

**Game:** Orcus (a 4e retroclone)

Orcus is available on the [rpg.net forums](#).

### **Zandrine Altheleor**

Relationships between humans and elves often flare briefly and then fade as the difference in lifespan and physiology come into play. Zandrine's elven father and human mother were an exception; they remained deeply in love until her mother breathed her last, one year ago.

Zandrine's mother was a follower of the God of Life, and imparted her religious beliefs to her daughter. After being raised in an Elven community, Zandrine left it at the age of twenty to commence training as an acolyte of the faith. During the course of her novitiate, she quickly demonstrated an unusual degree of ability, and became a trusted student of, and assistant to, the Master of Novices.

Zandrine rose quickly through the stages of her training, and was on the cusp of a final dedication to her Order when news came of her mother's terminal illness. Though her faith and loyalty to the Order was strong, her love for her mother was stronger, and Zandrine returned home to share the last months of her mother's life.

Although she would be welcome back at the Order to complete her training, the experience of losing her mother made Zandrine reconsider her life's path. A life of quiet reflection, prayer and healing the injuries of those who came to the Order was clearly a life with merit, but could she not do *more* by going out into the world and actively seeking those who needed her help?

Bidding a fond farewell to her father, Zandrine set out on the road to discover if it will lead her to the path she is meant to follow.

### **Half-Elf Crusader (Good)**

STR 12 (4)

CON 12+2 = 14 (4)

DEX 12 (4)

INT 10 (2)

WIS 16+2 = 18 (11)

CHR 14 (7)

**Hit Points** at 1st Level: 26

Recoveries per Long Rest: 9

**Defenses:** AC 17, Fortitude 12, Reflex 12, Will 16

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

### Skills

Religion (T+5)+4 = +9

Diplomacy (T+5)+2+2 = +9

Heal (T+5)+4 = +9

Insight (T+5)+2+4 = +11

**Languages:** Common, Elvish, Celestial.

### Proficiencies and Training

Armor: Cloth, leather, hide, chainmail.

Weapons: Simple melee, simple ranged.

Focuses: Holy symbol

### Racial Abilities

Low-Light Vision: You can see in dim light as if it were bright light.

Elven Blood, Human Blood: For the purpose of taking feats, you count as an elf and as a human.

Follow My Lead: Allies within 10 squares receive a +1 racial bonus to Diplomacy.

### **Half-Elven Ingenuity**

Encounter Swift Action

Half-Elf Utility Racial

Near burst 5, self or one ally

Effect: Choose one:

- target shifts up to 2 as a free action;
- target makes a saving throw;
- target gets +2 power bonus to next attack roll; or
- target gets +4 power bonus to next skill check.

Power bonuses expire at the end of target's next turn if not already used.

### Class Abilities

#### **Channel Divinity**

You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: censure undead and an effect associated with your talent. When you use your Channel Divinity, you choose which effect to create. You can use Channel Divinity once per encounter, however many powers you learn that are usable through Channel Divinity (although see Action Recharge).

#### **Censure Undead**

You present your holy symbol and speak a prayer censuring the undead.

Encounter Standard Action

Cleric Attack Feature • Divine, Focus, Radiant

Near burst 2 (Level 11: 5; Level 21: 8), all undead

Attack: Wisdom vs Will

Hit: 1d8 + Wisdom modifier radiant damage. Target is pushed 3 + your Charisma modifier and immobile until the end of your next turn.

Miss: Half damage. Target is pushed squares equal to your Charisma modifier.

### **Infuse with Life**

You can use the infuse with life power twice per encounter.

Infuse with Life

Encounter Swift Action

Crusader Utility Feature • Divine

Near burst 5 (Level 11: 10; Level 21: 15), self or one ally

Effect: Target spends a recovery and heals their recovery value +1d6.

### **Magical Training**

You gain the Athame, Alchemist, Cantrip Master or Incantation Caster feat (your choice).

### **Incantation Caster**

Prerequisite: Training in Arcana or Religion.

Benefit: You can cast incantations, and record them in a spellbook

### **Action Recharge**

When you spend an action point, you recover the use of Channel Divinity for the encounter.

### **Talents**

Choose one kit that begins with "Worships ...". You gain the benefits of that kit at the appropriate levels, including the associated discipline. This is in addition to any other kits you may have.

Worships the God of Life: Your secondary ability is Charisma.

**Channel Divinity - Guidance** (Level 1): You can Channel Divinity once per encounter, choosing any

Channel Divinity power that you know. From this kit, you know one Channel Divinity power: guidance.

### **Guidance**

Encounter Free Action

Crusader Utility Feature • Divine

Self

Effect: +1 bonus to your next attack roll or saving throw. If you do not use this bonus by the end of your next turn, you lose it.

### **Dabbles in Guarding**

Protective (Level 1): You belong to the Guard class (along with any other classes that you belong to), with Guard becoming your "secondary class". You gain the following benefits:

Once per encounter, you get a +1 bonus on an attack roll. All targets of the attack (whether you hit them or not) are marked until the end of your next turn.

Associated Disciplines (Level 1): You can take powers from one of the following disciplines:

Art of War (chosen).

Juggernautical.

### Powers

You can choose powers from your class disciplines. When you do so, you can replace any reference to the discipline's key ability with Wisdom instead. You can replace any reference to the discipline's secondary ability with the secondary ability linked to your talent.

Class Disciplines: Angel's Trumpet.

### **Passing Kill**

A mere low-level thug blocks your path. You don't even give him the luxury of losing momentum.

At-Will Swift Action

Art of War Attack 1 • Martial, Weapon

Melee or Ranged weapon, one creature

Attack: Dexterity (Ranged) or Strength (melee) vs AC, you cannot score a critical hit

Hit: 1 point of damage.

## **Identify Target**

At-Will Standard Action

Angel's Trumpet Attack 1 • Martial, Focus

Ranged 10, one enemy

Attack: Charisma vs Will

Hit: The target grants combat advantage until the end of your next turn. The first ally to hit the target with an attack heals 1d6 + your Charisma modifier HP.

## **Targeted Call**

Encounter Standard Action

Angel's Trumpet Attack 1

Near burst 10, one ally

Effect: Choose one ally. They make a basic melee or ranged attack. In addition, until the end of the encounter, each time they hit with an attack they gain temporary HP equal to your Wisdom modifier.

## **Rescuing Angel**

Daily Immediate (React) Action

Angel's Trumpet Attack 1 • Martial, Focus

Near burst 10, one ally

Trigger: An ally in range is reduced to 0 HP or below

Effect: Choose one ally. They make a basic melee or ranged attack against the creature that made the attack, and can add your Charisma modifier to their attack and damage. You move your speed. If you end your move adjacent to the original ally, they can spend a recovery to heal their recovery value plus your Wisdom modifier.

## Equipment

Chainmail (AC 16) 40

Holy symbol 10

Mace 5

Dagger 1

Sling and 20 bullets 2

Dungeoneer's Pack (15 gp): Includes a backpack, a bedroll, a flint and steel, a belt pouch, 10 days of rations, a waterskin and two sunrods. The pack also has 50 feet of hempen rope strapped to the side of it.

17 GP