

The southern lands of Estalia often breed hot-blooded and adventurous men, and Iñigo Tio is one of these. Born to a poor household, he joined a crew of the ship called "The Maw" to see the world and to find its riches. After few years of seafaring, the times grew desperate for the Maw's crew, and they figured it would be easier to take the riches from those who already have them, rather than trying to find them. The crew freshly turned pirate raided and pillaged coastal villages and merchant ships all over the ocean's coasts. So much in fact, that they have earned bounty on their heads. The pursuing bounty-hunters ambushed the Maw and scattered its crew. During the ambush, Iñigo lost his leg to a rather ravenous appetite of an ogre mercenary. After that, Iñigo turned mercenary and made a quite the name for himself, mainly because of his enormous ego and quick hands (and (surprisingly) even quicker legs, when things turn south). Times again are desperate, and the narrow streets of Mordheim seem as good a place as any to easy some money off leaders foolish enough to hire the "Toothpick".

Iñigo "Toothpick" Tio

Hire Fee: 50 gold crowns to hire; +25 gold crowns upkeep cost.

May be Hired: Any warband except Skaven, Undead, Possesed and Ogres may hire Iñigo. He will also refuse to work alongside any ogre.

Rating: Iñigo increases the warband's rating by +40 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Iñigo	4	3	4	4	3	2	4	1	7

Weapons/Armour: Iñigo is armed with a cutlass (counts as a sword), 3 pistols and light armour.

Skills

Iñigo has the following skills: *Dodge, Eagle Eyes, Pistolier, Trick shooter*

Special Rules

Thrice spittin´: Iñigo may only have one good leg, but his hands are still very much as nimble as ever. He can make use out of all his three pistols, and thus he may shoot two pistols in one turn (as per the *Pistolier* skill) but may shoot the next turn with his third one while reloading the first two (making him a constant threat if he has targets to shoot!).

Dastardly bravado: Iñigo's ego is somewhat (read "very") bloated, and with each satisfying "*thump*" of a landed shot it just keeps growing. With each successful hit with his pistols Iñigo receives +1 to his BS (up to a maximum of 6). However, were he to miss a shot or get stuck (as by the "*Ah Mathann, not again!*" rule below) his BS reverts to its original value, as his cocky demeanor is put into place. Note that he may increase his BS again after successful hits, but he will lose it again if he misses a shot or gets stuck.

"Ah Mathann, not again!": Iñigo's peg leg is a cursed blessing, enabling him to walk, yet not as firmly as before. At the beginning of each turn, roll a single die. On the result of 2-6, nothing happens. On a result of 1 Iñigo's peg leg gets stuck and he may not move at all, until he frees his stubby appendage. While stuck, he may shoot or fight as normal, but remains stuck in place, unable to move. Should he want to free himself, he must spend a turn doing so and may not fight or shoot

during it (as all his focus is on freeing himself). While Iñigo is trying to free himself, if an enemy wants to target Iñigo, he must pass a Leadership test (as to overcome pity over Iñigo's pathetic grovelling not to hit him). Otherwise, the enemy must target someone else if possible. Undead and animals do not need to take this test, as they feel little pity for Iñigo's state.

Blessing nonetheless: Iñigo's peg leg sometimes tends to eat up some enemy blows. Each time a wound is allocated to Iñigo, roll a die. On a roll of 6, the wound is negated (note that this 6+ save may not be modified and takes place after normal armour saves). If the peg leg prevents a wound during a time Iñigo is stuck, it automatically frees him (the blow was strong enough for the leg to get unstuck). Iñigo is also freed if he is *knocked down* or *stunned* during his leg predicament.

Golden greed: Iñigo, as any pirate, is always at the lookout for a way to make easy earnings. He also does like to be on the winning side. When a warband containing Iñigo loses, he might consider joining the opposition. The winning player may opt to try and bribe him. In this case, if the losing player wants to keep Iñigo in his warband, he needs to say so, otherwise the winning player just pays Iñigo's upkeep cost and he joins him. If both players want Iñigo, they may enter a sort of "bribing" contest. Both players write down an amount of gold crowns (minimum 25) to lure Iñigo into their service, while not revealing the amount to the other player. Then it is revealed at the same time and Iñigo joins the player offering more (the player offering less money does not need to pay). But! If both players offer the exact same amount of gold, the sly pirate tricks them, takes both bribes and leaves! (He may be found once again after D3 games, surely after tricking some other unfortunate soul).





