

Game: Orcus (a 4e retroclone)

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

Kabalt Sirrinik

Among the other members of his clutch, Kabalt's youngling name was "Lump", because as long as he got a place near the steam vents, he seemed content to sit placidly all day, stolidly watching the rough and tumble of his more active brethren.

Still waters oft run deep, however, and when raid on the hatching grounds threatened the clutch, Kabalt displayed a new, much more dynamic side of his personality. His long study of his siblings had taught him much about their skills and abilities. He calmly took command, issuing clear and sensible instructions. Acting under this unexpected authority, the younglings defended themselves with skill and vigour.

Now an adult, Kabalt has honed his skills as a commander, and puts them to good use in the defence of those who need his aid. Though never gregarious, when he speaks, he does so with authority and conviction.

There's still something of old "Lump" in there, though, as there's nothing Kabalt enjoys more than a long simmer in the hottest sauna he can find.

Dragonborn Commander (Lawful Good)

STR 16+2 = 18 (11)

CON 14 (7)

DEX 10 (2)

INT 9 (1)

WIS 12 (4)

CHR 14+2 = 16 (7)

Hit Points at 1st Level: 26

Recoveries per Long Rest: 9

Defenses: AC 17, Fortitude 16, Reflex 10, Will 13

Medium size

Speed 6

Skills

History (T+5) +2 = +6

Intimidate (T+5) +2 = +10

Athletics (T+5) = +9

Endure (T+5) = +7

Languages: Common and Draconic

Proficiencies and Training

Armor: Cloth, leather, hide, chainmail, scale; light shields.

Weapons: Simple melee, martial melee; simple ranged.

Focuses: Martial focus.

Racial Abilities

Draconic Vigor: Calculate your healing surge value by adding your Constitution modifier.

Injured Rage: +1 racial bonus on attack rolls while Staggered.

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

Breath Weapon - lightning

Encounter Swift Action

Dragonborn Attack Racial • Lightning

Near arc 3, targets all

Attack: +6 vs Reflex

Hit: Level 1: 1d6 + Constitution modifier. Level 11: 2d6 + Constitution modifier. Level 21: 3d6 + Constitution modifier.

Class Abilities

Tactician: After using a Golden Lion power, allies that are adjacent to you get a +1 bonus on attack rolls

Lift Spirits

Encounter Swift Action (up to twice per encounter)

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

React to Good Fortune: If an ally within 5 makes a critical hit, choose an ally within 5. They get a +2 bonus on their next attack roll (if they use it before the end of your next turn). Your secondary ability is Strength.

Dabbles in Mageblading

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

You can use mageblade's sigil once per encounter.

Choose one of beacon sigil, blurring sigil, fiery sigil or vortex sigil. You can use that power once per encounter.

Mageblade's Sigil

Encounter Swift Action

Mageblade Utility 1 • Arcane

Near burst 2, one target

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

Vortex Sigil

Encounter Immediate (Counter) Action

Mageblade Utility 1 • Arcane, Weapon, Teleport

Near burst 5, the triggering enemy

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

Effect: The triggering creature teleports to an unoccupied square adjacent to you. If it now arranges the attack so that it includes you as a target, the attack goes ahead. Otherwise it misses all targets.

POWERS

Demoralizing Roar

With a shout of rage and defiance, you wade into battle with fearless determination, shattering the resolve of your foes.

Daily Standard Action

Golden Lion Attack 1 • Martial, Focus

Near burst 2, all enemies

Attack: Strength vs Will

Hit: Target is dazed (save ends)

Miss: Target is dazed until the end of your next turn

Tactical Strike

Any commander knows that in battle, footwork is key. By utilizing this theory, you help your comrades to understand this.

Encounter Standard Action

Golden Lion Attack 1 • Martial, Weapon

Melee or Ranged weapon, one target

Attack: Strength vs AC

Hit: 1dW + Strength modifier damage. Choose an ally within 2. They can shift 2.

Pack Pounce

By capitalizing on the opportunities granted by the presence of your allies who are attacking your foe, your lethality increases

dramatically due to your knowledge of pack tactics.

At-Will Standard Action

Golden Lion Attack 1 • Martial, Weapon

Melee or Ranged weapon, one target

Attack: Strength vs AC

Hit: 1dW + Strength modifier damage, +2 for every ally that is adjacent to the target.

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 Strength (originally Wisdom) modifier.

Equipment

Chainmail (40) - base 16 AC

Light Shield (5) +1 AC

Dungeoneer's Pack (15)

Longsword (15) prof +3, w=1d8

Mace (5) prof +2, w=1d8

Sling (1) prof +2, w=1d6

19 GP