

Game: Orcus (a 4e retroclone)

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

August 'Gus' Brambleburr

As a rule, halflings are boring homebodies who like order and tradition and spending hours at a time grubbing in the dirt pulling up one lot of plants because they've decided another lot are more important. Or so says Gus Brambleburr, the exception that proves the rule.

Gus grew up in a traditionally sleepy halfling village of cosy neighbours, large Sunday lunches, and nothing interesting happening, *ever*. The whole thing was thoroughly boring, and any attempts to alleviate the tedium just resulted in the other halflings getting red in the face and being Very Disappointed In You, Young Man.

"You're so full of mischief that if we painted you green you could pass for a goblin!" Gus's mother once said, fanning herself as she fretted over some escapade of his. She had only herself to blame when the entire congregation at the village church got terrorised by a 'goblin spirit', after that, right?

As soon as he could, Gus got of that backwater little town and ventured out into the wider world, which proved to be full of people who were very nearly as boring as the folks back home, but at least that meant lots of fresh new opportunities to show them the lighter side of things!

Halfling Jester (Unaligned)

STR 10 (2)

CON 12 (4)

DEX 16+2 = 18 (11)

INT 10 (2)

WIS 10 (2)

CHR 16+2 = 18 (11)

Hit Points at 1st Level: 22

Recoveries per Long Rest: 7

Defenses: AC 14 (+2 vs AoO), Fortitude 12. Reflex 14, Will 16

Size: Your size is Small.

Speed: Your base walking speed is 6 squares.

Skills

Acrobatics +6

Bluff (T+5)+4 = +9

Insight (T+5)+0 = +5

Perception (T+5)+0 = +5

Streetwise (T+5)+4 = +9

Thievery (T+5)+6 = +11

Languages: Common and Goblin (it's good for swears).

Proficiencies and Training

Armor: Cloth, leather.

Weapons: Simple melee, simple ranged.

Focuses: Martial focus.

Racial Abilities

Brave: +5 racial bonus to saving throws versus fear.

Halfling Nimbleness: +2 racial bonus to AC against attacks of opportunity.

Lucky

Encounter Immediate Action

Halfling Utility Racial

Self Trigger: An attack hits you.

Effect: Reroll the attack roll and take the second result.

Class Abilities

Double Your Efforts

Once per round, you can use a swift action and spend a recovery. You gain no hit points; instead, you gain a standard action you must use before the end of your next turn.

Wrong Place-Wrong Time

You gain the wrong place-wrong time power. As a free action, you can discard any unused encounter attack power and gain a use of wrong place-wrong time. You can only use wrong place-wrong time once per turn.

Encounter Move Action

Jester Utility Feature • Martial

Self

Effect: Shift your speed and gain a +5 power bonus to AC and Reflex defense until the start of your next turn.

Character Actor

At the end of each long rest, select a 1st-level at-will attack power from any discipline. You have access to that power until your next long rest.

Clown

Any targets you have marked suffer an additional -2 penalty to attack rolls for any attack that does not include you. Your secondary ability is Dexterity.

Dabbles in Commanding

Called to Service (Level 1): You belong to the Commander class (along with any other classes that you belong to), with Commander becoming your "secondary class". You gain the following benefits: Once per encounter, you can use the Commander's lift spirits power.

Lift Spirits

Encounter Swift Action

Commander Utility 1 • Martial, Healing

Near burst 5 (10 at level 11, 15 at level 21), one ally or yourself

Effect: The target spends a recovery and heals their recovery value plus your Charisma modifier.

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 Charisma instead. You can replace any reference to the discipline's secondary ability with the secondary ability linked to your talent.

Class Disciplines: Last Laugh.

Biting Taunt

At-Will Move Action

Last Laugh Attack 1 • Martial, Psyche

Ranged 10, one creature

Attack: Charisma +2 vs Will

Hit: You mark the target until the start of your next turn. While the target is marked, you gain a +2 power bonus to all defenses against its attacks, it is weakened for all attacks that do not include you, and if you score a critical hit against it, it is dazed until the start of your next turn.

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

Maintain: Swift: The target remains marked until the start of your next turn. You cannot sustain if you or the target ends its turn out of range.

Failure to Communicate

Events are not moving in your favor. You act in the best interest of the situation.

At-Will Standard Action

Last Laugh Attack 1 • Martial, Weapon

Self

Effect: Make a basic attack. After the attack, you can shift a square.

Special: If your target misses you with an attack before the start of your next turn, you can make a basic attack against it as an immediate (react) action.

Personal Betrayal

The enemy wasn't expecting your attack. It wasn't even sure you were an enemy. Well, now it does.

Encounter Swift Action

Last Laugh Attack 1 • Martial

Near burst 10, one creature you can see that you have not damaged this encounter

Effect: Until the start of your next turn, whenever you make a damage roll against the target, you gain a power bonus to the roll equal to your Charisma modifier.

Maintain: Swift: The effect persists.

Forked Tongue

The target is swayed by your magnetic charisma, the tone of your voice, and your general attitude.

Daily Standard Action

Last Laugh Attack 1 • Martial, Psyche, Consistent

Near burst 5, one creature you can see

Requirements: You, the target, and the target's allies have not been damaged this encounter.

Attack: Charisma +2 vs Will

Hit: Until the end of your next turn, your allies have concealment against the target and you gain a +3 power bonus to all Diplomacy and Bluff checks against it. If the target takes any damage while this power is in effect, it is stunned until the end of your next turn.

Maintain: Standard: The effect persists until the end of your next turn, until the target takes damage or until you take damage, whichever comes first.

Equipment

Leather armor (AC 12) 25

Dagger x 4 4

Hand crossbow & 20 bolts 26

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.

30 GP