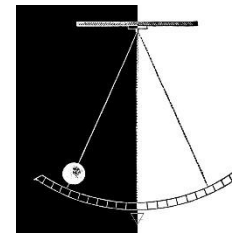


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Julie  
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Mom  
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# OGRE

An Open Game Roleplay Experiment

## 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 participants 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 into two categories, 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. Whenever Danger is removed from a Scene, it gets added to the Experience Pool. The GM can also add points to the Pool, in order to add or change a Condition, or increase the Danger.

At the end of a session, the Pool can be spent by the PCs, either getting new Qualities, increasing Attributes, removing Hindrances, or adding Conditions to their Equipment.

### 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. 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

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.

In a Narrative scene, the GM will establish what each PC wants to accomplish. Think of this as the scenes in a movie, setting up characters and providing impetus to the story, all while heading to some goal.

PCs can do 3 things whenever a GM declares a Narrative scene. Qualities can be used during a Narrative scene, and if you spend the resources, do not need a roll to confirm. The GM might call for a roll in a narrative scene if the task is particularly challenging, or if the PC does not have a Quality that applies. Clever players can find ways to use their Hindrances during these scenes.

If a PC spends a point from their Stamina, Focus, or Willpower, they may gain an additional action. They may do this as many times as they want, but in doing so, forfeit being able to Rest.

Resting can only occur during a Narrative scene. Taking a Rest restores 1 point to either Stamina, Focus, or Willpower. You may Rest a maximum of three times in a Narrative scene.

## ACTION SCENES

Action scenes is when the PCs take aggressive action in a limited timeframe. Essentially, a fight, but it also could be a heated debate. The GM sets the Danger, an abstracted representation of the threat facing the PCs.

LVL	DANGER
1-5	No big deal.
6-10	Could be a challenge.
11-15	Challenging.
16-20	Dangerous.
21-25	Lethal.
26+	Suicidal.

You can do three types of things in Action Scenes.

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.

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. The enemies act on the partial successes or failures of a PC.

The GM sets the Danger of the scene by stacking chips or coins in the center of the table. Anytime someone fails at a roll, or a complication arises, they take damage up to the max of the current Danger.

PCs deal their damage to Danger For anything that would use the body, use the Brawn modifier as to how much damage you do. For anything that requires aim or range, use the Instinct modifier for damage. Any amount of Danger removed gets added to the Experience Pool in the center of the table.

Armour reduces damage 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 new Hindrance to the first pool depleted to zero.

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 damage.

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 Damage [melee, 1]

Increase Damage [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 Damage [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 Damage [1]

Connect the dots between events

Visualizing a scene  
 Understand dangerous situations  
 Being lucky  
 Understanding someone's emotions  
 Understanding someone's intent

**Charm**

Convincing someone  
 Lying to someone  
 Distracting someone  
 Befriending someone  
 Seducing someone  
 Redirect Damage [1]  
 Restore allies Willpower [1]  
 Disguise yourself  
 Apply [aesthetic] to an ally

**Grit**

Ignore something terrifying  
 Make an ally Move  
 Frighten someone  
 Ignore Damage [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.

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	Unable to do damage, -2 to rolls
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 Damage
Brutal	+2 Damage

## WEALTH

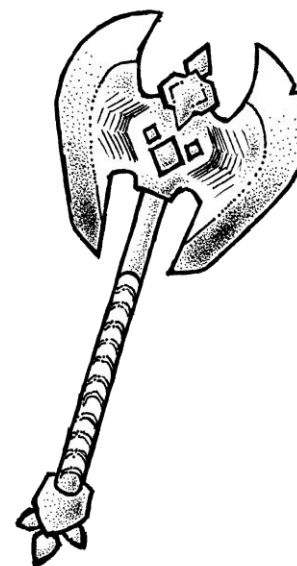
Wealth is an abstract measurement of a character's ability to provide for themselves. By default, all characters start at Wealth 1. They can purchase or use anything up to their Wealth. If they want to buy something outside of their range, they must either have a Quality or have accomplished something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

## DEVELOPING YOUR CHARACTER

At the end of the session, so long as the PCs are in a Narrative scene, they can use the Experience Pool to change and develop their character.

Reward	Cost
New Quality	5
Increase Attribute	6
Remove Hindrance	7
Add Condition	7



May the dice be ever in your favour!