

DUNGWAD PLOP

- A character for the Low Life Savage Worlds Setting
- Savage Worlds is © Pinnacle Entertainment Group (www.peginc.com)
- Low Life is © Andy Hopp (www.muthaoith.com)
- Character design © Chris Engler (www.engler.ca)

RACE Pile **RANK** Novice

ATTRIBUTES		SKILLS		EDGES	HINDRANCES
Agility	D8	Fighting (Agility)	D10	Ambidextrous	Clueless (Major)
Smarts	D4	Intimidation (Spirit)	D6	Two-Fisted	Enemy (Minor)
Spirit	D6	Stealth (Agility)	D8	Dense & Chewy	Death Wish (Minor)
Strength	D8	Throwing (Agility)	D8	Goo Flinging	
Vigor	D6			Malleable	
Pace	6"			Burly Fellow	
Parry	7				
Toughness	6				
Charisma	0				

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES
Da Big Kabonger			Str +4	12 yorts	Reach +1, Parry +1
Da Li'l Kabonger			Str +2	6 yorts	

DESCRIPTION

Mutha Oith is home to a great many multi-dimensional people that, within themselves, house a rich variety of talents and abilities. Dungwad Plop is not one of them. Dungwad is a Pile that is almost painstakingly typical of the “might makes right” and “cut to the chase” attitudes that typify his race. Dungwad is pretty much as thick as a plank and was always the easiest guy in school to play jokes on. He probably still has a “kick me” sign on his back and doesn’t know about it.

But woe betide anyone who does go up and kick him because Dungwad Plop is built for scrappin’! Dungwad is rarely seen without his two custom-made shovels which he refers to as “Da Big Kabonger” and “Da Li’l Kabonger.” His ambidexterity and penchant for two-fisted fighting make them particularly lethal in his hands.

Dungwad has a sworn enemy in the form of a nasty Horc named Snottz MacDump. Snottz and his gang of slavers terrorized the village where Dungwad grew up and enslaved more than a few of his friends and relatives. It was Dungwad’s desire for revenge against Snottz that spurred him on to become the lethal fighter that he is today. Dense though Dungwad is, he is entirely consumed with killing Snottz McDump and, if the opportunity arose, he would take it in a heartbeat and disregard all consequences.

CHARACTER NOTES

- The “Kabongers” had a combined price of 350 clams, leaving Dungwad with 150 more with which to equip himself.
- The “Trademark Weapon” edge is a natural selection upon advancement.