

Ilkka

the wandering Orc

Ilkka was banished from his tribe after a disastrous series of battles (called tourneys by some). Since then he has wandered the Old World as a mercenary Orc. He has used all kinds of different names during the times he has been wandering. Some of you may know him by such names as: Illka the Butcher, or the Terrible Ilkka 'Bad' Manners!

Finally, after convincing himself that he's the best mercenary around, he decided to go to the near-legendary town of Mordheim to search for the precious Wyrdstone, so that he could (maybe) oneday go back to his tribe, and take back his position as leader of his tribe (though he'll mostly likely be beheaded when he's found, because he stole a whole lot of stuff before he was exiled :)

Rules:

Ilkka is a better than average swordsman, but couldn't hit the broad side of a barn with a bow, and would only hit his own feet with a pistol. Therefore he will never use any kind of missile weapon, and will only use a sword in HTH. Should he lose his own sword he will get a 2-h axe to replace it. He may use the dagger instead of the shield is you wish.

He is extremely slow, but can withstand hits better than 'umies. He has a nasty tendency to stumble on his feet. Therefore he may not try to use ropes or try to jump under any circumstances (unless fleeing. See special rule).

Hiring: Hiring Ilkka costs 45 GCs. Upkeep is 15 (which he uses to get drunk on weekends)

Ilkka starts with 8 experience. He gains Xp as normal.

Profile: M WS BS S T W I A LD
4 4 1 (4)3 4 3 (4)1 2 6

Equipment: 'Uge sword, shield, light armour, dagger.

'Uge Sword: Ilkka has his own unique weapon called The 'Uge Sword. The sword is so huge that it gives Ilkka +1S. It does however drop his I by 3 (noted in profile). Ilkka can still parry as normal.

Options: Ilkka may not be given any additional equipment, except if he buys it himself (see the other special rule).

Special rules:

Expert fleer: Ilkka is a natural born fleer. He isn't fast, but if he thinks that it's

time to go, he goes, and fast! Therefore Iklka flees 3d6" instead of the normal 2d6". When fleeing he will automatically pass any initiative tests he is required to make (jumping from buildings, etc...). He is so determined to get away from what ever made him flee. Note: this extra d6" doesn't apply to any other situations. Only when Iklka is forced to flee, or flees voluntarily.

Looter: As said before, Iklka is gathering gold and Wyrdstone to go back to his tribe, and possibly buy his freedom, and join the tribe. He will loot any enemies that are stunned by someone, or that he stuns himself. He will gather the gold for himself. The warband he works for will NOT get ANY gold from him. Should he ever gather enough money to buy a heavy armour (40 GCs), he will do so. This is the only item he can buy. If Iklka ever gets the heavy armour he's LD is boosted to 8 because the armour makes him feel more protected. He will also lose the extra d6" for fleeing when he gets the armour (hey, it weights a lot!)

A few things: I didn't make this char to be too good (it might be). I made it simply because I thought it might be funny.