

## Ogre

Grade D

Giant Humanoid

**Defense** 10, **AR** 6

**Health** 40, **Speed** 11

**Senses** Night Vision

+0 Communication

+4 Constitution

-1 Cunning

+0 Dexterity

+0 Magic

+0 Perception

+6 Strength

+1 Willpower

**Melee** Club +6 (1d6+9)

**Favored Stunts:** Knock Prone and Dual Strike.

**Weapon Groups:** Brawling and Bludgeons

**Equipment:** Light Leather, Two-Handed Club

Ogres are giantish oafs that appear to be nine foot tall humanoids with distorted faces. They often resemble goblinoids, or have the hint of bestial ancestry, but a small number are bald and resemble giants. Like most giants or bigger goblinoids, ogres are cruel, killing to cause suffering or from perceived hatred, not because they have to. Unlike their true giant cousins, most Ogres speak orc, goblin, or a human language depending on where they live, and who lives with them.

Ogres often congregate with goblinoids or orcs because their strength is respected.

