

Todd

There are three different personalities for Todd. These were written by Todd except for version two which was written by Gray Sage.

Aksha'Khar (version one)

Aksha'Khar (version two)

Todd

Aksha'Khar (once called Ragegave), Khrongor (version one)

"I have no use for your gold, nor your wyrdstone. These are trinkets and of no concern to one such as me. I seek only bloodshed and death. Tales of your warband have reached my ears and here I stand now - I will fight for you or against you... I care not from whence the blood flows."

- attributed to Aksha'Khar, in reply to an offer of 100 gold coins to hire his sword.

Aksha'Khar is a champion of Khorne. Make no mistake about it, his devotion to the Huntsman of Souls is unserving. He lives to shed blood and kill in the name of his god. Aksha'Khar is paid for with Fame Points (assuming these exist?) and not with currency. He has little use for money and will ignore offers of wealth. Aksha'Khar will add 20+one per XP to your warband rating.

M|WS|BS|S|T|W|I|A|Ld
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Weapons - Aksha'Khar is armed with only a malignant Hellblade called Gashk'kha, a Gift from his lord and god. The Hellblade ignores armor saves and does d3 wounds.

Armor - Aksha'Khar wears armor that has been fashioned to resemble bone. Although it appears frightening, it saves as Light Armor.

Special Rules

Betrayer - Aksha'Khar has no use for allegiances save his devotion to Khorne. As such, even though he will 'hire' on with a Warband, he has no loyalty to them. To make this interesting, I've devised this little rule:

After Aksha'Khar has taken down his first opponent, both players begin rolling against his Ld of 8. Whoever beats his Ld by the most takes control of him until he fells his next opponent, and so on. Aksha'Khar cares not from whence blood flows.

Battlerage - Aksha'Khar will never run away. He will automatically pass any test that would cause him to run away, break, bottle-out or run screaming in fear or terror. Since I don't have the rules yet, I'm not sure how this is applied... yet.

Spoils of battle: Aksha'Khar costs nothing to add to your warband, given the fact that he will not accept money. While speaking with the warband's leader, it will become apparent that Aksha'Khar is psychotic, after all he bears the Mark of Khorne. Would you really want to take this guy on? Place him in your ranks? But he's willing to work for free... After a few minutes of deliberation, Aksha'Khar will draw a handful of coin and drop it to the ground. "I have no use for coin." he states simply. Will the warband take his coin? If so, they will gain 2d6 worth.

Fluffy Stuff (cause its cool)

Mark of Khorne - Aksha'Khar bears Khorne's rune upon his flesh.

Daemonic Name - Aksha'Khar bears a daemonic name and will not reveal it under any circumstances.

Anamosity - Should there be another in play who is either 1) a follower of Slaanesh or 2) a wizard/sorcerer, Aksha'Khar will attack them first!

Aksha'Khar

Aksha'Khar (well actually he still listens to the name Todd 8-). Can not be retained in a Warband, will NOT fight Rats or Undead (cause Todd is still very afraid of them), Will fight for free against Possessed as Aksha'Khar sees them as his enemies, will fight for other bands for TOTAL RATING/10 gold (as he assumes he can ask more of a Warband that has more of a reputation.

Aksha'Khar was a champion of Khorne. Make no mistake about it, his devotion to the Huntsman of Souls is unswerving. He lived to shed blood and kill in the name of his god. However he was killed in a yet unknown fashion when attending some business in Mordheim when the Meteor crashed. All that was left of him was his armour and his sword. These an aspiring young lad by the name of Todd found. Intrigued by the designs he tried on some parts of the armour, and quickly found himself donning the rest as well..... He has NOT taken most of the pieces off since then . Why ?? Well he can not tell you, and it is up to you to try.....

Todd has made some name (basically as a pincushion / diversion but nobody will tell him THAT 8-) and will take hire with a Warband (under the earlier restrictions !!)..... If it is told / suggested that you are bound to fight possessed, he will don his helmet and the Aksha'Khar personality still imprinted in the armour will take over. Aksha'Khar feels paid with his increasing standing with Khorne when fighting other Chaos Powers and takes no currency. He has little use for money and will ignore offers of wealth.

There is one teeny weenie glitch..... The mind is willing but the body cant cope. In whatever form Todd fights he basically is still just a Youngblood !! with normal Youngblood stats. Aksha'Khar will add 10+one per XP to your warband rating.

Weapons - the sword Todd found is Aksha'Khar's former Hellblade called Gashk'kha, a Gift from his lord and god. The Hellblade ignores Todd and will for the time being just be a 2-hander. It is however rather Egoistic and still lusts after blood and souls so it will NOT allow Todd the use of any other weapon.

Armour - Todd wears Aksha'Khar's armour that has been fashioned to resemble bone. When using it in combination with the helmet (thus effectively becoming Aksha'Khar) he will cause Fear. The armour saves as unmodified Light Armour.

Special Rules

Battlerage - When Todd becomes Aksha'Khar he will never run away. He will automatically pass any test that would cause him to run away, break, bottle-out or run screaming in fear or terror.

The other part of the effect is that under these circumstances he has a 'follow-up' attack after he downs an opponent. I.a.w. if he takes a man down and there is an figure within 2" he will automatically charge and count as being in combat in the next round. This will be ANY figure... friend or foe..

The Change - if Todd goes down use the henchman test to see what happens (in this he is an exception on the normal Alter Ego rule !!) If the result is 'dead' ?? They leave him for dead, nobody wishes to touch either the armour or the sword..... In effect Todd is NOT dead and will reappear in a couple of days. However.... Each dead will bring him closer to being totally bonded with his armour and none know what will happen then.....(ominous laughter 8-)

Todd - Terrain Piece (one time cost of 1GC)

Ahh... the attraction of war. Visions of laying waste to opposing armies, slaughtering your opponent in a fever of bloodlust and wild abandon, carnage as far as the eye can see. Thousands take up sword and axe in hopes of becoming a warlord - few attain the realization. Most become little more than strewn carnage or the brunt of a campfire story.

Such a fate befell Todd. Scraping together everything he owned and purchasing sword and axe and helm, Todd rushed off following the war-maiden's siren call. Not caring why or for whom he fought, he was more than willing to bear arms.

However... not everyone can become the victor.

Stats: Todd has no relevant stats, since he is, dead. And not even un-dead. Nope. He just counts as an obstacle on the battlefield. And, not even one that affects a unit's movement. Go figure.

Weapons and Armor: Todd used to carry a sword and axe and wear a helm. These were, however, looted early on and now he doesn't even have his boots.

Special Rules:

'Swelling the ranks' - Should a warband's leader desire it, he can have Todd propped up against a wall, giving the semblance (from a distance, at least) of yet one more fighter in his ranks. If he does this, he must equip Todd with a weapon of some kind. If so propped, any enemy unit that comes within Initiave inches from his corpse may roll to see if he catches on (either from Todd's bloated blueish pallor or the smell of rot) that Todd is not really an enemy. If not, he must attack. To make this interesting, the warband leader who "hires" Todd on need-not tell his opponent this. He uses a normal miniature to represent him and places him normally. However, the Todd miniature may not move. Once it is discovered, replace the Todd miniature with a gruesomely converted cadaver.