

Customising Individuals

By Daryl Lonnon

I found myself trying to think of a good way to customise individuals this weekend. So I sat down and wrote up a system. It's designed to be easily added to and/or subtracted from (in case the user thinks a improvement/defect is too powerful, it can just be removed). First is an example, then some notes on how I think it should be used (and how I think it should be integrated with a campaign), then tables, then the improvements/defects.

Feel free to take this and add to it. Use it. Post it. I place it in the public domain (although I wouldn't mind seeing additions/modifications). I also wouldn't mind seeing any comments you have.

Daryl Lonnon

===== **WITHOUT FURTHER ADO** =====

Example:

Before play, me and my opponent decide that for 5 pts you can have a character roll on the improvements table. We also decide that any character that rolls on the table immediately receives one serious wound. With that in mind, I allocate 20 pts to make my Nameless leader a little more special. So before we begin (with my opponent watching) I first roll up a serious wound.

A 68, so my Nameless has a level 2 wound. Randomizing amongst the level 2 wounds I roll a 5, Lost Primary Arm. Ouch! I lose my secondary attack and get a -1 CC and a +1 Def (since I wouldn't fight as well with my off hand). Hopefully I'll get some decent improvements.

First roll is a 5, then followed by a 1. So I've got a physical advantage. Then I roll the percentile dice and get a 42 ... which means a level 1 physical advantage. There are currently 5 level 1 physical advantages ... so randomizing between them I roll a 1. So my Nameless is Strong (+1 to ST).

Second roll is a 6, then followed by a 4 on the Advantage Table. Once again a physical advantage (I'm getting lucky). Percentile dice roll a 11. Another level 1 physical advantage. This time I roll a 3 for Skilled. Nameless are CC troops, so I receive a +1 to CC (offsets the -1 I get for missing an arm!).

Third roll is a 1. Eek, a disadvantage. On the disadvantage table I roll a 4. A physical disadvantage. For it's level I roll a 70. A level 2 disadvantage. Maybe this was a bad idea. There are currently only 2 physical defects. I roll a 1, and receive Grossly Fat. The +1 to size doesn't count (since Nameless are mounted) but I still receive the +1 to ST and a -1 to MV.

Last and final roll is a 2. No improvements or defects.

In summary, my Nameless receives a +1 to Def, +1 to ST, -1 MV, and loses his secondary attack. He's Strong and Skilled for a Nameless, but also grossly fat and one armed. Maybe I shouldn't have tried to "improve" him ... but he is unique! I "name" him: The One-Armed Toad of The Mishweed Marsh, Unnamed Servant of the Dark One.

[Note: I actually rolled all of the above up using the following system, although I think I got extremely unlucky.]

Notes:

- o These rules are **OPTIONAL!!!**
- o No one skill may go above 18.
- o Advantages are **NOT** cumulative (take the highest for that particular attribute) ... unless it specifically says so.
- o Disadvantages are cumulative.

- o Campaign Rules (after the battle):
 - * Roll on Last Wound table for every model with 0 wounds.
 - * Roll on Fatigue table for every individual.
 - * Roll on Wound table for every wound an individual took.
 - * Roll on Improvement table for every individual.

o I don't specify all the tables ... it's much easier to add/subtract

advantages/wounds/defect/blessings/curses if I don't.

- o Levels are roughly defined by how much they are worth.
- o Please add more!

Tables

Last Wound Table

- 1-2 Dead
- 3-4 Captured (treat as dead for regular troops)
- 5-6 Okay

Wound Table (only for individuals)

- 1-2 Major Wound
- 3-4 Minor Wound
- 5-6 Okay

Fatigue Table

- 1 Mental Wound
- 2-4 No Change
- 5 One Mental Wound healed
- 6 All Mental Wounds healed

Improvement Table

- 1 Roll on Defect Table
- 2-4 No change
- 5-6 Roll on Advantage Table

Defect Table (spell casters add +2) (use d6)

- 1-4 Roll on Physical Defect Table
- 5+ Roll on Mental Defect Table

Advantage Table (Spell caster may add +1) (use d6)

- 1-4 Roll on Physical Advantage Table
- 5+ Roll on Mental Advantage Table

Minor Wound Table

Roll on Major Wound Table, effects only last until next battle.

The following tables are the following properties

- 1-60 a minor effect (level 1) randomize among level 1 properties
- 61-95 a major effect (level 2) randomize among level 2 properties
- 96-100 an outstanding effect (level 3) randomize among level 3 properties

Major Wound Table

- Physical Advantage Table
- Physical Defect Table
- Mental Advantage Table

Blessed Weapon Table

Cursed Weapon Table

PHYSICAL ADVANTAGES

Strong

Level: 1

Cost: 2 pts

Effects: +1 to Strength

Description: The individual is stronger than normal.

Very Strong

Level: 1
Cost: 4 pts
Effects: +2 to Strength
Description: The individual is much stronger than normal.

Exceptionally Strong
Level: 2
Cost: 6 pts
Effects: +3 to Strength
Description: The individual is ridiculously strong in comparison to their normal counterparts.

Skilled
Level: 1
Cost: 2 pts
Effects: +1 to CC or MW (+2 pts)
Description: The individual is more proficient with his weapon (either CC or MW) than normal.

Great Skill
Level: 2
Cost: 4 pts
Effects: +2 to CC
Description: The individual is a master with his weapon (either CC or MW).

Tough
Level: 2
Cost: 6 pts
Effects: +1 Wound
Description: The individual is tougher than most.

Hardened
Level: 1
Cost: 4 pts
Effects: +2 to AR
Description: The individual has become hardened, wounds which would harm a lesser man don't bother him at all.

Fast
Level: 2
Cost: 6 pts
Effects: +1 MV
Description: The individual is a great sprinter.

Killer
Level: 3
Cost: 10 pts
Effects: gains Killing Stroke Special Ability (+10 pts)
Description: The individual has learned to look for the perfect time to strike.

Lucky
Level: 3
Cost: 10 pts
Effects: Reroll one roll made on the behalf of this character per game
Description: The individual is lucky.

Very Lucky
Level: 3
Cost: 30 pts
Effects: Reroll one roll made on behalf of this character per turn

Description: The individual is very lucky.

Quick

Level: 1

Cost: 2 pts

Effects: -1 to Def

Description: The individual has a knack to avoiding damage.

Very Quick

Level: 2

Cost: 4 pts

Effects: -2 to Def

Description: The individual is very good at avoiding damage.

MENTAL ADVANTAGE

=====
Calm

Level: 1

Cost: 2 pts

Effects: +1 LD

Description: The character is extremely calm under stress.

Very Calm

Level: 2

Cost: 4 pts

Effects: +2 LD

Description: The character is serene under stress.

Strong Mind

Level: 1

Cost: 2 pts

Effects: +1 PW

Description: The character has a particularly strong mind.

Arcane Mind

Level: 2

Cost: 4 pts

Effects: +2 PW

Description: The character has a mind particularly attuned for arcane matters.

Quick Thinking

Level: 2

Cost: 4 pts

Effects: +1 Action that is NOT a CC/MW attack or a MV action.

Description: The character is quick thinking.

Determined

Level: 1

Cost: +2 pts

Effects: +2 to LD when testing vs magic

Description: The character is particularly resistant to magic due to a strong will.

Clear Headed

Level: 2

Cost: 4 pts

Effects: +4 to LD when rallying

Description: When other commanders panic, this commander keeps his head.

Crutch Man

Level: 3

Cost: 10 pts

Effects: May Rally 2 units in one action

Description: When things begin to fall apart, this commander is capable of pulling it all back together.

Born Leader

Level: 3

Cost: 20 pts

Effects: May Give orders to 2 units in one action

Description: The character is capable of inspiring troops to new heights.

"Talented"

Level: 3

Cost: 30 pts

Effects: May buy one spell from appropriate spell list and has PW of 8 (+30 pts) (if dwarf may attempt to change into a totem once per game), if spellcaster may purchase a spell from a different army list.

Description: The character shows talents in other areas.

Wild

Level: 2

Cost: 10 pts

Effects: gains the Berserk Special Ability

Description: The character is capable losing control.

Presence

Level: 1

Cost: 2 pts

Effects: All opponents in CC with this character receive a -1 to CC.

Description: The character has a presence (extreme beauty/ugliness) that disrupts his opponents in CC.

BLESSED WEAPON PROPERTIES (PER WEAPON)

Holy

Level: 2

Cost: 4 pts

Effects: Immune to fear

Description: The weapon washes fear out of its wielder.

Very Holy

Level: 3

Cost: 12 pts

Effects: Immune to fear in a 6" radius

Description: The weapon has an aura which removes fear in a 6" radius.

Sharp

Level: 1

Cost: 2 pts

Effects: +1 to Dam on weapon

Description: The weapon is particular sharp.

Very Sharp

Level: 2

Cost: 4 pts

Effects: +2 to Dam on weapon
Description: The weapon is particularly sharp (or hits particularly hard).

Deadly
Level: 3
Cost: 10 pts
Effects: (x1) weapons become (x2), (x2) becomes (x3)
Description: The weapon is particularly deadly.

Speed
Level: 2
Cost: 5 pts
Effects: +1 attack per turn.
Description: The weapon moves with a speed which is uncanny.

Parrying/Defense
Level: 1
Cost: 2 pts
Effects: -1 Def
Description: The weapon defends it's bearer effortlessly.

Skill
As per Physical Advantage Skill

Great Skill
As per Physical Advantage

Dreaded
Level: 2
Cost: 4 pts
Effects: Causes Fear
Description: the weapon causes fear in those who face it.

Burning
Level: 3
Cost: 10 pts
Effects: Damage of weapon is as per fire attack
Description: The weapon burns those who are wounded by it.

Tricky
Level: 1
Cost: 2 pts
Effects: Feint special ability
Description: The weapon is capable of penetrating it's opponents defenses effortlessly.

Vampiric
Level: 2
Cost:
Effects: Model gains feast special ability
Description: The weapon feeds off the souls of the slain, giving their power to it's master.

PHYSICAL DEFECT

Huge
Level: 1
Cost: -1 pt
Effect: +1 to Size (doesn't effect mounted troops)
Description: The model is particularly large.

Grossly Fat

Level: 2

Cost: -3 pts

Effect: +1 to Size, -1 MV, +1 ST (Size doesn't effect mounted troops)

Description: The character is tremendously fat, but gains strength of the mounds of flesh.

Limp

As per wound limp.

Mean/Ugly

Level: 1

Cost: -1 pts

Effect: -1 to LD

Description: The character is particularly ugly/or and mean.

Drunk

Level: 2

Cost: -5 pts

Effects: -1 to CC, -2 to MW, -1 to LD, +1 to Def

Description: The character is always drunk.

Unlucky

Level: 3

Cost: -10 pts

Effects: opponent may force a reroll on behalf of this character once per game.

Description: Bad things tend to happen to this character.

Very Unlucky

Level: 3

Cost: -20 pts

Effects: opponent may force a reroll on behalf of this character once per turn.

Description: Bad things always happen to this character.

Clumsy

Level: 1

Cost: -1 pt

Effects: +1 Def

Description: The character is particularly clumsy.

Very Clumsy

Level: 1

Cost: -2 pts

Effects: +2 Def

Description: This character will trip over his own feet.

Fragile

Level: 1

Cost: -2 pts

Effect: -2 to AR

Description: This character is particularly fragile.

PHYSICAL WOUNDS

Unhealing Wound

Level: 2

Cost: -3 pts

Effect: -1 to Wounds, if this takes the character below 1 wound,

he has become an invalid and can no longer participate.
Description: The character has suffered a wound that just won't heal.

Lost eye
Level: 2
Cost: -4 pts
Effect: -2 MW, -4 LD to spot (2nd time this is rolled, the character is blind and is considered dead).
Description: An eye has been blinded.

Limp
Level: 1
Cost: -2 pts
Effect: -1 to MV's which are not charges. (Mounted troops ignore this)
Description: The character walks with a limp.

Lost Leg
Level: 2
Cost: -3 pts
Effect: -1 to MV (if 2nd then remove, ignore on mounted (unless 2nd))
Description: A leg has been lost, the character walks with a peg leg.

Lost Secondary Hand
Level: 1
Cost:
Effect: No secondary attack, No 2 handed attacks, Shield still usable though.
Description: One of the characters hands has been chopped off or mauled beyond use.

Lost Secondary Arm
Level: 1
Cost:
Effect: No secondary attack, no 2-handed attacks, shield unusable
Description: One of the characters arms has been chopped off or mauled beyond use.

Lost Primary Hand
Level: 2
Cost:
Effect: Same as lost secondary hand, +1 Def, -1 CC
Description: The character has lost the use of his good hand. Must now use his secondary hand as his primary hand.

Lost Primary Arm
Level: 2
Cost:
Effect: Same as Lost Secondary Arm, +1 Def, -1 CC
Description: The character has lost the use of his good arm. Must now use his secondary arm as primary.

Battle Scars
Level: 1
Cost: +2 pts
Effect: +1 LD
Description: The character has scars to prove his valor.

Stiffened Lower Joints

Level: 1

Cost:

Effect: -1 MV first 2 turns of the game

Description: An old wound in the characters leg hampers him for the first few minutes of battle.

Stiffened Upper Joints

Level: 1

Cost:

Effect -2 CC +2 Def first 2 turns of the game

Description: An old wound(s) in the characters upper body hampers him for the first few minutes of battle.

Weakened Secondary Arm

Level: 2

Cost:

Effect: -1 CC -1 ST to secondary attack, Sheild usable only against MW attacks.

Description: The character's secondary arm has been weakened by an old wound.

Weakened Primary Arm

Level: 2

Cost:

Effect: -1 CC -1 ST to primary attack

Description: The character's primary arm has been weakend by an old wound.

MENTAL WOUNDS

Weariness

Level: 1

Cost: -1 pt

Effects: -1 LD

Description: The character has grown weary of war.

Addled

Level: 1

Cost: -1 pt

Effects: -1 PW

Description: A blow to the head has addled the character's mind.

Suicidal

Level: 2

Cost:

Effects: If an enemy unit is in LOS, the character is beserk vs the nearest unit.

Description: The character seeks his own death in battle.

Unreasoning Hatred

Level: 1

Cost:

Effects: Type is defined by which opponent caused this wound (ie blackblood, elf, dwarf). Should the character be on the same battlefield as that type of opponent, he may ONLY make CC attacks vs. that group (whether ally or not). And may not move away from that groups models. If the type is the same as the character ... then pick one at random.

Description: The character hates a particular race.

Turned

Level: 3

Cost:

Effects: Once per game, when this character is activated, your opponent may roll a d20, on a 5 or less, the opponent gains control of the character permanently.

Description: The character may have been turned against his own.

Despondent

Level: 2

Cost:

Effects: May not Rally, if a warband panics within command distance 6", must make morale test (and is subject to panic as well).

Description: The character has become despondent and believes his race will not survive.

Touched

Level: 3

Cost:

Effects: Once per game he may activate as per the chronomancer's interrupt special ability. Roll a d20, if 5 or less, one of your opponents gets to control him through these actions.

Description: Something is trying to control this character from beyond.

Drunk

As per Physical Defect Drunk

MENTAL DEFECT

Rash

Level: 1

Cost: -3 pts

Effects: Character may not move away from opponents troops (if unpanicked).

Description: The character is rash, and seeks out CC with his opponents.

Slow

Level: 1

Cost: -2 pts

Effects: At least one action must be a Move, CC or MW action.

Description: The character isn't the brightest, he prefers action over thinking.

Very Slow

Level: 3

Cost: -3 pts

Effects: -1 Action

Description: The character doesn't think very fast.

Coward

Level: 2

Cost: -6 pts

Effects: Make LD test to enter CC

Description: The character is a coward.

Craven

Level: 3

Cost: -12 pts

Effects: Is subject to panic, make Morale test if charged, make LD test to enter CC

Description: The character usually flees when faced with physical pain.

Arrogant

Level: 2

Cost: -4 pts

Effects: Opponents immune to panic if within 6"

Description: The character's opponents fight harder when in the vicinity of this character.

Disliked

Level: 1

Cost: -2 pts

Effects: May not rally own troops

Description: The character is disliked amongst his own ranks.

Hated

Level: 2

Cost: -3 pts

Effects: troops can not enter CC beside character, must break away with all action if in CC beside character.

Description: The character is hated amongst his own ranks, his troops will leave him to fend for his own in CC.

Loathed

Level: 3

Cost: -10 pts

Effects: When activating a friendly model within 6", roll a d20. If roll is a 1 or 2, opponent gains control of friendly model. Friendly model may only use actions to charge or attack loathed character. Control is kept until character dies. All models that are in this state may be activated by opponent as a single warband.

Description: The characters own troops want him dead. They but await the possibility to try.

Unforgiving

Level: 2

Cost: -3 pts

Effects: Remove current leader per attempted rally.

Description: The character kills the unfit leader when trying to rally troops.

CURSED WEAPON PROPERTIES (PER WEAPON)

Drains

Level: 1

Cost: -1 pt

Effects: -1 ST

Description: The weapon drains the characters strength when used.

Dull

Level: 1

Cost: -1 pt

Effects: -1 Dam

Description: No matter how much sharpened, the weapon is dull when used.

Very Dull

Level: 1

Cost: -2 pts

Effects: -2 Dam (-2 pts)

Description: No matter how much sharpened, the weapon is dull when used.

Backbiter

Level: 2

Cost: -3 pts

Effects: On a fumble, weapon also hits owner

Description: The weapon seeks the life of it's wielder.

Friendkiller

Level: 2

Cost: -5 pts

Effects: On a fumble, weapon also hits any/all freindly models within 2"

Description: The weapon seeks the lives of the weilder's allies.

Fighter

Level: 1

Cost: -2 pts

Effects: +2 Def

Description: The weapon seeks to slay it's opponent, in doing so it opens it's master up for attack.

Commanding

Level: 3

Cost: -8 pts

Effects: Character must pass LD test to do anything but Charge (or shoot) per action (-8 pts)

Description: The weapon influences it's weilder into battle.

Unbalanced

Level: 1

Cost: -1 pt

Effects: -1 CC or MW

Description: The weapon is oddly balanced when used in battle.