

Mongo

Seasoned Male Ogre

Attributes

Agility:

Smarts:

Spirit:

Strength:

Vigor:

4

6

8

10

12

4

6

8

10

12

4

6

8

10

12

4

6

8

10

12

4

6

8

10

12

-1

Skills

(Unskilled):

Athletics:

Battle:

Common

Knowledge:

Fighting:

Intimidation:

Language

(Common):

Language

(Ogre):

Notice:

Persuasion:

Stealth:

Survival:

Taunt:

4

6

8

10

12

4

6

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12

4

6

8

10

12

-2

Derived

Pace

Parry

Toughness

6

6

13 (2)

Size: 3 (Normal)

Armor

(Unarmored)

Toughness: 11

Leather Jacket

Toughness: 13 (2)

Gear

Burlap Sack

1

└ (empty)

Wealth: \$110

0

Damage

-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

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

| 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 | |

| Special Abilities | | Advances | |
|---|--|---|--|
| <div><div>Big (Racial)</div><div>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</div><div></div><div>Attribute Increase (Racial) - Strength</div><div>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><div></div><div>Attribute Penalty (-1) (Racial) - Smarts</div><div>One attribute suffers a –1 penalty to all rolls (including damage if applied to Strength). / Custom</div><div></div><div>Attribute Increase (Racial) - Vigor</div><div>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><div></div><div>Size +2 (Racial)</div><div>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. / UNDEF</div><div></div><div>Languages Known</div><div>Common (d4), Ogre (native, d8)</div></div> | | <div><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><div></div></div> | |

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