

HIGH OGRE

High Ogres (Plural) / High Ogre (Singular)
High OH-gers / high OH-ger

An High Ogre does things. Unless they're sleeping, or forced into inactivity for some reason, High Ogres will typically be doing something to engage their highly active nature, whether physical or mental. This can lead to the misconception that when two High Ogres meet, they must fight to prove who is the stronger one. In reality, High Ogres tend to fight each other when there isn't something better to do. It's just another way to burn off the energy that courses through their veins. Since they know that the other High Ogre is probably bored, and agreeable to such things, they simply do it among themselves.

This abundance of energy makes High Ogre communities seem frantically busy compared to other species. They build, tear down, and rebuild pretty consistently, with an eye towards showing off their newest idea. Their entire community is built around some core idea, and then the things atop it are arranged, re-arranged, and tinkered with almost non-stop. Should a High Ogre open up some kind of merchant shop for example, they tend to fiddle with how the merchandise is displayed frequently. High Ogre buildings for this reason tend to be built on a very sturdy frame, and then decorated instead of having the frame itself be the centerpiece. Then when the whim, or too much energy, takes hold of them, they can rearrange these decorations into new configurations.

One thing holds true despite any differences between High Ogre communities, necromancy and the undead are fundamentally wrong and must be stopped. In fact, many other species use this inherent link between High Ogres, the land, and the wrongness they feel towards necromancy as proof that undeath does in fact harm the very land itself, beyond the usual power-mad-lich-trying-to-take-over problems.

High Ogres in other communities tend to try and find some way to make their active nature work for them, and it's a foolish person indeed who doesn't take them up on their offer to work. The only issue is that if the work isn't engaging enough they can get side-tracked, and particularly officious societies don't handle the freelancing of such High Ogres particularly well.

Child rearing is a beloved pastime for parents and friends of young High Ogres, and play is a joy that lasts long into High Ogre adulthood. Teaching physical skills, and the mental joy of riddles are quick and entertaining ways to spend an afternoon. An High Ogre is considered an adult when they're able to prove to a community member that they are an asset to the community, whether through force of arms, a quick wit, generally being helpful, or a useful skill they've learned.

High Ogres fear dying of old age, which tends to make them reckless. Some manage to turn this into work of a less physical nature, such as art, but some will choose to go out into the world and commit ever more daredevil acts until their body fails such challenges, resulting in their eventual permanent death.



High Ogre Occupations

Most High Ogres take occupations in fields that keep them active, to help burn off their excessive energy and take advantage of their heartiness. Depending on where their communities are located will alter what industries they will partake in.

Communities located near coastal ranges will have active members in deep sea fishing trips, as the larger the fish, the more energy is required to haul it on deck. Also, manning a small ship or fishing boat is something they can do with ease. Repairing or building the ships is also another task they can be found doing down on the docks.

Forested groups are more likely to be active in logging or construction. They are always careful to replant where they have logged, as the disruption to the natural world is something they try to minimize. While you may not find a High Ogre working as an architect, any good architect would know the value of craftsmanship from a High Ogre's hand on their project, and will actively seek them out. They have a great ability to channel their energy into a sustained focus, which makes them hard workers. And with that hard work comes excellent results. High Ogres are able to complete any task deftly and with precision.

High Ogres of the mountains tend to mine, and herd sheep, with shepherds constantly on the move to find what little grazing grounds that are available for the animals. Running a stone quarry is quite likely as well, since cut stone buildings form that wonderful solid base that High Ogre structures are known for. They can then be painted and repainted as often as the mood takes them, until another High Ogre family can move in upon that High Ogre's final death to make it their own.

Another field they find themselves greatly involved in is Animal Husbandry. They take great pride in breeding, raising and training their animals. They are most known for their equine bloodlines, many of which are used for farming or war, but they also raise other animals for sustaining life within their various communities. Many of their animal bloodlines are well known outside their communities for their sturdiness and unusual ability to work harder and longer than those of their species.

Special Abilities

1. Double cost for Read Magic
2. Hardy costs -1 XP
3. Resist Necromancy
4. Species Resolute

High Ogres have one of the shortest lifespans of the adventuring species, reaching maturity in one year, with an average lifespan of twenty years, though some do manage to live into their late thirties.

High Ogres have a heightened metabolism leading them to operate at a level of intensity that absolutely befuddles longer lived species. Due to this, when bored they tend to find something to do, whether it is work, fighting, or some other rigorous activity. This is because they process certain sugars, such as those found in fruits, incredibly rapidly, to the point of needing to do something physical shortly after its consumption.

Primarily High Ogre communities tend to hold one or two solid beliefs and then there is rapid change around this central idea. The sages of very long lived species have a saying "If you want to get all sides of a single idea, ask High Ogre communities about it every twenty years or so." This can hold true for even an individual High Ogre, where while the central idea remains the same, the outer fringes of that idea are fluid, which isn't seen as contradictory by the High Ogre. Adventuring High Ogres in it to be a "hero" may go through multiple meanings of what it means to be a hero in just a single year, but rarely would give up on heroism completely.

Sitting still long enough to learn the intricate nature of celestial magic is more difficult for High Ogres. Those that do tend to be either very focused, or unusually calm for their species. For this reason, Read Magic costs double for High Ogre characters.

In addition, High Ogres can learn to tap into these energy reserves in combat. When in great danger they can fight through the pain of injuries with sheer bursts of adrenaline. Tales are told of High Ogres taking a direct hit from a catapult stone, and still fighting on. Due to this, High Ogres may take Resolute as a species skill.

The bones of High Ogres are also incredibly dense and difficult to break, and grow in density as they age. Even after breaking, they grow back stronger, and often times slightly thicker, than before these breaks. High Ogres in their thirties have been found with their rib cage fused into an almost internal breastplate after decades of battle. As such, High Ogres pay one XP less for the Hearty skill.

High Ogre traditions are that they were created out of the “bones of the world”, and there may be some truth to the statement. They are keenly aware of changes to the natural world around them, and feel discomfort when sudden changes such as earthquakes, massive storms, or plagues crop up. This connection with the land itself is even more intense when it comes to Necromantic energies and Undead. Calling upon their energy reserves they can “ground” the powers of undeath and dissipate it through the dirt beneath their feet. It’s rumored that the level of necromantic energy in the area may cause their eye veins to “flare” becoming more dramatic in such situations. As such they can buy Resist Necromancy.

Appearance Requirements

High Ogres are a player species which requires the use of makeup and prosthetics. All High Ogres have at least one horn, and have protruding tusks. In addition, they have yellow, orange, or red makeup around the eyes representing highly intense blood vessels.

Tusks

Having tusks for your High Ogre is one of the species requirements. Each player should make an attempt at creating his or her own set of High Ogre teeth. To avoid being toothless on a weekend, it is suggested that you also make a few extra sets in the event your character takes a blow to the face, and your teeth are broken. It happens frequently enough. The first step to making teeth is purchasing the materials.

You will need a product called thermoplastic which can be found under the brand name “Friendly Plastic” (TM). You can purchase Friendly Plastic at any art supply shop. Some shops will only carry large quantities of Friendly Plastic; for making teeth, you only need the small can.

Next you need to get yourself some boiling hot water. Pour the hot water into a small ceramic mug and keep the pot of water good and hot because you may need more hot water later.

1. Pour the Friendly Plastic pellets into a mug. Use about 4- 6 tablespoons per set. Wait until white pellets become translucent, at this time the Friendly Plastic is ready for removal.
2. Use a metal fork or other non-plastic object to remove the plastic from the mug, so that you don’t burn yourself. At this time the plastic is ready to be shaped.



3. Take a small 1 to 2 ounce chunk and put the rest back into the hot water so that it remains soft.
4. Roll a small snake with the warm putty-like friendly plastic. The snake should be about 3 inches long and about 1/2 an inch in diameter. The snake should be about 2/3 the length of your lower row of teeth.
5. Put the snake in a separate container of hot standing water. Let the snake stand a while, about 2 or 3 minutes in the hot water. In the meantime, you can begin to sculpt your tusks in the same manner as the snake.
6. Most High Ogre tusks range from 1.5 to a giant 3 inches. It is much easier to only have a lower set of teeth. It has been found that upper tusks are much more difficult to speak out of, hence it makes the game harder for the player in every aspect.



7. Take the snake from the hot water and place it around your lower row of teeth. Bite down firmly upon the snake, taking your finger and smearing the plastic downward towards your gums. It is important to have a thin layer of plastic, which will ultimately make your denture,

8. Hold your bite for about 3 minutes. It is important not to let up your jaw during this time or it may result in a bad fit. You can also swish cold water in your mouth to help it harden quickly.

9. Finally, remove the denture, and trim some of the excess plastic, down near the gum area, by placing the denture in a small thin pan of hot water. Dip the edge for a short while, then scrape off the excess. Once you have your denture and Ogre teeth, it's time to put the finishing touches on. Be certain at this time that your denture fits well and that you can talk with just a slight lisp. It is important for you to be able to speak clearly, as the game requires you to call damage and incants.

10. Take the tooth/teeth and dip the bottom parts into hot water. Do the same for each corner of the denture where the tooth is to be attached.

11. Adjoin the teeth to taste.

12. Once you have your finished product, be sure that you can speak clearly. Wear your new set of teeth around the house for about two hours so that you can tell where exactly you need to make corrections if any. You should have your own carrying case for them so that they will be protected from breakage when packed. Also remember that it is almost impossible to repair a set of teeth during a weekend. This is why it is suggested that you create more than one set.

Costume

If your character was raised in a primarily High Ogre community you'll probably have straightforward rugged clothing as a base, with different bits on top that you change out regularly. A good suit of armor, or thick durable clothing should make for a good foundation alongside your makeup, tusks, and horns. Then you can add decorations based on whatever reflects a given mood. Hats, gloves, jewelry, and other bits and bobs that catch your attention can be added at any point, even to the point of weaving a particularly neat stick into your hair should the mood catch you.

If you are a caster, whether Earth or Celestial, you'll probably still want a durable set of clothing. Then you can add patches, cloth painted symbols, or even just sew on a button here or there. Above all, make your costume your own, a base that can build and change over time as the whims take you.

Remember that any headwear you use will either have to have horns built in (to represent the horns going through the material) or have a way for such headgear to be worn around/over your horns. A good cape or cloak hood can work wonders here, keeping rain off, your head warm, and your horns can even keep the brim of such clothing out of your eyes.

If you were raised in a different type of community, such as being a High Ogre raised around a group of Elves, your costume should reflect this. As always, if there's any question you have, refer back to your local Plot team for guidance.

Roleplaying a High Ogre

It's better to do something than to be bored. There is so much to do, and it's better to have tried and failed, then to never have tried at all. It's the things you do in life that matter, and there's no better time than right now to try something. You're tough enough to handle most of the physical challenges that life throws at you, so, why not try to arm wrestle a dragon, build a house out of logs, or learn to whistle? After all, the worst you can do is fail, which means you have something to do next. If everyone around you is boring, and you're forced to wait for some reasonable thing, like attacking after dark, maybe you can get into a game of riddles, or pick up sticks.

It's wise to think about risks, but you know you're not going to live forever, so why not take those risks that other species are so afraid of. If you succeed, they'll all look foolish for not having tried themselves! Speaking of living forever, it's better to burn out than fade away, so don't be afraid of death. You don't have to be foolhardy, but going through the Earth Circle enough that you don't resurrect is generally preferable to dying in your bed, bored out of your mind, even as disease ravages your body.

You do try to keep a harmony with the land, working with it rather than against it, and nothing is worse than necromancy. Someone using it around you makes your bones ache worse than a ground quake complete with a forest fire, and destroying the source only makes sense. When combined with the willingness to take risks, and general easygoing feelings towards death, it's not unheard of for a knighted High Ogre to actively turn and engage their liege in the middle of court should they be found to be necromancers. The High Ogre in question usually dies, but hopefully not before the necromancer does.