

**Game:** Orcus (a 4e retroclone)

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

### **Pell Damock**

Hargrit was a wandering orcish mercenary who became pregnant by a human colleague. The relationship had been casual, and Hargrit chose to return to her own people to have her child.

That child, of course, was Pell. He grew up with tales of his mother's daring exploits across the land, and loved to spend hours looking through the treasures she had brought back with her: expertly cut silk clothing, an exquisitely crafted dagger, several beautiful items of jewellery.

Pell's half-human blood did not prove too much of a burden for him in his youth; his looks favoured his mother, and he was blessed with both strength and speed. As he grew older, though, he began to find the relative crudity of the orcish camp began to chafe. It was not that orcs were less intelligent or worthy than other races, but if an item was sturdily made and functional, they rarely cared much about how it looked. Pell wanted a life where he could have stylish clothes and beautiful possessions, like his mother.

When he reached adulthood, then, Pell set out to make his fortune in the wider world, confident in his strength and skill and daring. He's had some success, but - rather to his own surprise - he's found the experience of helping others to be even more of a pleasure than a night sent between silk sheets. He still loves the finer things, to be clear, it's just that he's come to realise that they aren't the *only* things he loves.

### **Half-Orc Swashbuckler (Good)**

STR 14+2 = 16 (7)

CON 12 (4)

DEX 16+2 = 18 (11)

INT 10 (2)

WIS 12 (4)

CHR 12 (4)

**Hit Points** at 1st Level: 24.

Recoveries per Long Rest: 7.

**Defenses:** AC 14, Fortitude 13, Reflex 16, Will 11

Size: Your size is Medium.

Speed: Your base walking speed is 6 squares.

### Skills

Athletics (T+5)+2+3 = +10

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

Perception (T+5)+1 = +6

Stealth (T+5)+4 = +9

**Languages:** You can speak, read, and write Common and Orcish.

### Proficiencies and Training

Armor: Cloth, leather; light shield.

Weapons: Simple melee, military melee, simple ranged.

### Racial Abilities

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

Combined Heritage: For the purpose of taking feats, you count as both a Human and an Orc.

Injured Rage: +1 ancestry bonus on attack rolls while staggered.

### **Tough as Nails**

Encounter Swift Action

Ancestry Utility

Self

Effect: You rally.

### Class Abilities

#### **Gain Momentum**

When you hit an enemy with a melee attack, you gain momentum. When you are hit by any kind of attack, you lose momentum.

#### **Triumphant Strike**

While you have momentum, once per turn you can add +1d6 damage to any kind of attack.

#### **Bide Your Time**

If you use an encounter attack power and do not hit any targets, you can lose your momentum to keep the encounter power (it is not expended). You can only use this feature if you have momentum.

#### **Nick of Time**

You get a +2 bonus on attack rolls you make outside of your turn (e.g. opportunity attacks and immediate actions).

#### **Forceful Swashbuckler**

Your secondary ability is Strength. Once per turn, when you shift, you can pull an adjacent enemy 1 at one point during your movement.

#### **Exemplifies Speed**

With unmatched physical discipline, you have perfected a body designed for raw speed and agility. You are not a born soldier. If you served time in the military, your talents were as a scout, lightly armored and light on your feet. You may have grown up with an eye for sports. You broke records in the dash and ran for hours in marathons while others fell exhausted by the roadside. This was still not enough and you soon began finding more challenging ways to get from point A to point B. Climbing walls, jumping across roofs, sliding under cars - nothing stood in your way. It's not enough just to be athletic: you have to keep your eyes and

mind sharp, to gauge distances, crawlspaces, and the shortest possible route even if it involves some death-defying feat of acrobatic skill. You can keep an entire landscape in mind, analyzing paths and routes of escape, even when everyone else just sees walls. This may not be raw brainpower but a natural instinct of the surrounding environment. In your spare time, you run.

*Power To Weight Ratio (Level 1):* You can use Dexterity in place of Strength for Athletics checks when performing a climb or a jump. You can also use Dexterity in place of Strength for attack or damage rolls with unarmed attacks or one-handed melee weapons, as well as grapples.

You do not grant combat advantage while balancing.

**Associated Discipline:** Born to Run.

### 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 (Strength).

Class Disciplines: Rapier's Point, Blades in the Dark.

### **Evasive Strike**

At-Will Standard Action

Blades in the Dark Attack 1 • Martial, Weapon

Melee weapon, one target

Attack: Dexterity vs AC

Hit: 1dW + Dexterity modifier damage and you shift 1.

### **Deadly Thrust**

At-Will Standard Action

Blades in the Dark Attack 1 • Martial, Weapon

Melee weapon, one target

Attack: Dexterity vs AC

Hit: 1dW + Dexterity modifier. If the target is staggered, also add your Strength modifier to the damage.

## **Sure Cut**

Encounter Standard Action

Blades in the Dark Attack 1 • Martial, Weapon

Melee weapon, one target

Attack: Dexterity vs AC

Hit: 1dW + Dexterity modifier.

Miss: If you have momentum, you lose momentum but the target takes damage equal to your Triumphant Strike value.

## **Only Fooling**

Daily Standard Action

Rapier's Point Attack 1 • Martial, Weapon

Melee weapon, one target

Trigger: You are prone, immobile, restrained, grappled or slowed.

Attack: Dexterity vs Reflex

Hit: 2dW + Dexterity modifier damage.

Special: You lose one condition that triggers this power, or you stand up from prone. Move up to your speed before making your attack.

## Equipment

Rapier 10

Dagger 1

Leather armor (base AC 12) 25

Light Shield (AC +1) 5

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.

Fine clothing 20

24 GP