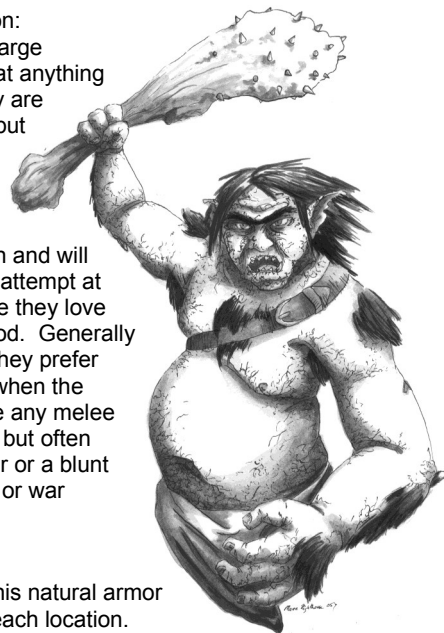


Ogre

Territory & Description:

Ogres are large carnivores that will eat anything they can catch. They are fond of human flesh but consider elven flesh to be a particular delicacy. These creatures have extremely sharp teeth and will often use them in an attempt at a killing blow because they love the taste of fresh blood. Generally speaking, however, they prefer the use of weapons when the attack. They can use any melee weapon they choose but often tend toward the spear or a blunt weapon, such as a club or war hammer.



Level	5	AGL	13	Defense	Block	14	
Size	Large	CHA	5	Bonus	Dodge	13	
Initiative Bonus	+1	CON	17		Perry	11	
Grouping	2d4	END	14	High Pain Threshold		15%	
Aggressiveness	7	INT	8	Magic Resistance			
Movement	20' (4)	OBS	14	AGL	5%	INT	5%
Treasure	1d6+1	STR	20	CHA	N/A	OBS	5%
		WIS	7	CON	15%	STR	30%
				END	5%	WIS	N/A

Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
Punch		2d4+5			
Kick	+1	2d6+5	3	1	1
Bite		1d4+5			
Weapon 1	+3	Variable+5	Variable	1	1
Weapon 2	+1	Variable +5	Variable	1	1

Special Abilities:

- Natural Armor: Ogres have a thick leathery hide that serves as a layer of natural armor. This natural armor absorbs two points of HP damage each round it is hit and accounts for a total of 10 HP in each location.

Ogre 1		Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
		Current END	14					Spiked Club	+4	1d8+7	1	1	1
						Large Knife	+1	1d6+6	3/2	1	1	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)						
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10						
Body	14	41	27	20	20	34	34						

Ogre 2		Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
		Current END	14					Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
						Large Knife	+1	1d6+6	3/2	1	1	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)						
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10						
Body	14	41	27	20	20	34	34						

Ogre 3		Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
		Current END	14					War Hammer	+4	2d8+5	1/2	1	1
						Hatchet	+1	1d8+6	1	1	1	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)						
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10						
Body	14	41	27	20	20	34	34						

Ogre 4		Current CON	17					Weapon	Bonus	Damage	Rate	Range	TL
		Current END	14					Spiked Club	+4	1d8+7	1	1	1
						Hatchet	+1	1d8+6	1	1	1	1	
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)						
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10						
Body	14	41	27	20	20	34	34						

Ogre 5	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 6	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Glaive	+4	1d6+1d4+5	1	1	1
				Whip	+1	1d4+5	2/3	3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 7	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Cleaving Sword	+4	1d10+7	1	1	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 8	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 9	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Cleaving Sword	+4	1d10+7	1	1	1
				Whip	+1	1d4+5	2/3	3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 10	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre Continued

Ogre 11	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Glaive	+4	1d6+1d4+5	1	1	1
				Whip	+1	1d4+5	2/3	3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 12	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 13	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Cleaving Sword	+4	1d10+7	1	1	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 14	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 15	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spiked Club	+4	1d8+7	1	1	1
				Hatchet	+1	1d8+6	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 16	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 17	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 18	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spiked Club	+4	1d8+7	1	1	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 19	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		War Hammer	+4	2d8+5	1/2	1	1
				Hatchet	+1	1d8+6	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 20	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Spear	+4	1d10+5	1	1 / 5 / 11 / 22 / 33 / 44	1
				Large Knife	+1	1d6+6	3/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 21	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		Cleaving Sword	+4	1d10+7	1	1	1
				Whip	+1	1d4+5	2/3	3	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		

Ogre 22	Current CON	17		Weapon	Bonus	Damage	Rate	Range	TL
	Current END	14		War Hammer	+4	2d8+5	1/2	1	1
				Hatchet	+1	1d8+6	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Natural Armor (Absorb 2/2)	10	10	10	10	10	10	10		
Body	14	41	27	20	20	34	34		