

Game: Orcus (a 4e retroclone)

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

Barrialle

Whoms are humanoid wombats who live in burrows underground. They are a practical, no-nonsense people with a deeply-felt sense of duty. Barrialle is in many ways a typical member of her race, with a quiet, unassuming demeanour and a love of the dark, silent spaces under the earth. She's mostly the placid, careful, methodical kind of person that first impressions convey.

Mostly.

Barrialle, you see, has a very deeply felt sense of right and wrong, and - for a Whom - an unusually quick temper. When she sees something she thinks is unfair or cruel, she immediately wants to do something about it. Among her own people, this led to her being considered volatile and even flighty, because fixing a problem she saw would take her focus off the chore she was expected to complete.

Once Barrialle reached adulthood, it was gently suggested that she take some time to explore the wider world, and perhaps burn away some of her fervent idealism and 'excitability'.

You might expect that suggestion to be hurtful, but Barrialle welcomed the opportunity to see new places, meet new people, and help make things better. This last in particular was a calling for her, one that overcame her loyalty to her home.

Today, Barrialle is a friendly, loyal and compassionate wanderer, always happy to lend a hand where one is needed. Just don't make her angry. You won't like it when she's angry.

Whom Sylvan (Good)

STR 13 (5)

CON 16+2 = 18 (11)

DEX 10 (2)

INT 10 (2)

WIS 15+2 = 17 (9)

CHR 11 (3)

Hit Points at 1st Level: 30

Recoveries per Long Rest: 10

Defenses: AC 16, Fortitude 15, Reflex 11, Will 13

Size: Small

Speed: 5 squares. (Burrow: 1 square)

Skills:

Athletics (T+5) = +6

Dungeoneering (T+5)+2+2 = +12

Heal (T+5) = +8

Insight +2 = +5

Nature (T+5) = +8

Languages: Common and Dwarvish.

Proficiencies and Training

Armor: Cloth, leather, hide.

Weapons: Simple melee, martial melee, simple ranged, martial ranged.

Focuses: Staff, druidic focus, martial focus

Racial abilities

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

Whom Weapon Proficiencies: You have proficiency with the light pick and the heavy pick.

Just Keep Digging: When you make Endure checks as part of a group check or extended challenge, or to Aid Another, roll twice and take the higher result.

Lightening Quip

Daily Swift Action

Whom Utility Racial • Healing

Near burst 5, allies who can hear you

Effect: Targets may spend a recovery and heal their recovery value.

Class Abilities

Can substitute Constitution as key ability.

Favoured terrain: Underground: You gain the Stone Stride feature (ignore difficult terrain when it is stone) and a +2 bonus to Dungeoneering

Skinchanger: When you wear light or no armor, you can add your Constitution modifier to your AC instead of Dexterity or Intelligence. You can use Wild Shape powers even while not in wild shape form, and can use any power while in wild shape form.

Watchful: Your secondary ability is Wisdom. You gain the fearful rampage power.

Fearful Rampage

At-Will No Action

Sylvan Attack Feature • Spirit, Weapon or Focus, Psychic, Fear

Melee touch, one creature

Trigger: You hit with an attack

Effect: The target takes damage equal to 2 + your Wisdom modifier and is shunted 1.

Special: You can use this power once per round.

Kit - animal companion

Animal Companion (Level 1): You gain the service of an animal companion.

Animal Companion: You gain the service of an animal companion. When you use a Red in Tooth and Claw power, you can choose for your animal companion to use the power in your place (it is assumed to always be in wild shape form), using your attack bonus and damage die.

Giant Wombat

Animal Companion

Medium Natural Beast

Senses: low-light vision

Skills: Endure +7 + half your level, Intimidate +5 + half your level

Str 16, Con 14, Dex 14, Int 2, Wis 12, Cha 10

AC: 14 + your level; Fort: 12 + your level, Ref: 10 + your level, Will 12 + your level

HP: your staggered value, can use your recoveries

Speed 5

 Bite (standard, at-will)

+2 + your level; 1d12 + your level

Sturdy: The animal companion starts each battle with temporary hit points equal to double its level.

An animal companion obeys the following rules:

Actions

- If you take a move action, the animal companion can take a move action as well.
- You can give up actions to command the animal companion, in which case it gets to take the same actions. For example, you can give up your standard action in order for the animal companion to take a standard action. You can also use an immediate action in order for the animal companion to make an opportunity attack (if eligible to do so).
- If you are incapacitated or not present, your animal companion gets its full complement of actions without needing to be "commanded". However, it acts like the animal it is: loyally but with limited intelligence.

Stats and Combat

- The animal companion's level is equal to your own.
- The animal companion's maximum HP are equal to your staggered value.

- Your animal companion has no recoveries of its own, but can use yours.
- Whenever you have the chance to spend a recovery to heal, you can spend a second recovery to heal your animal companion your recovery value.
- When your animal companion drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after your next long rest, at full HP.
- Your animal companion can contribute to a flank.

Other

- Your animal companion always obeys your commands.
- If you retrain this kit, you can select a different animal companion.
- The animal companion is an ally of you, and of your allies.
- The animal companion is a bright, sensitive animal, but nonetheless has animal-level intelligence.

Class Disciplines: Red in Tooth and Claw, Strong Bidding, Frontline Fighting.

Untrimmed

Your fiercer side begins to show and you bare your claws.

At-Will Standard Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus

Melee touch, one target

Attack: Constitution vs AC

Hit: 1d10 + Constitution modifier damage.

Rake

Encounter Free Action

Red in Tooth and Claw Attack 1 • Spirit, Wild Shape, Focus

Melee touch, one target

Trigger: You hit on an attack.

Attack: Same target; Constitution vs AC

Hit: 1d8 + Constitution modifier damage and 5 persistent damage (save ends).

Rope-A-Dope

You confuse your enemy with one hand but strike fast with the other. You weave around your opponent in the confusion.

At-Will Standard Action

Frontline Fighting Attack 1 • Martial, Weapon

Melee weapon, one creature

Attack: Strength vs AC (can replace to CON)

Hit: 1dW + Strength modifier damage.

Effect: Shift to any square adjacent to the target. You either push the target 1 square or shunt it into the square you just occupied.

Insult to Injury

A noble warrior doesn't kick someone when they're down. You're not that noble.

Daily Special Action

Frontline Fighting Attack 1 • Martial, Weapon

Melee weapon, the triggering enemy

Trigger: One enemy is knocked prone.

Attack: Strength vs AC (can replace to CON)

Hit: 2dW + Strength modifier damage, and the target is pushed 3 squares. If the target cannot be pushed 3 squares because of an obstruction, both the obstruction and the target take 1d6 + your Constitution modifier damage.

Miss: Half damage, and the target is not pushed.

Special: You can use this power as a swift action or an immediate reaction.

Equipment

Leather armour (base AC 12) 25

Mace 5

Dagger 1

Shortbow 25, 30 arrows 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.

Druidic focus 5

23 gp