 'Ogres are not the children of Chaos, as many players have long speculated. We can reveal here that Halflings and Ogres share a common history. They were among the last of the races created by the civilisation of the Old Ones, a fact that can be seen in their common traits. Both are resistant to the effects of Chaos, and both have huge appetites.'

The reason I didn't give them the Resistant to Chaos Talent is simple: the Old World Bestiary didn't. In my first incarnation of these rules I had indeed given them the Talent. For GMs that prefer a more accurate, and probably less balanced, version of Ogres, they should add Resistant to Chaos to the 'Racial Features' talent list on page 3 of this supplement.

I DON'T LIKE YOUR RULES. WILL YOU CHANGE THEM?

If you send me a good idea, and I like it, sure. I'll credit it to you as well, as is only right.

WOW. WHO DOES YOUR ART? WHOEVER IT IS HAS MAD SKILLS!

Thanks. I do all my own stuff. Although the art in this supplement was drawn very quickly indeed. If you want to know more about my art, mail me at Info@hapimeses.com.

Oh, and extra thanks must go to Witchfinder/Hardwired for the nice compliment. 'Mad Skills' is just brilliant!

WHY ISN'T THERE A ROLEPLAYING SECTION AND A GMING SECTION? MORE INFORMATION ON HOW TO ROLEPLAY AN OGRE AND HOW TO ADD ONE TO MY CAMPAIGN WOULD BE VERY USEFUL.

You're a demanding lot, huh? Actually, this was in my original plan for this document, but eventually got excised as *WFRP* provides no such information, and I was following a broadly similar format to the established texts. Having said this, I do plan a supplement on roleplaying and GMing the PC races, but I'll wait until the game is well established, and such things will be more called for, before I write it. I thought I'd leave such information about Ogres until then.

SURELY, S35, T35 AND WP25 WOULD MAKE A BETTER STAT BASE CONSIDERING THE STATS IN THE OLD WORLD BESTIARY?

Yes, it certainly would be more accurate, however, as these rules are presented for a PC race, that will be able to go through the career system, I need to ensure that there is enough space left at the upper end of the statistic spectrum for all the other nasty creatures. I have simulated the extra +5% on Strength and Toughness by providing access to the Very Strong and Very Resilient Talents, two talents that may not be mentioned in the *Old World Bestiary*, but then those talents aren't used for anything in the Bestiary, and are presumably just added to the statline where necessary to save on space. Besides, Ogres are hard enough, they simply don't need the extra 15% in their stats, and I like keeping the numbers nicely rounded to 10s.

