

Game: Orcus (a 4e retroclone)

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

Khelzyan Arboral

Growing up, the one thing Khelzyan could never stand was bullies; people who pushed over people around. It wasn't the arrogance of it that offended him - Khelzyan was just sufficiently self-aware to recognise that he personally was also rather full of himself - it was that it manifested in tearing others down, and in hurting and belittling them. So he set his wits and skills to the task of delivering them their just comeuppance.

Taking bullies down a peg became something of a hobby for the sharp-witted and wily gnome, which won him both friends and enemies aplenty. Truth be told, Khelzyan was fine with both reactions. Whether people liked him or hated him, they were *all* talking about him, and ... well, he already admitted he wasn't short of self-importance, didn't he?

As he grew older and his powers of illusion and skill with the blade increased, Khelzyan set out into the world and find more bullies and villains to confound. There never seem to be shortage of such, and if in the process a bard or three started composing songs of his heroism, well, Khelzyan would be quite alright with that.

Gnome Mageblade (Good)

STR 10 (2)

CON 14 (7)

DEX 12+2 = 14 (4)

INT 16+2 = 18 (11)

WIS 9 (1)

CHR 14 (7)

Hit Points at 1st Level: 29

Recoveries per Long Rest: 10

Defenses: AC 15 (+2 shimmering shield), Fortitude 12, Reflex 14, Will 14

Size: Your size is Small.

Speed: Your base walking speed is 5 squares.

Proficiencies and Training

Armor: Cloth, leather.

Weapons: Simple melee, martial melee; simple ranged.

Focuses: See Special Bond feature.

Skills

Acrobatics (T+5)+2 = +9

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

Athletics (T+5)+0 = +5

Intimidate (T+5)+2 = +7

Stealth +2+2 = +4

Languages: You can speak, read, and write Common and Elvish.

Racial Abilities

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

Fey Ancestry: You count as a fey creature for all purposes.

Lightning Hide: When you make an initiative check, if you are in cover or concealment, you can make a Stealth check to hide (takes no action).

Gnomish Skepticism: +5 racial bonus on saving throws against illusions.

Ghost Sound and Spirited Away: You have the ghost sound and spirited away powers.

Ghost Sound

At-Will Standard Action

Wizard Utility Cantrip • Illusion

Ranged 10, one object or empty square

Effect: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. You can produce as much noise as a person. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit.

Spirited Away

Encounter Immediate Reaction Action

Gnome Utility Racial

Self

Trigger: You take damage.

Effect: Become invisible until the end of your next turn, or until you make an attack (whichever comes sooner).

Class Abilities

Mageblade's Sigil

You can use the mageblade's sigil power.

At-Will Swift Action

Mageblade Utility 1 • Arcane

Near burst 2, one target

Effect: The target is marked until you use this power again.

Athame

You have the Athame feat for the weapon type that your particular weapon belongs to. For example, if your particular weapon is a +1 longsword, you have the Athame (longsword) feat. This changes if your Special Bond changes.

Benefit: Choose one weapon type (longsword, longbow, etc). You can use a weapon of that type, including a magic weapon, as your focus. Add its enhancement bonus, if any, to attack and damage rolls, and any properties that apply to powers to powers you use with the weapon as your focus. Your weapon's proficiency bonus, however, is not applied to focus powers even if you use the weapon as a focus.

Special Bond

You select a particular weapon that you are proficient with and perform a daylong ceremony to make it your key weapon. You can only have one key weapon at a time, but you can repeat the ceremony with a different weapon to make it your key weapon.

As a standard action, if you have a free hand you can summon your key weapon. If it is within 10 squares, it appears in your hand.

Shimmering Shield

If you have a spare hand (not carrying a shield, wielding a two-handed weapon, etc.), you receive a +2 shield bonus to AC.

Illusion Specialist

Your secondary ability is Constitution. You can use the blurring sigil power.

Blurring Sigil

At-Will Immediate (Counter) Action

Mageblade Utility 1 • Arcane, Weapon

Near burst 10, the triggering enemy

Trigger: A creature marked by your sigil makes an attack that does not include you as a target

Effect: Any one target of the triggering creature's attack gains resistance to all damage equal to your level + your Constitution modifier, until the end of the current turn.

Exemplifies Intelligence

Your strengths are not in your endurance, speed, or ability to shoot something with pinpoint accuracy.

You use a part of the body most of your comrades seem to let necrotize, your brain. You're the one with all the answers, an encyclopedia of knowledge. You went to school; you have degrees and awards of merit. You understand that you may be on the border between genius and madness, but all the great minds of the world balance that knife-edge. In your spare time, you read.

Priority Target (Level 1): You gain a +1 bonus to AC and Reflex. In addition, if you don't use any attack powers on your turn, until the start of your next turn, you gain a +2 bonus to AC and Reflex defense.

Associated Discipline: High Cunning.

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: Elemental Flux, Veiled Moon.

Outthink & Outwit

You quickly ascertain your enemy's eye movements and body language and determine the best course of action.

At-Will Move Action

High Cunning Attack 1 • Martial, Tactical

Ranged 10, one creature

Attack: Intelligence +2 vs Reflex

Hit: The target grants combat advantage to you and all allies until the start of your next turn.

Dimensional Strike

By shifting slightly between two worlds, the disciple confuses the senses of his foe so he may land his attack more easily.

At-Will Standard Action

Veiled Moon Attack 1 • Shadow, Weapon

Melee or Ranged weapon, one target

Attack: Intelligence vs Reflex

Hit: 1dW + Intelligence modifier damage.

Instant Analysis

You study your opponent and gauge what their strengths are as well as possible weaknesses.

Encounter Move Action

High Cunning Attack 1 • Martial, Reliable, Tactical

Ranged 20, one creature

Attack: Intelligence +2 vs Will

Hit: You learn the target's attack modifiers, all defense values, and the damage capacities of its attacks. The target also suffers a -2 penalty to attack you until the end of your next turn.

Maintain: Move: The attack penalty persists until the end of your next turn.

Cursed Fate

The disciple can befuddle and bewilder his opponent with this strike, causing a grave imbalance in the psyche of the victim.

Daily Standard Action

Veiled Moon Attack 1 • Shadow, Weapon

Melee or Ranged weapon, one target

Attack: Intelligence vs Will

Hit: 2dW + Intelligence modifier damage and the target grants combat advantage until the end of your next turn.

Miss: 1dW + Intelligence modifier damage and the creature grants combat advantage until the end of your next turn or until it is next attacked, whichever occurs sooner.

Equipment

Rapier 25

Dagger 1

Hand crossbow & 20 bolts 26

Leather armour (base AC 12) 25

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.

8 GP