

Game: Orcus (a 4e retroclone)

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

Sabberd Farr

By the time he was eighteen, Sabberd knew he was good at two things: fighting, and falling for emotionally unavailable men. Only one of those seemed like a marketable skill.

Sabberd doesn't particularly enjoy fighting, he's just very good at it. He therefore generally tries non-violent means to resolve a problem first - intimidation often works a treat, for instance. If violence does prove inevitable, though, Sabberd fights with ruthless efficiency and absolutely no regard for concepts like 'fair play' or 'honour'.

Someone of Sabberd's skills can afford to be choosy about the work they take, and while he definitely doesn't consider himself a hero - heroes don't get paid; this is a *job* - he doesn't take assignments that he considers cruel or unjust.

Six foot tall, with blue eyes and sturdy muscles, Sabberd's rarely short of attention from men who prefer a masculine lover. However, he's still more than little haunted by the painful outcome of his youthful romance, and has ironically become somewhat of an emotionally unavailable, himself. He's trying to work on that.

Human Guard (Unaligned)

STR 16+2 = 18 (11)

CON 12 (4)

DEX 8 (0)

INT 11 (3)

WIS 14 (7)

CHR 14 (7)

Hit Points at 1st Level: 27

Recoveries per Long Rest: 11

Defenses: AC 19, Fortitude 14, Reflex 10, Will 12

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

Proficiencies and Training

Armor: Cloth, leather, hide, chainmail, scale; light shield, heavy shield.

Weapons: Simple melee, martial melee, simple ranged, martial ranged.

Skills

Athletics (T+5)+4 = +9

Endure (T+5)+2 = +7

Intimidate (T+5)+2 = +7

Streetwise (T+5)+2 = +7

Languages: Common and Dwarven.

Racial abilities

Bonus Feat: Choose one feat. You gain that feat.

Armor Grace

Prerequisite: Armor Focus.

Benefit: You can move at full speed when wearing heavy armor or carrying a heavy load.

Bonus Skill: Choose one class skill. You become trained in that skill. (included in skills)

Class Abilities

Guard's Challenge

When you hit or miss a target with an attack, you may mark them until the end of your next turn.

Punish Cowardice

Trigger: An adjacent creature you have marked shifts or makes an attack that does not include you.

Action: Immediate (Counter)

Effect: Make a basic melee attack against the triggering creature.

Veteran Opportunist

Add your Wisdom modifier to your attack rolls when making opportunity attacks.

Block Retreat

Trigger: A creature is hit by your opportunity attack, and the opportunity attack was provoked by movement.

Effect: Their movement stops for this action. They may attempt to move again using another action, if applicable.

Protection

Your secondary ability is Dexterity OR Wisdom (choice: Wisdom). You get a +1 bonus on attack rolls with one-handed weapons.

Exemplifies Charisma

You have always displayed confidence in the way you talk and present yourself. You don't even need to be all that physically attractive; you simply project a presence that encourages followers. Thankfully, beyond the simple aura of your charisma, you're also clever enough to know what to say at the right times to have the greatest effect. You know that how you speak means more than the words themselves. Even if you're not the leader of the group, you often do most of the talking when the need arrives. In your spare time, you socialize with others.

Associated Discipline: Born Leadership.

Commanding Presence (Level 1): Choose one aura at character generation. Once per day, you can activate an aura as a swift action, which lasts until the end of the encounter, unless you end it as a swift action or you fall unconscious. Unlike stances, multiple auras can be in effect at once.

Stand as One aura 2; whenever an ally in the aura regains hit points, he regains additional hit points equal to your Charisma or Intelligence modifier. In addition, the action required for second wind is reduced from standard to move, or from move to minor.

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 Strength instead. You can replace any reference to the discipline's secondary ability with the secondary ability linked to your talent (Wisdom).

Class Disciplines: Art of War, Juggernautical.

Sound Advice

Do that again and try not to suck so much this time.

At-Will Immediate (React) Action

Born Leadership Attack 1 • Martial

Near earshot, the triggering ally

Trigger: One ally in range misses on a basic attack.

Effect: The target rerolls the attack, retaining all original attack bonuses.

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.

Special: At 21st level, you

Quick Save

A quick word or push allows an ally a momentary improvement to his accuracy.

Encounter Immediate (Counter) Action

Born Leadership Attack 1 • Martial

Near earshot, the triggering ally

Trigger: One ally misses with an attack roll against a creature you can see.

Effect: The target repeats the attack roll until they hit or runs out of ammunition.

Inconsequential Injury

Nothing clears the head like hurting something else.

Daily No Action

Juggernautical Attack 1 • Martial

Self

Effect: Select one condition you suffer from. Gain a +4 bonus to the saving throw against that condition until you pass.

When you pass, you gain two basic attacks.

Equipment

Scale armour (base AC 17) 45

Heavy shield (+2 AC) 10

Longsword 10

Mace 5

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.

15 GP

