

# OGRE

## WHAT IS IT?

OGRE is a role-playing game, where the point of the game is to tell an interesting story with a group of people. One person takes the role of the Game Master (GM), who officiates any rulings, and provides the overall plot and narrative for the story. The other people will create a Player Characters (PC), and use the PC inside the story.

## THE PURPOSE

Creating stories is at the heart of OGRE, and its rules are designed to help facilitate this endeavour. The rules should not get in the way, and I encourage you to change, adapt, or otherwise ignore rules that you find cumbersome or unnecessary.

## IMPORTANT CONCEPTS

When you play OGRE with your friends, there are five concepts that serve as the engine to drive the narrative forward. One of them is a framing device, the others are tools for the GM and players.

### Scenes

OGRE uses a concept known as Scenes. Scenes are events that the PCs will find themselves in, and have to react to. The GM will construct scenes, which drive the story forward. Scenes fall largely into two categories, namely Narrative Scenes and Action Scenes. These will be detailed further on in the rules.

### Conditions

Conditions are special limitations that the GM can apply to PCs, Equipment, or Scenes. Conditions can add a narrative flavour to the roll, or can be used to describe or change scenes. Conversely, the PCs can apply these Conditions to Scenes and their Equipment to help them during the game.

Conditions are usually a one-word description, and can be used by the GM to modify dice rolls, or create difficult situations. You can have multiple Conditions apply at any given time.

### The Experience Pool

During the game, whenever a PC spends Stamina, Willpower, or Focus, it gets added to the Experience Pool. At the end of a session, the Pool becomes how the PCs can change themselves, either by getting new Qualities, increase Attributes, removing Hindrances, or adding Conditions to their Equipment. The GM can also add to the Pool, to add Conditions, or increase the challenge.

### Attributes

These are the base of the PC. They form the modifiers for rolls, and determine how much Stamina, Focus, and Willpower you have.

### Qualities & Hindrances

Qualities are the things that your character can do.

If Attributes are the raw stats of your PC, Qualities and Hindrances are what make them unique. Qualities are positive, while Hindrances are negative. They are descriptions of your character, written as a sentence. They should describe something important, that other characters would notice or comment on if they interacted with your PC.

## DICE AND WHAT THEY MEAN

You roll dice when there is a difficult task for your character to achieve, or if something is actively trying to stop from completing your goal.

The GM will tell you what attribute to use for the roll, and you add the modifier from that attribute.

You can use Qualities and Hindrances to further modify the roll. The higher the better. Take a look at the following table.

2d6	RESULT
6-	You fail. The GM describes the outcome.
7-9	You succeed, but a complication arises.
10+	You succeed.

## NARRATIVE SCENES

Downtime, not fighting, character talk. Talking is free, doing isn't. You can do up to 3 things. If you can apply a Quality, pay the cost, and you achieve your goal. If you can't, roll. Some tasks are simple, the GM will tell if you need to roll or not.

Narrative scenes revolve around accomplishing large-scale goals. Going to buy groceries is not enough to warrant an action, but supplying the group with enough food for a week is.

## ACTION SCENES

Action – Fighting, arguing, doing aggressive things. The GM sets the Threat, on a scale of 1-10. If you fail the roll, you take damage up to the max Threat. Armour lessens equal to value, as do Conditions and Qualities. You can soak Harm with your Pool.

You can do three types of things in Action Scenes. You only do one per turn.

Move  
Roll an Attribute  
Use a Quality/Hindrance

You can always do one thing. For each additional thing you do, take a -1 to your roll. If you are rolling two things, you decide where the negative modifier goes.

Combat in OGRE is straightforward. There is no initiative. Whichever player wants to go first can go, and then the next gets a chance to go.

The GM does not roll for anything. This is very important. The enemies only 'act' when a character fails at the task they set out to do, or the character ends their turn where the enemy could deal Harm to the character.

The GM sets the Threat of the scene by stacking chips or coins in the center of the table. Anytime someone fails at a roll, or a complication is used, they take damage from up to the max of the stack, depending on the circumstances.

Characters do damage to that stack, and remove Threat by causing Harm. For any thing that would use the body, use the Brawn modifier as to how much Harm you can do. For anything that uses aim or range, use the Instinct modifier for the amount of Harm.

Any amount of Threat removed gets added to the Experience Pool in the center of the table.

Armour reduces Harm your character would take. If any two pools reach zero, or your health reaches zero, you are out of the fight. You can decide to die, or have the character come back, with a Hindrance and lowered Health.

To help visualize the battlefield and distance, range is used. It takes a certain number of Moves to go from one range to another, and they are listed in the [brackets] with the amount needed.

Melee – Next to someone  
Close – Within talking distance  
[1 Move]  
Medium – Shouting distance  
[2 Moves]  
Far – Visual distance

## MAKING A CHARACTER

Assign modifiers to your Attributes. No starting modifier can be higher than +3, or lower than -3.

The total of all modifiers needs to equal +1.

*Johnny wants to make Mark, the Ladies Man and Best Friend.  
He assigns Charm at a +3.  
He then puts Instinct at a -2.*

*The total of these modifiers equals +1.*

*He could put additional modifiers into other Attributes, but the total of the modifiers must always equal +1.*

### Attributes

**Brawn** – How strong your character is, and how good they are in a fight. Brawn is good for people who want to get into the action.

**Slick** – How fast your character is, and how well they move. Slick is good for people who move fast and stay hidden.

**Learning** – How much education and knowledge your character has. This is for people who like to solve things.

**Instinct** – How perceptive and aware your character is. Instinct is for people who like to observe, assess, and shoot.

**Charm** – How smooth your character is, and how charismatic they are. Charm is for those that like to talk, make deals, and break hearts.

**Grit** – How tough your character is, and what they can bounce back from. Grit is for people who never give up and never surrender.

### Health, Stamina, Focus & Willpower

Health is set at 4. Place four coins or poker chips in the Health slot.

Each character has Stamina, Focus, and Willpower, also known as the Pool, which are used to fuel Qualities and take Harm.

Stamina, Focus, and Willpower are set at 6.

Combine the modifiers of Brawn and Slick, and add them to Stamina.

Combine the modifiers of Learning and Instinct, and add them to Focus.

Combine the modifiers of Charm and Grit, and add them to Willpower.

In each of the Pools, place coins or chips equal to the value.

*Johnny calculates Mark's pool. His Charm is a +3, which means his Willpower will be 9. Meanwhile, his Instinct is at -2, which means his Focus is 4.*

### Qualities & Hindrances

Qualities and Hindrances exist for each of your attributes. Qualities are cool things that you can do, while Hindrances impede your character.

A character gets Qualities in their attribute equal to the modifier. A character gets Hindrances in their attribute equal to the negative modifier.

If a player chooses to have only one +1 modifier in an attribute, they may take 2 Qualities and 1 Hindrance.

Using a Quality uses resources from their respective attribute pool, and adds them to the Experience Pool.

Using a Hindrance brings back a resource from the Experience Pool to your own respective Pool.

Qualities add something to the roll, either mechanical or narrative.

Hindrances do the opposite, and are applied when either the Scene triggers the Hindrance, or the player wants to use it.

When creating your Qualities, think of them as something that would be recognizable about your character, not just physically. Think of it as a descriptor, something someone would say about your character.

*Johnny has 3 Qualities to give Mark in Charm. He describes the Qualities as Very Handsome, My Best Friend, and A Liar!. Each of these Qualities would have an effect listed from the Charm section. Try to make the Quality match the effect. So A Liar! for Mark would be being able to lie convincingly.*

What follows is a list of potential effects that Qualities can have, but this list is not exhaustive. If you have an idea, go for it. For the sake of balance, try to stick to modifiers between +1 and +2, and if they go higher, make a downside to your Quality.

### **Brawn**

Increase Harm [melee, 1]  
Increase Harm [melee, equipment, 2]  
Take two actions [melee]  
Apply [grapple]  
Move something heavy  
Intimidate someone  
Destroy something  
Be famous for your strength  
Use your body for wealth  
Restore allies Stamina [1]

### **Slick**

Armour [1]  
Dodge an attack  
Being stealthy  
Picking locks  
Acrobatics  
Make an enemy drop something  
Increase Harm [hidden, 2]  
Take two actions [close+]  
Ignoring dangerous terrain  
Picking pockets  
Move [2]

### **Learning**

Learning something  
Translating a language  
Apply [lore] to allies  
Fix armour [1]  
Heal an ally [1]  
Decoding a secret  
Impress people with your knowledge  
Use your knowledge for wealth  
Have an academic connection you can call on

### **Instinct**

You tell if someone is lying  
Restore allies Focus [1]

Avoid Harm [1]  
Connect the dots between events  
Visualizing a scene  
Understand dangerous situations  
Being lucky  
Understanding someones emotions  
Understanding someones intent

### **Charm**

Convincing someone  
Lying to someone  
Distracting someone  
Befriending someone  
Seducing someone  
Redirect Harm [1]  
Restore allies Willpower [1]  
Disguise yourself  
Apply [aesthetic] to an ally  
**Grit**  
Ignore something terrifying  
Make an ally Move  
Frighten someone  
Ignore Harm [1]  
Use an Attribute and Move  
Take an extra Narrative action  
Take your turn again in an Action Scene  
Ignore a Condition

### Equipment

Each character gets one piece of Equipment to start with. This starting Equipment can either have 1 Condition, or 1 Damage.

Equipment is special and unique to your character, and always carries a Condition. Some will also apply damage. When you use equipment, it always applies the Condition.

*Johnny is finished up his character, Mark, A Real Ladies Man. He decides that Mark will have a football, which he then gives the Condition Appealing, which means that anytime he uses the football, his Charm will go up +1.*

# CONDITIONS

Conditions are special tags that can be applied to either Narrative or Action scenes. They signify how a Scene will play out fundamentally. Characters or the GM can apply Conditions, and often Qualities and Hindrances will use them, as will Equipment.

Conditions - Scenes	Effects
Blinded	Cannot take Actions or inflict Harm
Grappled	Cannot Move
Imposing	-1 Brawn
Chaotic	-1 Slick
Noisy	-1 Learning
Alert	-1 Instinct
Unfriendly	-1 Charm
Terrifying	-1 Grit
Dark	+1 Slick, -1 Instinct
Bright	-1 Slick, +1 Instinct

Conditions - Equipment	Effects
Menacing	+1 Brawn
Fast	+1 Slick
Lore	+1 Learning
Precise	+1 Instinct
Appealing	+1 Charm
Tough	+1 Grit
Clumsy	-1 Brawn
Heavy	-1 Slick
False	-1 Learning
Imprecise	-1 Instinct

Laughable	-1 Charm
Weak	-1 Grit
Damaging	+1 Harm
Brutal	+2 Harm

# WEALTH

Wealth is an abstract measurement of a characters ability to provide for themselves. By default, all characters start at Wealth 1. They can purchase or use anything up to their Wealth. If they want to buy something outside of their range, they must either have a Quality or have accomplished something that would increase their Wealth.

Wealth	What you can buy
0 – Your income is very limited and sparse. You likely don't work.	Cheap food. A place to sleep. A rusty sword. Scraps of armour.
1 – Your income is limited, but at least it is steady.	A moped. A cheap phone. A shitty apartment. 2 <sup>nd</sup> hand stuff.
2 – You are comfortable, if not wealthy.	A cheap car. A nice-enough place. Sometimes you splurge on food.
3 – Some wealth, some power. You can enjoy the finer things.	A car. A house. Enough for vacations. Good-quality weapons.
4 – Wealthy. You are a step above the rest and you know it.	A nice car. Expensive food. Fine clothes. Finely-made weapons.
5 – Extremely rich, and everyone knows it. You can live to excess.	A penthouse suite. Custom weapons. Designer clothes. Personal servants.

