

ORCUS CLASSES AND POWERS

A retroclone of 4th Edition

Version 0.3 (Alpha)

Dedicated to the hobbyists, designers, developers and publishers that have released their work under the Open Game License.

Orcus is a work in progress. All feedback is welcome.



CHARACTER ELEMENTS

Making a first-level character involves choosing a few key elements:

- A race.
- A class.
- A kit, if you play with them, or a feat, if not.
- Some trained skills.
- Some powers.
- Setting their six ability scores.

Of these, the choice of class is probably most consequential.

As a character increases in level, they will make other choices, picking up other feats and powers, and - at certain levels - a prestige path and an epic path as well.

CLASSES

Every character belongs to a class, which they choose at first level. They will remain a member of this class during their entire adventuring career - perhaps up to level 30, the highest level available.

Since there are ways to get some of the perks of other classes, such as multiclass feats and kits, the original class you chose is sometimes referred to as your "base class". If you do pick up other classes, you count as a member of those classes, but they will never affect your character as much as your base class does.

TRADITIONS AND ROLES

Each class has one or more traditions, which summarize where that class draws most of its power from.

- Arcane: The practitioners of the arcane tradition seek to understand the unexplainable, categorize the bizarre, and otherwise access the ephemeral in a systematic way. If your power comes from arcane magic, it is studied or learned. A bard studies songs that have magical effects; a warlock bargains for or steals magical knowledge from powerful extraplanar beings; and a wizard researches and memorizes magical spells.
- Natural: An instinctual connection to and faith in the world, the cycle of day and night, the turning of the seasons, and the natural selection of predator and prey drive the natural tradition. If your power comes from the natural tradition, it is drawn from the natural world or the spirits of the world. A barbarian is ridden by the spirits for their own purposes; a druid serves the spirits and is empowered by them as a reward. A shaman consults and calls friendly spirits.
- Martial: Your power comes from strength at arms, experience in battle and training. Martial adventurers have extraordinary abilities, but they are grounded in what is humanly possible.

POWERS

SWASHBUCKLER

COMMANDER

MAGEBLADE

KITS

DABBLES IN MAGEBLADING

DABBLES IN COMMANDING

DABBLES IN SWASHBUCKLING

EXEMPLIFIES CHARISMA

EXEMPLIFIES INTELLIGENCE

EXEMPLIFIES SPEED

EXEMPLIFIES STRENGTH

BINDS FAMILIAR

DISCIPLINES

ANGEL'S TRUMPET

BLADES IN THE DARK

ELEMENTAL FLUX

GOLDEN LION

RAPIER'S POINT

STRONG BIDDING

VEILED MOON

PRESTIGE PATHS

BATTLEFIELD HEALER

BOUNTY HUNTER

BREATHSTEALER

RING FIGHTER

DARKWOOD ARCHER

DEADEYE ARBALESTER

IRONSIDES

MANSLAYER

MARTIAL ARTS CHAMPION

PRINCE OF SHADOWS

SHADOWSNEAK

SELFLESS PROTECTOR

SILVER TONGUE

TACTICIAN

WEAPON MASTER

EPIC PATHS

AGENT RETRIEVER

MASTER

MOST DANGEROUS

RESPECTED

TEAM

ULTIMATE