

FENG THE UNSTEALTHY

AN NPC AND ASSOCIATED RESOURCES FOR SECOND EDITION WFRP

FENG - THE UNSTEALTHY

Ogre Maneater, (ex-Mercenary, ex-Veteran)

As with many an Ogre, Feng started working as a mercenary at a young age, protecting caravans as they made their way through the Darklands from Tilea to Cathay. It was here in the Far East that he came across the Celestial Dragon Monks, whose graceful fighting style and ways of stealth and infiltration he decided that he must master for himself. After many years of careful observation, practice and dining, he became adapt at techniques of open-palm fighting, exotic weapon mastery and ability to bounce from the top of building-to-building without always plummeting through the roofs.

Having mastered his chosen art, Feng travelled back along the Silver Road to Tilea, hoping that his newfound skills would gain him a higher price as a bodyguard, mercenary or knight vanguard.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	50%	66%	62%	49%	35%	50%	23%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
5	32	6	6	6	0	2	0

Quirks: Bull Charge, Dog of War, Rooftop Jumper, Stubborn

Skills: Common Knowledge (Cathay, Ogres, the Dark Lands, the Empire, Tilea), Consume Alcohol, Dodge Blow+10%, Drive, Evaluate, Gamble, Gossip, Haggle, Intimidate+10%, Perception, Performer (Storyteller), Search, Secret Language (Battle Tongue), Speak Language (Cathayan, Goblin Tongue, Grumbarth, Tilean)

QUIRKS

Some NPCs detailed in this document have an additional list of qualities called Quirks. Quirks essentially act as additional Fortune Points, but are restricted in their use by the descriptor. Therefore, an NPC with the Quirk '**Rooftop Jumper**' could use that fortune point only to an effect to do with leaping from building-to-building.

For more information, including how to allow the PCs to have quirks and a wide selection of examples, see the unofficial '**Character Quirks**' document.

These rules are entirely optional. Groups not wishing to use them should simply regard the listed Quirks as a guide to the character's reputation and personality.

Talents: Acute Sense of Smell, Ambidextrous, Art of Silent Death, Disarm, Fearless, Lightning Parry, Quick Draw, Rover, Seasoned Traveller, Sharpshooter, Specialist Weapon Group (Cathayan, Fencing, Gutplate, Parrying, Throwing, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Swashbuckler, Very Resilient

Traits: Frightening

Combat:

Armour (Heavy): Hardened Ninja Leathers (count as Studded Leather) with Ogre Gutplate

Armour Points: Head 2, Arms 2, Body 4, Legs 2

Weapons: Cathayan Longsword (Hand Weapon; 1d10+8, Armour Piercing, Fast, Precise), Sword (Hand Weapon; 1d10+7), Pit Spike (1d10+5, Defensive, Precise), Ogre Gut Plate (1d10+5, Impact, Tiring, Special), Throwing Stars (1d10+3)

Trappings: Bottle of Good Craftsmanship Sake, Healing Draught, Yurt (tent)

By Alexander J Bateman

A semi-famous Ogre Ninja NPC for Warhammer Fantasy Roleplay

- OGRE MANEATER (ADVANCED CAREER) -

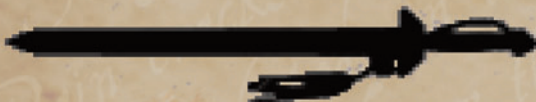
'Yeah, we learn about other peoples' fighting and stuff by eating em... obviously, you have to watch em and talk to em for a few years first, otherwise it don't work. But, it's mainly down to the eating.'

- the utterances of Feng the Unstealthy

The most fearsome of the Ogre Dogs of War are the so-called Maneaters, veterans of constant warfare throughout the length and breadth of the Old World and beyond. As part of their wanderings, a Maneater inherits a culture and style of combat of one of the warrior elites he has encountered upon his great voyages, so Maneaters exist who have copied the mannerisms of a Norse Berserker, Amazon Piranha Warrior, Arabyan Crimashin and so forth. They attempt to emulate other aspects of their targets lifestyles, instinctively believing that the better they can emulate their target, the more of their combat prowess they can assume. Most Maneaters are proud of their extensive cultural 'knowledge' and capacity to smash aside lesser creatures without breaking a sweat.

Special: You must be an Ogre to enter this career.

*These Ogre specific careers are yet to be released



- Ogre Maneater Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+30%	+20%	+10%	+20%	+10%	+20%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+8	-	-	-	-	-	-

Skills: Common Knowledge (*any Two*), Evaluate, Haggle, Intimidate, Perception, Performer (Storyteller), Speak Language (*any Two*)

Talents: Acute Sense of Smell, Disarm, Lightning Parry, Orientation *or* Rover, Seasoned Traveller, Specialist Weapon Group (Gutplate), Specialist Weapon Group (*any Three*), Street Fighting, Strike Mighty Blow, *any Three of*; Ambidextrous, Art of Silent Death, Frenzy, Inured to Chaos, Marksman, Master Gunner, Mighty Shot, Quick Draw, Rapid Reload, Sharpshooter, Strike to Injure, Strike to Stun, Sure Shot, Swashbuckler, Tunnel Rat, Wrestling

Trappings: Ogre sized Uniform or customary costume of the copied culture, three Weapons, Yurt (tent)

Career Entries: Brute, Enforcer, Mate, *Ogre Bruiser**, *Ogre Crusher**, *Ogre Iron Gut**, Sergeant, Sneak, Veteran

Career Exits: Bondman, Captain, Carcassonne Shepard, Champion, Mercenary, *Ogre Gutlord**, *Ogre Tyrant**, Sea Captain, Warleader, Witch Hunter, Additionally the GM may choose to allow you to exit to a Career associated with the target you are copying

Ogre Melee Weapons

Weapon	Cost	Enc	Group	Damage	Qualities	Availability
Cathayan Longsword	500 gc	50	Ordinary	SB+1	Armour Piercing, Fast, Precise	Very Rare
Ogre Gutplate	25 gc	50	Gutplate	SB-2	Impact, Tiring, Special	Scarce
Pit Spike	3 gc	40	Parrying	SB-2	Defensive, Precise	Scarce

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OGRE MELEE WEAPONS

Cathayan Longsword: The skilled smiths that equip the Grand Army of Cathay forge master-crafted blades that stay eternally sharp for the officers who serve within it. These blades are prized within the Old World and much sought after. They are not Magical, but the result of supreme craftsmanship. GMs wishing to restrict these powerful weapons further may wish to make them part of Specialist Weapon Group (Fencing) or even Specialist Weapon Group (Cathayan). For the purposes of Two Weapon Fighting, Cathayan Longswords count as Hand Weapons.

Ogre Gutplate: This unusual weapon is a metal plate that covers an Ogres mighty gut, literally allowing him to 'belly bash' the opposition away! The Gutplate has several special rules: As this weapon attaches over the stomach it requires no hands to use. When used as part of a Charge Action, it inflicts SB Damage rather than SB-2. Finally, the Gutplate is Armour in and of itself; counting as Heavy Armour on the Torso with 2 AP.

Note that this weapon is Ogre sized by default: a Human, Dwarf or Orc sized Gutplate would have an Enc of 10 and cost 5 gc.

Pit Spike: This weapon consists of a sturdy plate gauntlet, with a single long blade or spike extending out from the fist. It is a popular weapon with gladiators of all kinds as well as among the many Ogres, who know it as the Fist of Iron. In combat, it is a very versatile weapon, used somewhat as a cross between a buckler, foil and knuckle-duster. A Character equipped with a Pit Spike in his secondary hand counts as being equipped with a suitable weapon to gain a Free Parry, as per the Rules on pages 129-130 of the Core Rulebook.

THE ARTS OF SILENT DEATH

Popular tales of the Old World tell of the Celestial Dragon Monks and Adepts of Vimto and their many empty-handed combat techniques. Some claim that these combat styles derived from Elven fighting styles such as **Ghilead**, while others claim that they are a human invention, like the popular style of **Sailors' Kick Fighting** indigenous to Bordeleaux.

Some of the better-known Cathayan martial arts include: **Di Ching Tao**, **Eternal Thrashing Carp**, **Ever-changing Eagle Claw**, **Fist of the Venomous Cobra**, **Flower in Gentle Breeze**, **Honourable Tiger Claw**, **Raging Daemon Bear**, **Resplendent Dragon Fist** and **Thousand Inner Harmonies**.

OGRES AND TRADE

'The thinlings came to in great wheel huts. We ate them and took the shiny things. They gave us small metal suns. Bad to eat but good for trade.'

– **The Saga of the Ogres, translated by Yohan the Honest of Marienburg**

While they are typically illiterate, Ogres are not stupid. While they operate from a basic principle of might makes right, which often places other races at a disadvantage, they have a good understanding of consequence and how to best advance their own goals. Ogres will happily trade with other cultures, be it for Gold, Teef or even chunks of Wyrystone.

OPTIONAL OGRE SPECIAL RULES

'They say that the hard part is learning to punch through planks of wood, so I must be a natural cos I could do that a'fore I even started learnin.'

– **the utterances of Feng the Unstealthy**

Gluttony: Ogres eat a lot! All costs for food are five times greater 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.

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

Immunity to Toxins: Raw meat carries no worry for an Ogre. Unless a food source is actually poisonous, Ogres automatically pass any Toughness Tests required to avoid illness brought about by ingestion. The GM should use his judgement with this rule: it is fine for Ogres to eat rotten meat, but specifically diseased, drugged or poisoned meat should require a test to avoid ill effect.

Huuuuge: Although Warhammer Fantasy Roleplay lacks any concrete rules for handling Size, The GM should adjudicate according to the rules on page 197 of the Core Rulebook. Wrestling an Ogre is not easy, in fact it's probably Very Hard (-30%) while conversely, Ogres often have at least a Very Hard (-30%) trying to sneak about as they are around 10 foot tall and built like a brick privy.

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NEW TALENTS

'Where you are weak feign strength, where you are strong feign weakness, and where an Ogre appears on your doorstep, feign being on holiday.'

– **Ri Dong wu Yuan, Vimto Monk and adept of the Orange Simca**

ACUTE SENSE OF SMELL

Description: Your sense of smell is as sharp as a wolf's. You gain a +20% bonus on Perception Skill Tests that involve smell or taste.

ART OF SILENT DEATH

Description: You have mastered the deadly art of open-hand fighting, as taught by the martial artists of Cathay. When making a successful unarmed attack, you deal damage equal to SB-3 and Armour Points do not count as double. Note that this Talent can be used in conjunction with both Street Fighting and Wrestling.

INURED TO CHAOS

Description: If you have one or more mutations, you gain a +10% bonus to tests made to resist gaining additional mutations.

DESIGNER'S NOTES

'The Ogre was-a Kung-Fu fighting; it was-a actually very, very frightening!'

– **Cristo Carrazanno, Tilean Bawd**

If you are wondering how exactly this came about, Feng was once intended as a cameo appearance as part of scenario that I wrote for a competition. However as the NPC required many times more space to explain his special rules than it took to include his profile, he was dropped in favour of some more conventional NPCs.

That said, Feng has a prominent role in my Campaign, and it seemed a shame to just discard this material when it could easily be made into a PDF. I hope that he brings the same blend of humour and horror to your campaigns as much as he has mine.

At some point in the future, I hope to expand upon this document to give Ogres the full coverage they deserve. At the very least, the careers listed as '**yet to be released**' should be forthcoming by some means at some point.

– CREDITS –

Writing and Layout: Alexander J Bateman
Based on '**Feng the Unstealthy**' created by Phil Kelly

– BIBLIOGRAPHY –

As with any work in the Warhammer Universe, this work is built upon the backs of the endeavour of many others, all of whom have my thanks.

'**Into the Valley**' in White Dwarf 313 by Phil Kelly and Nick Kyme

'**Warhammer Quest: Pit Fighter**' by Gav Thorpe (1996)

'**Warhammer: Ogre Kingdoms**' by Phil Kelly (2004)

With additional thanks to the ideas of Steve Darlington, Andy Law, Azmodan, Drakar and Orchitect.

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