

Tommy 'the Punk'

The Scribe who showed the world that the sword sometimes is mightier than the pen.

Hire fee: 30 GC

Upkeep: None. Tommy never stays very long with a warband but may be hired again to represent that he comes back for more material.

Profile M W S B S T W I A L D

Tommy 4 3 3 3 3 1 3 2 7

Equipment

Studded leatherjacket (counts as light armour), dagger, pair of drumsticks and a sling.

Experience

Tommy earns +1 exp per story that he writes, IE battle that he survives, if he was hired by both warbands then he writes two stories. Tommy needs to be alive at the end of the battle IE not taken out of action to write a story.

Seeking interviews

Tommy is always seeking out dramatic persons for interviews to be used as inspiration in his stories. A hero may accompany Tommy and may approach the person to hire him, the hero adds +2 to his Initiative value when trying to locate the person as the persons are often interested in being interviewed.

Writing the story of the warband

Tommy is trying to visit as many warbands as possible to write a story about them to add to the Tome of Legends. This is a rather famous book and all warbands jump at the chance of being included in it. They will try to do their best in their next battle to impress Tommy. The warband gain D3 rerolls that may be used on any roll that the warriors make.

High demand

There is a high demand from the warbands to have Tommy write their story and sometimes he is approached by several warbands at the same time. Tommy may be hired by both parties and in this case he will not fight because he will be too busy to record what is going on and neither party controls his actions. Both warbands receive the rerolls and both parties receive the penalty or bonus for involuntary entertainment.

Involuntary entertainment

Any warband who hires him is subject to loud music through the nights this really annoys a more civilised warband but the benefit of getting their story written often outweighs this. However wilder or more uncivilised warbands really get going on the music and become a dangerous warband to phase in battle. A civilised warband such as Sisters of Sigmar, Witch Hunters, Elves or humans suffer a -1 Leadership penalty. Wild warbands such as Greenskins, Beastmen, the Possessed and Norse add +1 to their Movement, but this is not doubled for running or charging, and are at +1 to hit in their first round of combat.

Irrational drumming

Tommy often breaks into drumming when he is bored or when he is thinking up his next story. He will pound away at the nearest surface and he is always searching for a place that makes the 'right' sound. In the shooting phase if Tommy is in hiding roll

a D6 on the roll of 3+ Tommy starts pounding at something at hand and gives away his position.

Drumstick fighting

Tommy often fights with his rather thick drumsticks and while they are not as heavy as a club or as sharp as a sword the rhythm and fast beat allow him to pound an opponent with a vicious number of strokes. When fighting with his sticks Tommy double his number of attacks, including the +1 attack for being armed with two weapons. In addition the flurry of sticks in front of an opponents phase may distract him, Tommy is allowed to parry. The drumsticks counts as daggers and add +1 to an opponents armour save.

Way up high

What about a protocol for him being hired by both sides. He is placed on a high up position to observe the battle and never moves. If he is attacked in close combat he is being disturbed in his thoughts or spill his ink when he is writing? He frenzies and starts to throw D6 S2 quills at the attacker, forcing the model back D3" (might be dangerous as Tommy would remain up high). This is his attack for this closecombat and next turn he brings out his feared drumsticks. He strikes first with this special attack.