



IMPERIAL OGRES



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First published 01/05/05 on Andrew Law's World Wide Web site:
www.hapimeses.com

This version was updated on:
09/05/05.

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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.

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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 moral 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

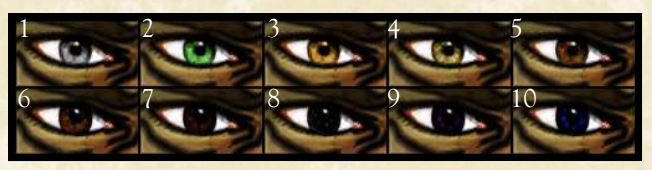


TABLE O-5: WEIGHT IN POUNDS

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

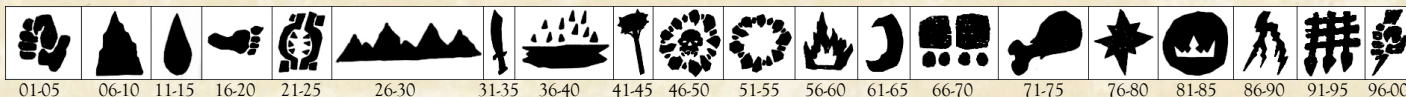
1d10 roll	Number of Siblings	1d10 roll	Number of Siblings
1	0	6	2
2	0	7	3
3	0	8	4
4	0	9	5
5	1	10	6

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

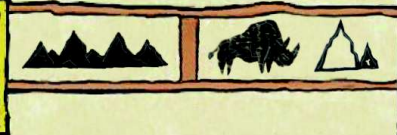
Armour Points: Head 1, Arms 1, Body 1, Legs 0

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

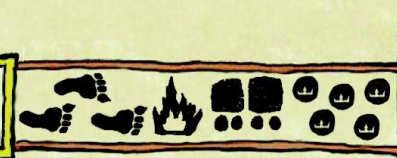
Armour: Massive Battered Gutplate

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, SURELY 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!

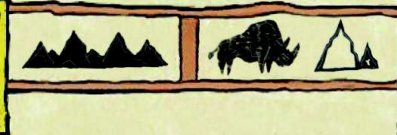
WHY ISN'T THERE A ROLEPLAYING SECTION AND A GMING SECTION? MORE INFORMATION ON HOW TO ROLEPLAY AN OGRE AND HOW TO ADD ONE TO MY CAMPAIGN WOULD BE VERY USEFUL.

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.





WHY NO NIGHT VISION?

Again, because it wasn't in the Old World Bestiary. However, as it doesn't impact the game too heavily, GMs that prefer Ogres with Night Vision should add it to the 'Racial Features' talent list on page 3 of this supplement.

ARE OGRE WEAPONS DIFFERENT FROM HUMAN WEAPONS? SHOULD I USE DIFFERENT STATS FOR AN OGRE GREAT WEAPON OR OGRE BASIC WEAPON? SURELY AN OGRE GREAT WEAPON WOULD BE MORE DANGEROUS AS IT IS FAR BIGGER!

Well, to keep things simple, I just ignored this problem. Use the rules as presented in WFRP and you'll do fine (i.e. Great Weapons, Basic Weapons, etc.). If, however, enough people call for this, I'll add another section to this supplement. Rules for specific Ogre weapons (including, of course, the obligatory marble pillar) might be fun, but add a layer of complication that isn't needed in most games. GMs that require this are probably more than capable of adding any rules they feel are suitable for their campaigns.

But, again, if I get enough mails and suggestions about this, I'll write a new section.

SINCE OGRES ARE SO BIG, WOULDN'T IT BE WORTH ADDING A SIDEBAR ABOUT RESTRICTED MOVEMENT FOR OGRES IN CONFINED SPACES?

Erm, maybe. If I get enough calls for this sort of rule, I will add it. In the meantime, I suggest adapting the 'Confined Spaces' rules in *Ashes of Middenheim* on page 39.

THAT 'RUNNING OUT OF CAREERS' SPECIAL RULE: IT'S A BIT MUCH. DON'T OGRES HAVE ENOUGH BENEFITS ALREADY?

No, not really. I personally find them very limited, so feel that this is a slight reprieve for the unfortunate, but necessary, restraints upon their careers. If you feel it is too much, just ignore the rule, but I feel it is important to always have a 100 xp career exit available.

When I first wrote the rule, I had the 100 xp allowing access to a random career, but found this entirely too... random, and contrary to good roleplay (justifying why a Tomb Robber suddenly becomes a Miner can be a pain for a GM).

OGRES SUCK. THEY JUST EAT EVERYTHING! WHY DID YOU BOTHER WITH THESE RULES. THEY'RE POINTLESS?

Yes, Ogres do have that reputation, but then Dwarves have a reputation for hating Elves, but they still work together across the Warhammer World.

An Ogre is as capable of curtailng his hunger as any human is. The problem is that because they are so big, and their source culture is so biased to a 'might it right' model, many Ogres have no reason to restrain their hunger. Of course, those raised in the Empire, fully aware of its laws against such activities, will eat humans as much as Humans commit murder; i.e. it happens, sometimes a lot, but it isn't considered right, and the Ogre knows it, and further knows he will be punished for doing it. Punishment can be an incredibly powerful tool to use on the simple - and Ogres are very simple.

OKAY, I LIKE THE OGRES, AND AM CONSIDERING USING ONE, BUT ARE ANY OF THE PUBLISHED SCENARIOS INCOMPATIBLE WITH THEM?

That's a fine question! And, yes, many are incompatible, but equally, many are compatible. Here's a list of all BI's published adventures, what publication it is in, and whether Ogres will fit into situations each presents:

- Through the Drakwald* - WFRP: No problems
- The Grapes of Wrath* - *Plundered Vaults*: Several big problems - an Ogre will not be starting the adventure on a coach, nor will it be able to enter any of the village locations or the Wizard's Lair.
- For Love or Money* - *Plundered Vaults*: Big problems - all internal Middlesresdorf locations are pretty much out of the question, and the Skaven tunnels and Bandit Hideout are, if anything, worse.
- The Haunting Horror* - *Plundered Vaults*: Big problems - really the central location of the whole adventure is just too small. Personally, I wouldn't bother playing this with an Ogre.
- Rough Night at the Three Feathers* - *Plundered Vaults*: Big problems - it has the same issues as the Haunting Horror, plus it just isn't the sort of adventure to include Ogres in anyway.
- Carri on Call* - *Plundered Vaults*: Big problems - almost all the locations are too small, I would not suggest this adventure for Ogres.
- Sing for your Super* - *Plundered Vaults*: Big Problems - although all the locations are too small for Ogres, with a little adaptation, one could be included in this adventure, although it's central investigative thrust may not suit an Ogre's style of play.
- Eureka!* - http://www.blackindustries.com/wfrp_downloads.htm: Some Problems - things will be mostly fine (the Ogre will not fit into Kugelschreiber's home or laboratory - but this can be worked around) until the very end. But at the finale, you could assume there are Ogre-sized Kugelmatic devices if you wish - it would certainly fit the crazy feel of the scenario - however, the Ogre will have to scale the outside of the building to reach them.
- Pretty Things* - *Game Master's Pack*: Minimal Problems - most of the scenario takes place out-of-doors, so there should be no problems for Ogres, barring entering a building or two.
- Rats in the Walls* - *Ashes of Middenheim*: Big Problem - The Ogre will not fit down the sewers, thus will have to miss the 'Entering the Sewers' segment.
- The Shrine in the Forest* - *Ashes of Middenheim*: No problems - although Ogres will suffer from the 'Confined Spaces' rule (page 39 of AoM) when in the Tomb Complex.
- Deadly Cargo* - *Ashes of Middenheim*: No problems
- The Unquiet Death* - *Ashes of Middenheim*: Many problems - although the main areas in the Temple of Ulric will accept an Ogre (it's a massive temple), the Cultist's Lair will not. Further, Ogres aren't too good at staking locations out.
- Panic in the Streets* - *Ashes of Middenheim*: Big problems - Ogres will have to be imprisoned elsewhere, requiring a short side scenario to be written.
- Trial of Fire* - *Ashes of Middenheim*: Small problem - any Ogre will have to wait outside for the 'Inside The Sword and Flail' segment.
- Corruptio n's Jour ney* - *Ashes of Middenheim*: Possible problems - most indoor locations can be assumed to accept Ogres, but some parts of the Collegum Theologica are bound to be too small, with small doors causing the biggest problem.
- The Truth Will Out* - *Ashes of Middenheim*: No problems - all indoor locations have high ceilings and big doors.

