

## OGRONS

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### Name: TYPICAL OGRON SOLDIER

#### Attributes

STR – Level V	CHA – Level II
END – Level V	MNT – Level II
DEX – Level IV	ITN – Level II

#### Combat Statistics:

AP:	7
Armed Combat,	
Club	Level V
Disruptor Pistol	Level IV
Unarmed Combat,	
Brawling	Level VI
Grappling	Level IV

#### Significant Skills

Military Sciences,	
Small Unit Tactics	Level III
Trap Discovery	Level IV
Security Procedures,	
Concealment	Level IV
Stealth	Level III
Vehicle Operation,	
Ground Vehicles	Level III
Spacecraft	Level III
Wilderness Survival,	
Harsh Plains-like Climates	Level V



### Name: TYPICAL WILD OGRON

#### Attributes

STR – Level V	CHA – Level II
END – Level V	MNT – Level II
DEX – Level IV	ITN – Level II

#### Combat Statistics:

AP:	7
Armed Combat,	
Club	Level V
Knife	Level V
Spear	Level V
Unarmed Combat,	
Brawling	Level VI
Grappling	Level IV

#### Significant Skills

Security Procedures,	
Concealment	Level IV
Stealth	Level III
Wilderness Survival,	
Harsh Plains-like Climates	Level V

## History

The Ogrons evolved on a planet near the edge of Mutter's Spiral, a bleak and harsh world dominated by huge, carnivorous lizards and savage climatic conditions. Though qualifying as the most intelligent race on the planet, the Ogrons were bright only by comparison to the lizards, whose brains resembled those of Earth's dinosaurs. Ogrons were, in fact, quite stupid, and would have never amounted to much if their world had not be found by the Daleks.

The Daleks saw the Ogrons as useful servants, immensely strong, more mobile than a Dalek, and too stupid to become ambitious enough to threaten Dalek supremacy. Ultimately, of course, the Ogrons could be exterminated after their usefulness was at an end. Meanwhile, the brutish cave-dwellers were armed with energy weapons and put to work as shock troops by the Daleks.

In the 25th century, The Master made an alliance with the Daleks, and received Ogron assistance in carrying out a scheme to start a galaxy-wide war between the Empires of Draconia and Earth. He developed a certain liking for the brutes as guards and servants. Though stupid and slow, they are obedient and determined. The Master began bringing to his secret base even before the end of the Draconian operation, and has continued to do so since that time.

## Physical Characteristics

Ogrons are tall and massive, quite humanoid, but with features more apelike than human. Their skin is black, their faces hairless, but their bodies are covered with long, thin, brownish hair. Their foreheads are high, accentuated more by the absence of hair on top of their head (though they do wear long hair around the sides and back of the head. However, their skulls are much thicker and more massive than are those of humans or Gallifreyans, and brain capacity is much more limited. Ogrons in the service of the Daleks wear black tunics (4 points of protection) and trousers with a brown harness fastened around the waist and over one shoulder. Those employed by The Master make use of the same general uniform typw, with some variations.

## Manner

Ogrons are not bright. They think, speak, move, and act slowly and deliberately, and know nothing of finesse. Though armed with disruptorweapons, based on the Dalek model, Ogrons are apt to bludgeon an enemy as to shoot him. Their vocabulary is limited and stilted, and the same can be said for their manners and morals.

An Ogron is easy to trick, but extremely faithful to its masters. They are very good at carrying out simple orders, and make excellent shock troops. Their two greatest fears are the giant lizards of their homeworld, and the wrath of the Daleks who made them slaves. The Master's Ogrons are equally in awe of him, and utterly loyal to his cause.

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**Note:** The text write-up is from THE MASTER source book by J. Andrew Keith (FASA Corporation, 1985). I've modified the Ogrons stats slightly, and added stats for wild Ogrons, to bring them into line with the concept that I have of them (based on the various TV episodes and other Doctor Who media).