

Brin "Tuff Git" Kergun

No one is quite sure exactly when Kergun first appeared in Mordheim, but by most accounts it was a good while after the comet hit, but by his own account it was "a zoggin' long time before dem scary types started showin' up".

It is said that he once was the leader of a mighty waaagh, but proved to be a fraud, as all of his leadership abilities were gained via a magical crown. Once the crown was lost his mighty waaagh rapidly disintegrated.

Despondant and depressed Brin took it upon himself to learn the ways of magic, in hopes of fashioning a new crown that would restore him to his former glory. He now hunts the ruins of Mordheim for treasure and secrets.

M W S B S T W I A L D Cost
4 2 5 3 3 2 3 2 8 50 GC

Weapons: Sling, sword, buckler

Special rules:

Wizard: Brin has studied many forms of magic, however his memory is painfully lacking (too many mushies) so he has recorded them all in seperate tomes which he keeps well hidden... too well hidden as he often cannot find them when needed. to represent this roll on the following tables prior to any battle which involves Brin:

D6:

1-3 "can't find dem zoggin' bookies!" Brin may not use magic this battle.

4-6 "dere dey iz!" Brin may use magic this battle If you get a "dere dey iz" result then roll on the following table to see what kind of magic he uses:

1-2 Lesser magic
3-4 Chaos Rituals
4-6 Necromancy

determine which spell he gets randomly each battle.

Cowardly Git: Brin will never charge anyone, ever.. He is used to hiding behind "lotz ovva Ladz".

Ded eye: Brin is an expert with his sling. To represent this, he has a maximum range of 20" and may fire 3 times as opposed to twice at half range.