OGRE, HALF

Medium-Size Humanoid (Ogre)
Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 30 ft (20 ft with hide armor)
AC: 15 (+2 natural, +3 hide)
Attacks: Greatsword +5 melee; or longspear +4 melee
Damage: Greatsword 2d6+3; or longspear 1d8+3 melee
Face/Reach: 5 ft by 5 ft/5 ft (10 ft with longspear)
Special Qualities: Ogre blood, darkvision 60 ft
Saves: Fort +5, Ref +0, Will +0
Abilities: Str 17, Dex 10, Con 14, Int 9, Wis 10, Cha 9
Skills: Climb +5, Listen +2, Spot +2
Feats: Weapon Focus (greatsword)

Climate/Terrain: Any land and underground
Organization: Solitary, pair, gang (2-4), or band (5-8)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Half-ogres are the offspring of a human and ogre. They are smaller than their ogre parent, but smarter, and have a better understanding of their opponent's in combat.

Half-ogres stand 7-8 feet tall and weigh from 315 to 425 pounds. Skin and hair color are variable, but tend toward brown, gray, black, dull yellow (skin only), or any of the above with a slight gray-green tint. Their odor is noticeable, but it is not as overpowering as that of a full-blooded ogre. The half-ogre traditionally wears heavy skins and furs, but rare individuals have the ability to make a shirt of chainmail.

Half-ogres speak Common and Giant. They live about 110 years. Their sense of smell is better than the average ogre, but it falls short of that of a human.

COMBAT

Half-ogres are often found with full-bodied ogres. If so, the half-ogre will most likely be leading the ogre party. The ogres fight more wisely when led by a half-ogre that concentrates assaults on characters it recognizes as spellcasters, and teaming up against skilled fighters. Ambushes are better planned and more carefully baited.

To earn command privileges, particularly when ogre leaders are present, a half-ogre must show quickness in battle and ferocity in combat. Half-ogres’ usual weapon of choice is a greatsword, or a longspear. They sometimes employ longswords and large wooden shields.

Ogre Blood (Ex): For all special abilities and effects, a half-ogre is considered an ogre.

HALF-OGRE CHARACTERS

A half-ogres favored class is barbarian. Half-ogre leaders tend to be barbarians. Half-ogre clerics worship Vaprak “the Destroyer” (choose any two of the following domains: Chaos, Destruction, and Evil) or a human deity. Most half-ogre spellcasters are adepts.
Names: Half-ogres choose either a human name or an ogre name. This choice usually depends on which side of their lineage is predominant, and also where they choose to live (amongst humans or amongst ogres).

Half-Ogre Male Names: Antog, Gromlok, Morg, Mulk, Scurlug

Half-Ogre Female Names: Sushnak, Nugdish, Eroshnak

TABLE A-1: RANDOM STARTING AGES

<table>
<thead>
<tr>
<th>Adulthood</th>
<th>Bar/Rog/Sor</th>
<th>Brd/Fgr/Pal/Rgr</th>
<th>Clr/Drd/Mnk/Wiz</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>+1d4</td>
<td>+1d6</td>
<td>+2d6</td>
</tr>
</tbody>
</table>

TABLE A-2: AGING EFFECTS

<table>
<thead>
<tr>
<th>Middle Age</th>
<th>Old</th>
<th>Venerable</th>
<th>Max. Age</th>
</tr>
</thead>
<tbody>
<tr>
<td>55 years</td>
<td>73 years</td>
<td>90 years</td>
<td>+2d20 years</td>
</tr>
</tbody>
</table>

TABLE A-3: RANDOM HEIGHT AND WEIGHT

<table>
<thead>
<tr>
<th>Base Height</th>
<th>Height Mod.</th>
<th>Base Weight</th>
<th>Weight Mod.</th>
</tr>
</thead>
<tbody>
<tr>
<td>7'</td>
<td>+2d10</td>
<td>240 lb.</td>
<td>x (2d4) lb.</td>
</tr>
</tbody>
</table>