

Game: Orcus (a 4e retroclone)

Orcus is available on the [rpg.net forums](https://www.rpg.net/forums/).

Aliya Vexine

Outside of the nobility, there are few families as ancient, refined and respected as the Vexine. For generations, they have provided important knights, burghers, priests and judges to the lords of the realm. About the only thing anyone could say against them was that they were rather too proud of how little one could say against them.

The discovery that the second son of the house had a fiended-blooded by-blow from an injudicious affair was thus *not* a popular one among the clan, and a source of considerable (imperfectly concealed) mirth among the Vexine's rivals. And some of their allies, for that matter.

Aliya is that by-blow, a tiefling with curved, ram-like horns, auburn hair, and the golden eyes that mark Vexine blood. Were it not for those, she would probably never have been acknowledged.

Growing up as a distinctly unwanted embarrassment, Aliya often wished she didn't have that clear marker of her father's identity, and to this day her preferred oath is "Damn my eyes!".

The Vexine aren't generally a deliberately wicked or cruel family, however, and when they realised that the family shame was keenly intelligent and had a gift for magic, they packed her off to study with respected masters of the arcane arts.

That these respected masters lived a long way off did admittedly play a part in their selection.

As Aliya developed her skills, it became clear that they were intimately tied to her tiefling heritage. Realising that this was unlikely to be popular 'at home', she turned to a life of wandering after her studies were over.

Mischievous, feisty and fond of merriment, Aliya enjoys the freedom of her new life and is *mostly* quite happy about the fact that the Vexine seem to have little interest in making her settle down and take on the kind of responsibilities for which the family are known.

Tiefling Conjurer (Unaligned)

STR 12 (4)

CON 14 (7)

DEX 12 (4)

INT 16+2=18 (11)

WIS 9 (1)

CHR 13+2=15 (5)

Hit Points at 1st Level: 24

Recoveries per Long Rest: 8

Defenses: AC 14, Fortitude 12, Reflex 14, Will 14.

Size: Medium.

Speed: 6 squares.

Skills

Arcana (T+5)+4 = +9

Diplomacy (T+5)+2 = +7

History (T+5)+4 = +9

Religion (T+5)-1 = +4

Languages: Common and Infernal.

Proficiencies and Training

Armor: Cloth.

Weapons: Simple melee.

Focuses: Orb, staff, wand, rod, book

Racial abilities

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

Hellish Resistance: Resistance to fire 5 + half your level.

Infernal Legacy: +1 racial bonus on attacks against Staggered enemies.

Vengeance of the Pits

Encounter Free Action

Tiefling Attack Racial • Fire

Near burst 10, one enemy

Trigger: An attack by that enemy hits you.

Effect: Level 1: The target takes 1d6 + Intelligence OR Charisma modifier fire damage.

Class Abilities

Arcane Overflow

Encounter attack powers from your class gain the following Miss entry if they do not have one:

Miss: Half damage, and if a hit would have imposed a condition, the target experiences the following (same duration).

Blinded: -2 to hit.

Controlled: Dazed.

Immobile: Slowed.

Persistent damage 10 or more: Persistent damage 5.

Stunned: Dazed.

Weakened: -4 to damage.

Unwilling movement 3 or more: Unwilling movement of the same variety 1.

Magical Training

You gain the Athame, Alchemist 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

Cantrips

You gain the Cantrip Master feat.

Conjurer

When an encounter ends and you have one or more daily powers with the Summon keyword still active, those daily powers are not expended. However, if you use them again, the summoned creatures appear in the exact state they were when their last summoning ended (current HP, conditions, etc). If you complete a long rest, all your daily powers reset and if you use them from then on a "fresh" creature will be summoned. Your secondary ability is Constitution.

Conjures Fiends

You summon fiends from the depths of Hell.

Enduring Summons (Level 1): When you use a daily Summon power, the summoned creature immediately gets to take an action of the same type as the type you used to summon them (for example, if you use prestige binding, a standard action, the big burner you summon can immediately use a standard action).

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

Class Disciplines: Spells of Ice and Fire, Cup of Brimstone, Puppeteer's Pull.

Thermodynamic Bolt

With only the slightest catalyst, you catch a personification of a classical element and hurl it towards the enemy.

At-Will Standard Action

Spells of Ice and Fire Attack 1 ● Arcane, Flux, Focus

Ranged 10, one creature

Attack: Dexterity vs Reflex (can substitute INT)

Hit: 1d6 + Dexterity modifier [flux] damage.

Burn It Off

At-Will Standard Action

Cup of Brimstone Attack 1 ● Focus, Arcane, Fire

Ranged 10, one enemy

Attack: Charisma +2 vs Fortitude (can substitute INT)

Hit: 1d8 + Charisma modifier fire damage.

Effect: You suffer a cumulative -1 penalty on attack rolls using this power for every time you have used it this encounter.

Special: You can use this power as a basic ranged attack.

Death Mark

Encounter Standard Action

Cup of Brimstone Attack 1 ● Focus, Arcane

Ranged 10, one enemy

Attack: Charisma vs Fortitude (can substitute INT)

Hit: 1d8 + Charisma modifier necrotic damage and the target gains vulnerability to all 5 until the end of your next turn.

Least Binding

Daily Standard Action

Cup of Brimstone Attack 1 ● Focus, Arcane, Summons

Ranged 1, unoccupied square

Effect: You summon a Small demon toad or Small hopping imp until the end of the encounter.

Demon Toad

Level 1 Summoned Creature

Small Outsider Monstrosity (Demon)

Senses: darkvision

Defenses: your defenses

HP: your recovery value, can use your recoveries

Resistance to: poison 5

Speed 4, jump 4

🦎 Bite (standard, at-will) • Poison your level +4 vs. AC; 1d8 + Charisma modifier poison damage.

🦎 Foul Belch (immediate (react), when the toad takes damage, at-will) • Poison

Near burst 1; your level +2 vs. Fortitude; 1d8 + Charisma modifier poison damage and the target is dazed (save ends).

Instinct

At the end of your turn, if the demon toad has not received a command that turn, it attacks or charges the nearest dazed creature, otherwise the nearest creature.

Hopping Imp

Level 1 Summoned Creature

Small Outsider Humanoid (Demon)


Senses: darkvision

Defenses: your defenses

HP: your recovery value, can use your recoveries

Curse (Psychic) aura 1: Each time a creature in the aura misses on an attack, it takes 1d8 + your Charisma modifier psychic damage.

Speed 6, fly 2

 Festering Claws (standard, at-will) • Poison your level +6 vs. AC; Target takes 5 persistent poison damage (save ends).

 Blight Jet (standard, at-will) • Poison

Near arc 2, your level +4 vs. Fortitude; 1d8 + Charisma modifier poison damage and the target is slowed (save ends).

Instinct

At the end of your turn, if the hopping imp has not received a command that turn, it attacks or charges the nearest slowed creature, otherwise the nearest creature.

Equipment

Cloth armor 1

Quarterstaff 5

Dagger 1

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.

Spellbook 50

18 GP