

Mordheim Hired Sword

Tosher

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Type: Human

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	4	1	3	1	8

+16 exp to warband total, +1 for each earned exp point

Skills:

OCCUPATIONAL HAZARD - Hates rats (Skaven)

FOUL ODOUR (same as Ostlander special skill)

Knowledge of sewers allow for placement of this model using HUNCH (Academic Skill), as well as never having to take all alone tests.

Can't access any skill lists - re-roll New Skill results.
(may only receive stat bar increases with earned exp)

Equipment:

Lantern, shovel (2 handed bludgeoning weapon), dagger, crossbow, and toughened leathers.

Crappy Assets:

At the end of every game he finds 1 common item for free on 1D6 roll of 4+ which can never be sold, due to their disrepair or revolting smell and appearance.

30 gc to hire, 15 gc to upkeep

Beneath the horrid streets of Mordheim lies an even fouler realm filled with hazards and horrors, as well as untold riches. Only the bravest and most reckless are willing to navigate the lightless depths of the sewers to scavenge the potential of such filth, disease, and wretchedness.

Tosher scour the sludge and feculence in the faint hope of discovering remains of discarded and lost wealth. Foolhardy in their pursuits to improve their station, these brave souls risk death at every turn, whether it be disease or demise at the hands of the vile denizens of the dark.

The potential for gains can make these olfactory offensive beings oddly desirable to have on the payroll for new arrivals to the city. They can be hired by any gang willing to subject themselves to their putrid odour, with the exception of Dwarves, who are renown for their love of craft and treasure, and Skaven, whom Tosher hate above all others.

