

Mongo

Seasoned Male Ogre

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Attributes

Agility:	4	6	8	10	12	-1
Smarts:	4	6	8	10	12	
Spirit:	4	6	8	10	12	
Strength:	4	6	8	10	12	
Vigor:	4	6	8	10	12	

Agility: 4 6 8 10 12
 Smarts: 4 6 8 10 12
 Spirit: 4 6 8 10 12
 Strength: 4 6 8 10 12
 Vigor: 4 6 8 10 12

Derived		
Pace	Parry	Toughness
6	6	13 (2)
Size: 3 (Normal)		

Pace
6

Parry
6

Toughness
13 (2)

Size: 3 (Normal)

Armor	
(Unarmored)	0
----- Toughness: 11 -----	
Leather Jacket	8
----- Toughness: 13 (2) -----	

(Unarmored) 0
Toughness: 11

Toughness: 11

Leather Jacket	8
Toughness: 13 (2)	

Toughness: 13 (2)

Gear	
Burlap Sack	1
└ (empty)	

Wealth: \$110	0

Burlap Sack	1
(empty)	

$$\perp \text{ (empty)}$$

Wealth: \$110 0

Damage

-1	-2	INC	-3	-2	-1
Fatigue			Wounds		

-1

-2

INC

-3

-2

-1

Fatigue

Wounds

Hindrances

Big Mouth (minor)
Unable to keep secrets and constantly gives away private information usually at the worst time. / Pathfinder p25
.....
Bloodthirsty (major)
Never takes prisoners / SWADE p23
.....
Hesitant (minor)
Draw two Action Cards and take the lowest (except Jokers, which may be kept) / SWADE p25

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p23

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Edges

Brawny

Size (and therefore Toughness)
+1. Treat Minimum Strength
requirements as one die type
less; treat Strength as one die
type higher for Encumbrance. /
SWADE p38

.....

Sweep (custom)

Fighting roll at -2 to hit (if
using a two handed weapon) all
adjacent targets in weapon's
Reach, no more than once per
turn. Sweep is now a limited
action. / SWADE p44

Brawny

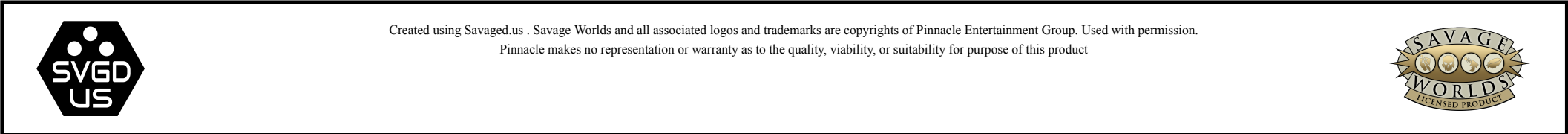
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SWADE p38

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Fighting roll at -2 to hit (if using a two handed weapon) all adjacent targets in weapon's Reach, no more than once per turn. Sweep is now a limited action. / SWADE p44

Weapons and Attacks

Name	Damage	Range	AP	ROF	Shots	Weight	Notes
Unarmed	Str	Melee	0	-	-	0	Innate Attack
Axe, Battle	Str+d8	Melee	0	-	-	4	



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Special Abilities		Advances	
Attribute Increase (Racial) - Strength During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) one die type. This increases the Trait's maximum by one as well. / Custom		<div>Novice</div> <div>1 Edge: Brawny</div> <div>2 Raise Attribute: Strength</div> <div>3 Raise Skills: Notice/Taunt</div> <div>Seasoned</div> <div>4 Raise Attribute: Vigor</div>	
Attribute Increase (Racial) - Vigor During character creation, the species increases a particular attribute (Agility, Smarts, Spirit, Strength, or Vigor) one die type. This increases the Trait's maximum by one as well. / Custom			
Attribute Penalty (-1) (Racial) - Smarts One attribute suffers a -1 penalty to all rolls (including damage if applied to Strength). / Custom			
Big (Racial) The being is very large (he must also be least Size 2, see Size on page 105). He subtracts 2 when using equipment designed for smaller beings and cannot wear their armor or clothing. Equipment, armor, food, and clothing cost double the listed price. / Custom			
Size +2 (Racial) The creature is larger than normal. Each point of Size adds directly to Toughness. Large species may have difficulty using equipment designed for more traditional humanoids. See page 105 for more on Size. / Custom			
Languages Known Common (d4), Ogre (native, d8)			

Description
Just a big ogre; not too bright, but easily underestimated.