

Game: Orcus (a 4e retroclone)

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

Xochitl Cuetzpal

Life in the Great Swamp of Achahuitl was clear and structured and honest. There were small creatures you hunted for food and large creatures that, if you were careless, did the same to you. All was in order, in accordance with the Spirits' Will.

Xochitl was happy there, hunting food for the clan, protecting them from dangers, and making the proper observances to the Spirits. It was true that they had never spoken directly to her, as they did to the oracle Tlamacaz, but she felt their hand on her shoulder every time she cast her spear, and she was content.

But the Spirits, it seemed, were not. They finally spoke to Xochitl, warning her that beyond the Great Swamp there were hostile forces at work, seeping into the hearts and minds of the softskin races and turning them to a path that would bring darkness and destruction to Xochitl's people.

The Spirits could see the nature of this threat only dimly, their vision weak beyond the edges of Achahuitl, and thus they tasked Xochitl to be their eyes, venturing out into the world and seeking the hidden threat that was building.

Xochitl does not much like the outside world. It is too dry, the softskins think strangely and smell stranger, and too many things are not clear and structured and honest. But she feels the hand of the Spirits on her shoulder, and she is content.

Lizardfolk Reaper (Unaligned)

STR 14 (7)

CON 12+2 = 14 (4)

DEX 16+2 = 18 (11)

INT 12 (4)

WIS 12 (4)

CHR 10 (2)

Hit Points at 1st Level: 26.

Recoveries per Long Rest: 9

Defenses: AC 16, Fortitude 12, Reflex 15, Will 12.

Size: Medium.

Speed: 6 squares.

Skills

Athletics (T+5)+2+2 = +9

Endure (T+5)+2 = +7

Nature (T+5)+2+1 = +8

Perception (T+5)+1 = +6

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

Proficiencies and Training

Armor: Cloth, leather.

Weapons: Simple melee, simple ranged, martial ranged.

Racial Abilities

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

Hold Breath: +5 racial bonus to Endure checks to hold your breath.

Swamp Dweller: Shallow water, mud and marshes are not difficult terrain for you.

Whistle: Lizardfolk can communicate using high-pitch whistles that adults cannot hear but dogs and children can.

Poisonous Nip

At-Will Standard Action

Lizardfolk Attack Racial • Poison

Melee 1, one target

Attack: Dexterity or Constitution +2 vs AC

Hit: 1d8 + your Dexterity or Constitution modifier poison damage.

Special: This is a basic melee attack.

Class Abilities

Sprouting Overwatch

You cover a person or area and attack anything that gets too close.

At-Will Move Action

Deadeye Attack Deadeye • Spirit, Weapon, Zone

Far burst 1 (ranged 10)

Effect: You can make a regular ranged basic attack against one creature that enters any square of the target area as an immediate interrupt until the start of your next turn. After you make this attack, all enemies treat the area as difficult terrain until the start of your next turn.

Spirit Entreaty

You gain the ability to entreat the spirits for a favour. You start with three such effects: grasping vines, spirit's prank and unleashed spirit. When you use your Spirit Entreaty, you choose which effect to create. You can use Spirit Entreaty once per encounter, however many powers you learn that are usable through Spirit Entreaty (although see Action Recharge).

Spirit's Prank

Encounter Free Action

Reaper Attack Reaper • Spirit

Self

Trigger: Your ranged attack misses a target

Effect: Make a ranged basic attack against a creature within 5 of the triggering target.

Grasping Vines

Encounter Swift Action

Reaper Attack Reaper • Spirit

Near burst 1, all enemies

Effect: The target is pushed 1 and slowed until the end of your next turn.

Unleashed Spirit

Encounter Immediate (React) Action

Reaper Attack Reaper • Spirit, Weapon

Melee weapon, the triggering enemy

Trigger: A melee attack misses you.

Hit: 1dW + Strength modifier damage and push 1.

Action Recharge

When you spend an action point, you recover the use of Spirit Entreaty for the encounter.

Strongarm

Your secondary ability is Strength. You get a +1 bonus to attacks with weapons with the thrown (light) or thrown (heavy) property. Weapons that you throw are transported back into your hand by the spirits immediately after you make the attack. While wearing light or no armor, add your Strength to Armor Class instead of Dexterity/Intelligence if it is higher.

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

Class Disciplines: Starfall.

Potential Push

The power of your attack sends the enemy tumbling back.

At-Will Standard Action

Starfall Attack 1 • Martial, Weapon

Ranged weapon, one creature

Attack: Dexterity vs AC

Hit: 1dW + Dexterity modifier damage, and the target is pushed 1 square. If the target cannot be pushed because of an obstruction or difficult terrain, it takes additional damage equal to your Strength modifier.

Special: If you do not move this turn, the target is pushed 2 squares instead of 1 (and suffers the indicated damage if it cannot be pushed at least 2 squares).

Rapid Shots

You shoot towards an area.

At-Will Standard Action

Starfall Attack 1 • Martial, Weapon

Far wall 3 (weapon range), all creatures in wall you can see

Attack: Dexterity vs Reflex

Hit: 1dW damage.

Special: If you do not move this turn, wall 4 instead of a wall 3.

Pinning Shot

Your shots force an enemy down or to cover.

Encounter Standard Action

Starfall Attack 1 • Martial, Weapon

Ranged weapon, one creature

Attack: Dexterity vs AC

Hit: 1dW + Dexterity modifier damage, and the target is slowed until the start of your next turn.

Special: If you do not move this turn, the target is immobile instead of slowed.

Maintain: Standard: Repeat the attack against the same target. You can sustain only once.

Wildfire

There's too many of them. You keep the arrows coming and plow a road.

Daily Move and Standard Action

Starfall Attack 1 • Martial, Weapon

Near arc 6, all creatures

Attack: Dexterity vs Reflex

Hit: 1 damage, and the target is knocked prone and dazed until the start of your next turn.

Miss: The target is dazed until the start of your next turn.

Special: If you do not move this turn, arc 7.

Takes Bestial Form

You can take the shape of a fearsome animal, or half-man half-beast.

Wild Shape (Level 1): Once an encounter, you can use wild shape.

You have the shapechanger tag.

Associated Discipline (Level 1): Red in Tooth and Claw.

Equipment

Leather armour (AC 12) 25

Javelin 5

Club 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.

54 GP