

DP: Reckneipt Refnue

By: Tachyon, with help from: Mordheim mailinglist.

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Background:

In his younger years Reckneipt was a promising young wizard, already climbing through the ranks of more venerable wizards at the Mordheim University. Praised by his teachers to become the most talented wizard of Ostmark, perhaps even one of the greater wizards of all the Empire. During his studies, Refnue was found an eager student, always working to improve the formulas, always changing small variables of the magical structure. The elder wizard were already debating whether or not to accept him as a full wizard amongst their midst, which would make Reckneipt the youngest wizard ever in the Empire.

The tinkering with the winds of magic didn't always go as planned. But for such a genius mind, all this was worth it, according to the older wizards, while they glazed back in time and remembered their first blown up laboratory.

But luck wasn't always on his side, and a particular intricate spell Reckneipt was investigating blew up in his face, leaving him as a shadow of the man he once was.

As they were used to Refnue working on his own projects for quite some periods, it took a few days, before his teachers started to wonder about his absence. When they finally got around to look him up at his own lab, they found him drooling in a corner

Embarrassed by this disgrace for the Wizard's reputation, they locked him up in a magically protected tower, where he was bound to spend the rest of his life. Until the comet struck Mordheim, blasting one side of the Tower in pieces. Reckneipt with what little grasp of reality he still has now wonders the camps, sometimes joining up with warbands for a loaf of bread or a decent meal.

Hire fee: Reckneipt Refnue will work for food.

May be hired: Any warband may hire Reckneipt.

Retaining: Reckneipt can be retained on a 4+ on a D6 Roll.

Rating: Reckneipt adds 0 to a warband's rating.

Profile	M	WS	BS	S	T	W	I	A	Ld
Reckneipt Refnue	4	3	3	2	3	1	4	1	6

Weapons/Armour:

Reckneipt Refnue may be equipped with weapons and armour from the following equipment list.

Hand-to-hand Combat Weapons

Staff	3 gc
Dagger	1st free/2 gc
Spear	10 gc

Missile weapons

Darts

5 gc

Darts:

As Throwing Knife / Star, but only S2 and can be thrown at double rate at short range.

SPECIAL RULES

Wizard. Reckneipt Refnue is a wizard, and may cast all spells from the lesser Magic Spell List.

Stupidity. Since his 'accident' Refnue suffers from stupidity. At the start of the turn Reckneipt must pass a Ld test. When he fails he must roll on the following table:

1	Refnue accidentally casts a random spell in a random direction / target
2-3	Refnue moves directly forward half his move, but will not charge (or move into base contact) but can fall over edges. He may not shoot as well.
4-6	Refnue does nothing, except drools a bit.

The last words that Reckneipt said before the mishap took place were: *"Hmmm... Interesting."*

Tachyon.