

TRIUMPH LARP

Half-Ogre's Handbook 4.0

The Half-Ogres of Lantai

A half-ogre is a humanoid being in Lantai, and is recognizable by his/her ogreish features (red-hued skin). Half-ogres are the result of a union between human and ogre, almost always under violent circumstances. They are stronger of arm than humans, and slower of wit as well. Half-ogres have an average lifespan of 90-120 years, and are known as vicious and skilled warriors.

This handbook, along with the class handbook of your choice, will help you to portray a character that will help drive an epic story which we call Triumph. This game is story-driven, and the more thought given to your character, the better your game experience will be. Welcome to Lantai, welcome to Fairhame, and may you Triumph.

This handbook is not meant to replace reading the manual...in fact, if you've not read the rulebook, you should put this handbook down and go do so now. OK...so you're back. Hope you enjoyed the rulebook. Now, let's talk about half-ogres

Physical Representation

So, what exactly makes a half-ogre look like a half-ogre? The answer is red tinted skin. If you're going to play a half-ogre in Triumph, you are required to tint all exposed skin with a red hue. There are no flesh toned half-ogres. If after your 3rd event you do not wear your minimal physrep and costume, you can still play, but will receive no Triumph Points. Note that this is a minimum physical representation...you can go further! You can improve your look using mask, prosthetics such as nose and ears, false teeth, bulking up in the costume, and more.

Racial Modifiers

By choosing to play a half-ogre, you receive some advantages and some disadvantages compared to others in the game. These racial modifiers exist to help characterize the race.

Half-ogres are stout and hearty, and thus gain a bonus of 2 health points per purchase of the Health skill.

Half-ogres are mighty and strong, with their ogre blood giving them a strength advantage. A Half-ogre character may purchase 1 Feat of Strength skill at no Triumph point cost (free).

Half-Ogres are quite mighty, and receive a +1 damage bonus to any weapon they have the skill to wield.

Some Half-Ogres even possess the strength to wield a 2 handed weapon in one hand.

Half-ogres are not as intelligent as other races. As such, a half-ogre must spend twice as many Triumph points on any Scholar, Thief or Magic skills.

As Half-Ogres are crippled in intellect, they may not play a Cleric, Mage, or Necromancer.

Racial Traits

Each race has its defining qualities, or traits. This includes typical costume, common attitudes, traditions and ways of life, and natural tendencies. By playing to these traits, you are portraying a fairly typical member of the race. If you choose to

ignore these traits, your character is probably quite uncommon...and might even be frowned upon by members of your own race.

Half-Ogres come from various locations on the planet. They are at quite a social disadvantage in life, as it is extremely rare for them to gain acceptance in society. Half-ogres in general are quite slow witted, but often quick tempered.

Their tendencies of behavior will depend on their individual experiences. If a half-ogre has grown up among the goblinoid tribes, they will likely be vile and violent, and will have been abused all their life. If they have grown up amongst humans, they may be much more civilized. Behavior can also depend on where the half-ogre character is from: a half-ogre from Aetlund is more likely to have been accepted for who they are, whereas a half-ogre from Hyronia will have been hunted, beaten, imprisoned, or even tortured.

Tips for roleplaying a half-ogre: Might be distrustful of others, mainly due to having been persecuted most of their life. Should be less intelligent than the player is...half-ogres aren't bright by any measure. In combat, will likely be somewhat ferocious (but safely) as their heritage influences them. Costume will be savage, ragged. It is very rare for a half-ogre to have had a successful past.

History

The half-ogres of the world have no history as such...there is no half-ogre society, but rather they must attempt to fit in with one half of their heritage, be it human or ogre. Feel free to check with Logistics if you need help with the history of your character, and be sure to check the Geography section of the website for further assistance.