



Playtest: Rogue

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Why This Is the Class for You: You want to play a clever, agile character who is capable of outwitting monsters while delivering deadly attacks.

That rogues have a dubious reputation is no secret. They are a varied breed, after all, and include all manner of unsavory types. They are the cutpurses and footpads prowling the city's seediest districts. They are infamous pirates whose daring is the stuff of legends. They are the bandits in the wilderness who prey on travelers. They are the tomb robbers, the archeologists, the fallen nobles, the dashing knaves, the bold heroes who fight injustice whatever way they can. They are all these things and more. And for every rogue who embraces crime, there's another who uses his or her talents for good ends.

Rogues are unconventional warriors. Where a fighter goes toe-to-toe with the enemy, a rogue uses subtle tactics. Rogues are adept at finding openings, knowing just where and when to strike to deliver the most damage. They can spot these advantages or create them use stealth, skill, and shrewd tactics.

Given their methods of operation and their occupations, rogues elicit a variety of reactions from those around them. To some common folk, they are quintessential heroes, following their own credo and flaunting the rule of law to achieve great deeds. Others are not so charitable, having been crossed by a rogue once or twice before, and see them as nothing more than glorified criminals. How the world will regard you, however, depends on what you do and why you do it. You could become a hero to the people, or a terrible force whose name is never spoken above a whisper.

The thief and the scoundrel are two types of rogues. The thief appears in *Heroes of the Fallen Lands*. The scoundrel first appeared in the *Player's Handbook* as the rogue.

SCOUNDREL

Martial Striker: Cunning and furtive, you maneuver about the battlefield, evading attacks and countering with strikes of your own. You are at your best when you work with a defender to bring down tough opponents or another striker to set up flanking attacks.

Key Abilities: Dexterity; Strength or Charisma

A fair fight is not in the scoundrel's vocabulary. Scoundrels find success on the battlefield by using every trick at their disposal to deceive, mislead, and ambush their enemies. They draw on their many skills to give them an edge in combat, whether that edge enables them to snatch a treasure from a villain or leap away at the last moment to thwart an attack. Scoundrels are survivors, and they are not above getting their hands dirty to win the day.

A scoundrel relies on clever planning and quick wits to survive. A thief focuses more broadly on acrobatics and unpredictable maneuvers. Scoundrels trade the thief's reliable tricks for a broader, more unpredictable range of abilities. These martial powers, or exploits, mirror the scoundrel's preferred tactics and arise from a mix of training, improvisation, and skill. Some scoundrels favor punishing exploits, focusing on hitting hard and inflicting terrible injuries. Others use witty banter and feints to frustrate and misdirect opponents. Others still favor acrobatics, menace, or secrecy.

Scoundrels are adventurers first and foremost. One might have learned the trade on the streets, might have developed his or her powers out of necessity after fate betrayed them, or could have been apprenticed to a master thief. Some scoundrels join adventuring parties for the promise of

Scoundrel Traits

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonus to Defenses: +2 to Reflex

Healing Surges per Day: 6 + your Constitution modifier

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Dagger, hand crossbow, short sword, shuriken, sling

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Insight (Wis), Intimidate (Cha), Perception (Cha), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Trained Skills: Stealth and Thievery, plus four more from the list of class skills

treasure and have few reservations about exploring dusty tombs and labyrinthine dungeons as long as there's a reward on the other side. Not all scoundrels are that mercenary, however. There are things other than loot that are worth fighting for.

CREATING A SCOUNDREL

This section walks you through the steps of creating a scoundrel. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race. Half-orc and halfling are particularly good choices for a scoundrel.

Half-Orc Living on civilization's fringe often means that half-orcs have little use for law's trappings. This fact, combined with their natural speed and physical might, makes them especially dangerous scoundrels. A half-orc scoundrel acts first and considers the consequences later. These characters depend on hitting hard and early, speeding to an enemy before it can act and visiting their fury on the unprepared target. Many half-orc scoundrels began their careers as thugs or enforcers.

Half-orcs are not overly religious. Those who come from the frontier place their faith in the primal spirits. Others might follow Avandra or Kord.

Halfling Few races take to the scoundrel class better than do the halflings. Their racial qualities align well with the scoundrel's features and powers. They have speed, grace, and a wit as sharp as any knife, making them the perfect tricksters. Furthermore, they have a knack for avoiding enemy attacks, enabling them to move with impunity. Halfling scoundrels include skilled criminals, pickpockets, burglars, and con artists. Others are adventurers and travel to see what's beyond the horizon.

Halfling scoundrels feel a debt to Avandra, who looked after them when Sehanine and Melora lost interest in them. A few, however, invoke Sehanine's name for both protection and inspiration.



A halfling rogue

Rogue Tactics

All scoundrels share certain abilities, but they differ in how they put them to use. Some are adept at straight-up combat, while others prefer a subtler approach, undoing their foes through trickery and subterfuge.

Before you choose a tactic, consider the type of scoundrel you want to play. Do you see yourself as a bold adventurer, using sharp tongue and sharper blade to keep your enemies guessing? If so, you'll probably prefer Artful Dodger. Or would you rather hit your enemies quickly and savagely, defeating them with sudden overwhelming force? If so, maybe Brutal Scoundrel is a better choice.

Choose one of the following forms of Rogue Tactics. See page 5 for details on their benefits.

Artful Dodger You favor trickery over brute force, misdirection over head-on assault. You rarely stay in one place for long, feinting to draw your enemy's attention and then slipping in to make the attack. Before the foe can respond, you're gone, far outside its reach. Central to your tactics is the ability to convince your enemies you are about to do one thing and then do something different.

Brutal Scoundrel A dead enemy can't hit you back. Where other scoundrels prefer subtlety and trickery, you slam into your foes, moving with speed and force to overwhelm your foe before it can respond. If your first attack doesn't send it to its grave, you leave it befuddled long enough to follow up with an equally vicious strike.

Ability Scores

Determine your ability scores, making sure you assign your highest score to Dexterity. You use Dexterity to make your attacks and also to shore up your low defenses from wearing light armor. Dexterity is also a key ability for many of your important skills.

The choice you made for Rogue Tactics dictates your second-highest ability score. Artful Dodger depends on a high Charisma score to keep your enemies guessing, helping you to avoid opportunity attacks. Strength should be your second-highest ability score if you chose Brutal Scoundrel. You add your Strength bonus to your Sneak Attack damage, letting you hit with even greater force.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Although a rogue relies on a good Dexterity score, your other abilities help paint the complete picture of your character. Beyond your first two choices, a good Intelligence might cast you as a criminal mastermind, intent on creating brilliant schemes and heists. A good Wisdom indicates that you have a strong eye for detail. You might carefully weigh your options before taking action.

Skills

At 1st level, you have training in Stealth and Thievery. In addition, you choose four more trained skills from the following list of class skills: Acrobatics, Athletics, Bluff, Dungeoneering, Insight, Intimidate, Perception, and Streetwise.

Scoundrels have access to a broad selection of skills, letting them take the lead in many challenges. As always, consider how your skill training informs your character's background. Intimidate, for example, might suggest a hardened street thug, while Bluff could be a talent you cultivated by conning locals and talking your way out of tight situations.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Scoundrel Heroic Tier table on page 5.

Rogue Tactics describes a scoundrel's preferred fighting method, and so you're best served by choosing powers that support your tactics. *Deft strike* and *sly flourish* are strong choices if you picked Artful Dodger, since they reinforce mobility and feints. *Positioning strike* is a good option for your encounter power if you have a Charisma bonus of +2 or higher. Finally, consider *trick strike* for your daily power.

Picking Brutal Scoundrel implies that you favor physically aggressive tactics. Look to *piercing strike* and *riposte strike* for your at-will powers. The former lets you bypass AC, while the latter gives you some protection against counterstrikes. *Torturous strike* packs quite a punch for an encounter power, while the daily power *easy target* sets up your attacks to bring a foe down quickly.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Heroes of the Fallen Lands and *Heroes of the Forgotten Kingdoms* introduce the concept of feat categories to associate similar feats into groups, making the selection process easier. Feats from the quick reaction category help you get the jump on enemies, detect hidden foes, and avoid unexpected dangers. If you want to enhance your ability to evade attacks, feats from the vigilant reflexes category might be a good choice. Finally, learning and lore feats can broaden or improve your skills.

Equipment

You have proficiency with the following types of armor: cloth and leather. You have proficiency with the following weapons: dagger, hand crossbow, short sword, shuriken, and sling.

You have 100 gp with which you can purchase equipment. Make sure you purchase thieves' tools first to improve your chances of disarming traps and unlocking doors. Leather armor should be your next investment. Scoundrels do well with both ranged and melee combat, so make sure you have one of each kind of weapon. Investing in daggers isn't a bad idea, since you can use them in both situations.

If you want better damage and range than a dagger provides, consider the hand crossbow or the sling. For a better melee weapon, the short sword is a good choice.

SHURIKEN

Among a scoundrel's weapon repertoire is the shuriken, a light thrown weapon commonly called a throwing star. Given its small size and negligible weight, the shuriken is an ideal choice when the rogue wants to carry a back-up weapon in a boot or some other concealed location, and because the shuriken counts as a light blade, it is perfect for dealing Sneak Attack damage at range.

SUPERIOR RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Shuriken (5)	+3	1d4	6/12	1 gp	1/2 lb.	LT	Light blade

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor. In addition, you gain a +2 bonus to Reflex.

You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to 6 + your Constitution modifier.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment, which represents a basic outlook on the world that helps shape how your character acts. Do you use your talents to help ordinary folk, such as by helping the poor? You might be good or lawful good. If you're in it for yourself, unaligned is a better choice.

Finally check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other player characters.

HEROIC SCOUNDREL

When you enter the heroic tier, you have a wide range of skills, techniques, and talents to see you through your first adventures. These abilities form a solid foundation for the greater accomplishments that await farther down the road.

SCOUNDREL HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Sneak Attack First Strike Rogue Tactics Scoundrel Weapon Talent At-will powers Encounter power Daily power
1,000	2	+1	Utility power
2,250	3	–	Encounter power
3,750	4	+1	Ability score increase
5,500	5	–	Daily power
7,500	6	+1	Utility power
10,000	7	–	Encounter power
13,000	8	+1	Ability score increase
16,500	9	–	Daily power
20,500	10	+1	Utility power

Level 1: Sneak Attack

You fight fair only when you have no other choice. You are at your best when you have the advantage over an enemy, such as when you and an ally attack the foe from opposite sides or you deliver a surprise assault.

Benefit: When you make an attack with a light blade, a hand crossbow, a shortbow, or a sling and hit an enemy granting combat advantage to you, that enemy takes extra damage based on your level (see the Sneak Attack table). You can deal this extra damage only once per turn.

SNEAK ATTACK

Level	Extra Damage
1-10	2d6
11-20	3d6
21-30	5d6

Level 1: First Strike

For a scoundrel, a quick fight is a good fight. By striking hard in the first few moments of a battle, you press the attack before a sentinel can call for help.

Benefit: At the start of every encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

Level 1: Rogue Tactics

Scoundrels approach combat from many different angles. Some use their wits, speed, and mobility to circumvent enemies and frustrate their attacks. Other prefer to strike fast and hard, to keep their enemies on the ropes until they finally fall.

You gain one of the benefits described below, depending on your choice of Rogue Tactics. Your choice also provides additional benefits to certain rogue powers, as detailed in those powers' descriptions.

Artful Dodger You use your natural charm and cunning trickery to deceive your foes. You dart in and out of the fray, dodging enemy attacks or redirecting them toward other foes.

Benefit: You gain a bonus to AC against opportunity attacks. The bonus equals your Charisma modifier.

Brutal Scoundrel You use brute strength to overcome your enemies. Your attacks focus on dealing as much damage to an enemy as you can. Those exposed to your strikes often find themselves overwhelmed by your vicious tactics, recoiling in pain or confounded by a well-placed strike.

Benefit: You gain a bonus to Sneak Attack damage. The bonus equals your Strength modifier.

Level 1: Scoundrel Weapon Talent

You favor light weapons that are easy to conceal. Your mastery of such weapons grants you an edge when attacking with them.

Benefit: When you wield a shuriken, your weapon damage die increases by one size. In addition, you gain a +1 bonus to weapon attack rolls with daggers.

Level 1: At-Will Powers

All rogues master a few exploits that derive from their shrewdness, agility, and expertise with their chosen weapons. These powers often demonstrate how rogues can get the drop on opponents, striking with little warning or making an attack that sets up an even more powerful strike.

Benefit: You gain two 1st-level rogue at-will attack powers of your choice.

Deft Strike Location is everything to a scoundrel. Get into the right place, and you can hit your enemy where it's least protected. *Deft strike* lets you lunge forward to flank an enemy and strike. This power is best used when you start your turn near the enemy so you can dart in, attack, and then shift or move away.

Deft Strike

Rogue Attack 1

A final lunge brings you into an advantageous position.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Effect: Before the attack, you can move up to 2 squares.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Level 21: 2[W] + Dexterity modifier damage.

Piercing Strike You have an eye for spotting gaps in armor and weak points where your weapon can deliver the most damage. With this exploit, you can bypass an enemy's armor so that the foe's only defense is to get out of your weapon's path.

Piercing Strike

Rogue Attack 1

You drive your weapon past your foe's guard and into a tender spot.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Level 21: 2[W] + Dexterity modifier damage.

Riposte Strike Delivering a telling strike is the surest way to get an enemy's attention. If you're working with a defender, you can usually escape retribution, but there will be times when you find yourself facing an enemy alone. *Riposte strike* gives you a layer of protection, threatening your enemy with a counter-strike if it hits you. Bringing your weapon back around for another strike requires some physical might to have any success.

Riposte Strike

Rogue Attack 1

With a calculated strike, you leave your foe vulnerable to an adroit riposte if it dares to attack you.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If the target attacks you before the start of your next turn and it is within reach, you can make a Strength vs. AC attack against it as an immediate interrupt. On a hit, the target takes 1[W] + Strength modifier damage.

Level 21: 2[W] + Dexterity modifier damage and 2[W] + Strength modifier damage.

Sly Flourish Many scoundrels rely on misdirection to get the better of their foes. With this exploit, you perform a convincing gesture to draw your enemy's attention from the weapon speeding toward it. This distraction lets you strike where your opponent is most vulnerable.

Sly Flourish

Rogue Attack 1

You use a distracting flourish with your off hand to land a solid blow.

At-Will ♦ **Martial, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier + Charisma modifier damage.

Level 21: 2[W] + Dexterity modifier + Charisma modifier damage.

Level 1: Encounter Power

During any encounter, you might find an opening you can seize, an opportunity on which you can capitalize. You learn to identify these chances to upset your enemies' plans.

Benefit: You gain a 1st-level rogue encounter attack power of your choice.

Dazing Strike A clever enemy might anticipate your underhanded tactics and guard against your strikes. When you are faced with such an opponent, it falls to you to create the opportunities you need. *Dazing strike* lets you land a painful blow that leaves your enemy unable to protect against your next attack.

Dazing Strike

Rogue Attack 1

An expert strike catches your foe by surprise and leaves it reeling from the pain.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.

King's Castle An enemy that can't hit you back is the one you best like to fight. With this exploit, you pick out a vulnerable spot and strike it. Whether you hit or miss, the enemy is so surprised by your maneuver that you gain time to change places with a tougher ally.

King's Castle

Rogue Attack 1

You make a stinging strike against your foe and then retreat behind a nearby ally.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage.

Effect: You and an adjacent ally can swap places (the ally slides 1 square, and you shift 1 square).

Positioning Strike Trickery is an important weapon in any scoundrel's arsenal. A seeming misstep is often enough to draw an enemy into your trap. *Positioning strike* makes an enemy believe you are going to do one thing, when in fact you do something else. If you succeed, the enemy falls for your ruse long enough for you to strike it and send it stumbling where you want it to go.

Positioning Strike

Rogue Attack 1

A false stumble and a shove place the enemy exactly where you want it.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Will

Hit: 1[W] + Dexterity modifier damage, and you can slide the target 1 square.

Artful Dodger: The distance of the slide can be up to your Charisma modifier.

Torturous Strike You leave the deception to others. When it comes to fighting, you believe the person who can dish out the most punishment is the one who wins. *Torturous strike* lets you drive your weapon into a foe and give the blade a twist to produce more damage than such a strike would normally cause.

Torturous Strike

Rogue Attack 1

You wrench your weapon just so, making your enemy howl in pain.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Brutal Scoundrel: You gain a bonus to the damage roll equal to your Strength modifier.

Level 1: Daily Power

You know how to use one of your favorite weapons in a maneuver that's so taxing you must rest before pulling it off again.

Benefit: You gain a 1st-level rogue daily attack power of your choice.

Blinding Barrage This exploit produces a spray of projectiles. Whether you are throwing blades or shooting crossbow bolts, you aim and fire with astonishing speed. The opponents you hit shrink back, their vision impaired by the blood spilling from their injuries.

Blinding Barrage

Rogue Attack 1

A rapid flurry of projectiles leaves your enemies clearing the blood from their eyes.

Daily ♦ Martial, Weapon

Standard Action Close blast 3

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.

Target: Each enemy you can see in the blast

Attack: Dexterity vs. AC

Hit: Dexterity modifier damage, and the target is blinded until the end of your next turn.

Miss: Dexterity modifier damage.

Easy Target Your enemy proves sly, anticipating your efforts to slip behind it. Rather than play this game of cat and mouse, you spring forward and land a vicious strike. While your enemy concerns itself with its new injury, you can give it the punishment it has earned.

Easy Target

Rogue Attack 1

You deal a staggering blow to your enemy, setting it up for future attacks.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is slowed and grants combat advantage to you (save ends both).

Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Trick Strike Throughout the fight, you have been feinting and dodging, working to get inside your enemy's head. When you're ready, you make the move, pressing your attack against the foe so it can be your plaything for the battle's duration. Your enemy is so confused by your maneuvers that it falls back each time you attack it.

Trick Strike

Rogue Attack 1

Through a series of feints and lures, you maneuver your foe right where you want it.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you can slide the target 1 square.

Effect: Until the end of the encounter, you can slide the target 1 square whenever you hit it.

Level 2: Utility Power

You can access a wide range of talents, from picking locks to snatching purses. As your expertise grows with these talents, so too do their uses.

Benefit: You gain a 2nd-level rogue utility power of your choice.

Fleeting Ghost The most successful scoundrels combine stealth with speed, and you have practiced long and hard to follow their example. With light steps and an instinctive sense of stealth, you move like a fleeting ghost.

Fleeting Ghost

Rogue Utility 2

You are stealthy and fleet of foot at the same time.

At-Will ♦ Martial

Move Action Personal

Prerequisite: You must have training in Stealth.

Effect: You move up to your speed and can make a Stealth check to hide. You take no penalty to the Stealth check for the movement, though you must still meet the normal requirements to hide.

Great Leap Your explorations take you into dangerous places, where pit traps might lurk underfoot or a high ledge might contain a lever to open a secret door. To help bypass these dangers and reach these destinations, you focus your training to enable you to jump greater distances than you believed possible.

Great Leap

Rogue Utility 2

You leap a great distance without a running start.

At-Will ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Athletics.

Effect: You make an Athletics check to jump. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

Master of Deceit Lies come easily to you. You can spin a believable tale without even thinking. If you falter, you can correct the misstep and press on without arousing any suspicion.

Master of Deceit

Rogue Utility 2

The line between truth and deception is thin, and you cross it with ease.

Encounter ♦ **Martial**

Free Action **Personal**

Prerequisite: You must have training in Bluff.

Trigger: You make a Bluff check and dislike the result.

Effect: You reroll the Bluff check and must use the second result.

Quick Fingers You have a light touch. While walking through a marketplace, you can lift a bauble or a trinket, filch a purse, or palm a coin left on a table without drawing any attention to yourself. *Quick fingers* lets you snatch an object using the slightest movement.

Quick Fingers

Rogue Utility 2

You can pilfer a coin pouch in the blink of an eye.

Encounter ♦ **Martial**

Minor Action **Personal**

Prerequisite: You must have training in Thievery.

Effect: You make a Thievery check as part of this action, even if the check is normally a standard action.

Tumble When you were a child, the games you played allowed you to use your superior acrobatic ability. Now that same combination of balance and speed lets you evade foes without leaving yourself open to attack.

Tumble

Rogue Utility 2

You dodge and tumble past your foes with such speed and precision that they are unable to react.

Encounter ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Acrobatics.

Effect: You shift up to your speed.

Level 3: Encounter Power

Your experiences in combat help you learn new ways to use your abilities.

Benefit: You gain a new rogue encounter attack power of your level or lower.

Bait and Switch Every con game depends on getting the mark to trust you. This is called baiting the hook. Once the enemy bites, it might realize its mistake, but that's too late. *Bait and switch* suckers an enemy into leaving itself open. If it falls for your ruse, you can strike and slip around it.

Bait and Switch

Rogue Attack 3

You strike and weave, causing your foe to lurch forward and allowing you to move to where it was standing.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Will

Hit: 2[W] + Dexterity modifier damage. In addition, you swap places with the target, sliding it 1 square and shifting 1 square. You can then shift 1 square.

Artful Dodger: The distance of the second shift can be up to your Charisma modifier.

Setup Strike You create your own opportunities. There's no need for subtlety when a solid strike can ready you for your next attack. *Setup strike* paves the way for Sneak Attack when you can't gain combat advantage in some other way.

Setup Strike

Rogue Attack 3

You land a calculated blow that causes your enemy to drop its guard, leaving it vulnerable to subsequent attacks.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target grants combat advantage to you until the end of your next turn.

Topple Over An enemy on the ground is an enemy you can kill. You know just where to smash into your enemy to knock it to the ground. While it's there, your allies can pile on the attacks to keep the foe from ever rising again.

Topple Over

Rogue Attack 3

Balance and momentum are your allies as you lunge forward, strike deftly, and knock your opponent to the ground.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Brutal Scoundrel: You gain a bonus to the attack roll equal to your Strength modifier.

Hit: 1[W] + Dexterity modifier damage, and you knock the target prone.

Trickster's Blade Defeating expectations is crucial to surviving an encounter. After landing a solid strike, you can mislead your enemies through feints and half-steps so that they have no idea where you will be from one moment to the next.

Trickster's Blade

Rogue Attack 3

You land an expert blow and follow up with a clever series of feints that bewilder your enemies.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you gain a bonus to AC equal to your Charisma modifier until the start of your next turn.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 5: Daily Power

Experience and continued training make you ever more formidable. You become even better at knowing where you can attack to deliver the most damage, as evidenced by the new daily power you learn.

Benefit: You gain a new rogue daily attack power of your level or lower.

Clever Riposte When faced with an aggressive enemy, you can drop into a defensive posture to make it pay for each attack it makes. *Clever riposte* is good insurance for when you face a tough enemy alone. It can buy you enough time for reinforcements to arrive.

Clever Riposte

Rogue Attack 5

You follow up a fierce attack with a series of quick, painful strikes woven between your enemy's attacks.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, the target takes damage equal to your Dexterity modifier immediately after attacking you, and you can shift 1 square as an immediate reaction after such an attack.

Deep Cut This exploit reveals your ever-growing understanding of anatomy. When you use *deep cut*, you plant your weapon in an enemy's most vulnerable spot. Then, when you wrench the blade free, it's just a matter of time before your foe bleeds out.

Deep Cut

Rogue Attack 5

You strike your enemy, delivering a deep, bleeding wound.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and ongoing damage equal to 5 + your Strength modifier (save ends).

Miss: Half damage.

Walking Wounded You reward an enemy's persistence with a grievous wound. One strike to a vital area is all it takes to send the foe to the ground. If the target regains its feet and tries to run, it sprawls to the ground once more.

Walking Wounded

Rogue Attack 5

You topple your enemy with a crippling blow, leaving it to stumble around the battlefield.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and you knock the target prone. Until the end of the encounter, if the target moves more than half its speed with a single action on its turn, it falls prone at the end of the move.

Miss: Half damage.

Level 6: Utility Power

You develop new tricks and techniques for using your talents in innovative ways.

Benefit: You gain a new rogue utility power of your level or lower.

Chameleon All scoundrels know the value of secrecy. Stealth is crucial to moving into position and springing an ambush. You, however, recognize that no hiding place is ever secure, so you find ways to make yourself inconspicuous and avoid detection even if your position becomes compromised.

Chameleon

Rogue Utility 6

You blend into your surroundings.

At-Will ♦ **Martial**

Immediate Interrupt **Personal**

Prerequisite: You must have training in Stealth.

Trigger: You are hidden and lose cover or concealment against an enemy.

Effect: You make a Stealth check. If your check beats the triggering enemy's passive Perception, you remain hidden from it, and until the end of your next turn you can remain hidden from it without needing any cover or concealment.

Ignoble Escape Getting pinned down is a sure route to an early grave. You, however, have little to fear from being cornered. You can slip free from even the tightest situations.

Ignoble Escape

Rogue Utility 6

With nimble ease, you sidestep one perilous situation after another, ignoring any who challenge you.

Encounter ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Acrobatics.

Effect: If you are marked, that condition ends on you. You can shift up to your speed.

Mob Mentality You know every trick in the book for defrauding folks, and when it comes time to make a case, your allies look to you for inspiration. A little threatening and a little convincing help them find their way in even the thorniest negotiations.

Mob Mentality

Rogue Utility 6

When it comes to lying, cajoling, or persuading others, your allies follow your lead.

Encounter ♦ **Martial**

Standard Action **Close burst 10**

Prerequisite: You must have training in Intimidate.

Target: You and each ally in the burst

Effect: Each target gains a +2 power bonus to Charisma-based skill checks and ability checks until the end of your next turn.

Nimble Climb Other characters might limit their movement to the floor of the battlefield, but you set your sights higher. Through innate skill and rigorous training, you have learned to climb with as much ease as you can walk. Enemies that think they have you cornered are stuck watching as you quickly scramble out of reach.

Nimble Climb

Rogue Utility 6

You climb surfaces with astounding ease.

At-Will ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Athletics.

Effect: You make an Athletics check to climb. If the check succeeds, you gain a +4 power bonus to your speed while climbing during this move.

Slippery Mind You can worm your way out of any situation with a combination of fast talk and outright lies. When an enemy tries to invade your thoughts, you bring to bear your quick wits and confusing banter to protect your mind.

Slippery Mind

Rogue Utility 6

You cloud your mind with vague thoughts that shield you against a sudden mental attack.

Encounter ♦ **Martial**

Immediate Interrupt **Personal**

Prerequisite: You must have training in Bluff.

Trigger: You are hit by an attack against your Will.

Effect: You gain a +2 power bonus to Will against the triggering attack.

Level 7: Encounter Power

You have become quite adept at creating chances to slip your blade or bolt into an unsuspecting foe.

Benefit: You gain a new rogue encounter attack power of your level or lower.

Cloud of Steel You seem to move with impossible speed, hurling every weapon and piece of ammunition you have against your foes. *Cloud of steel* doesn't deliver a lot of damage, but it does cover a large area, making it a handy option when you're faced with a slew of minions.

Cloud of Steel

Rogue Attack 7

You shower your enemies with a host of projectiles.

Encounter ♦ **Martial, Weapon**

Standard Action **Close blast 5**

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.

Target: Each enemy you can see in the blast

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Imperiling Strike Precision and force in equal measures can undo an enemy's defenses in short order. With this power, you surprise your opponent with a painful strike that leaves it unprepared to face incoming attacks from your allies, at least for a short while.

Imperiling Strike

Rogue Attack 7

You deal a staggering blow to your foe, opening a hole in its defenses.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[W] + Dexterity modifier damage, and the target takes a -1 penalty to AC and Reflex until the end of your next turn.

Brutal Scoundrel: The penalty to AC and Reflex equals your Strength modifier.

Rogue's Luck The methods that rogues employ on the battlefield are anything but honorable, leading many fighters and cavaliers to question the talent most people ascribe to these shifty characters. Luck, in their critics' eyes, plays as much into their attacks as skill does. *Rogue's luck* bears this opinion out, enabling you to turn a miss into a grazing hit.

Rogue's Luck

Rogue Attack 7

You turn a failed initial attack into a successful counterattack.

Encounter ◆ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Make the secondary attack against the target.

Secondary Attack

Attack: Dexterity vs. AC

Artful Dodger: You gain a bonus to the attack roll equal to your Charisma modifier.

Hit: 1[W] + Dexterity modifier damage.

Sand in the Eyes It might not be fair, but *sand in the eyes* is effective in distracting an enemy long enough for you to put a knife in its gut. You momentarily rob the enemy of its sight and thus expose it to serious danger.

Sand in the Eyes

Rogue Attack 7

You scoop up a handful of sand or dirt or pebbles, strike your foe, and throw the grit in its face to blind it.

Encounter ◆ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage, and the target is blinded until the end of your next turn.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 9: Daily Power

Nearing the end of the heroic tier, you develop a new exploit designed to take an enemy out quickly.

Benefit: You gain a new rogue daily attack power of your level or lower.

Crimson Edge This power takes its name from the bleeding injury it imparts. You slash at an enemy in a vital area and let the bleeding drain away your foe's health and resolve.

Crimson Edge

Rogue Attack 9

You deal your enemy a vicious wound that continues to bleed, and then wait for your opportunity as it weakens.

Daily ◆ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and the target grants combat advantage to you and takes ongoing damage equal to 5 + your Strength modifier (save ends both).

Miss: Half damage.

Deadly Positioning You know just the right words to goad an enemy into rash action. With this power, you elevate your taunts to an art form, picking apart the target's performance and driving it mad with anger.

Deadly Positioning

Rogue Attack 9

You adroitly outmaneuver your enemy, baiting it with every stride and strike.

Daily ◆ **Martial, Weapon**

Standard Action **Melee 1**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: You slide the target up to 3 squares to a different square adjacent to you, and then make a Dexterity vs. AC attack against it.

Hit: 3[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, when you are adjacent to the target, you can slide the target 1 square before making a melee attack against it.

Knockout A well-placed strike in a vulnerable spot can knock a foe senseless. You lure the enemy into maneuvering in such a way that you can deliver the blow that brings its aggression to a quick end.

Knockout

Rogue Attack 9

*A well-placed blow takes your foe out of the fight.***Daily ♦ Martial, Weapon****Standard Action** **Melee weapon****Requirement:** You must be wielding a light blade.**Target:** One creature**Attack:** Dexterity vs. Fortitude**Hit:** 2[W] + Dexterity modifier damage, and the target falls unconscious (save ends). If the unconscious target takes any damage, this unconsciousness ends.**Miss:** Half damage, and the target is dazed until the end of your next turn.

Level 10: Utility Power

In rising through the heroic tier, you have discovered a variety of ways to use your skill training. Now you add one more to the stable of tricks you can spring on your foes.

Benefit: You gain a new rogue utility power of your level or lower.

Certain Freedom The last place any scoundrel wants to be is in a monster's grip. Through a combination of luck and determination, you find a way to slip free.

Certain Freedom

Rogue Utility 10

*You are as slippery as an eel.***Daily ♦ Martial****Move Action** **Personal****Prerequisite:** You must have training in Acrobatics.**Effect:** You automatically succeed on an Acrobatics check to escape from a grab or from restraints.

Close Quarters A technique popularized by halflings, *close quarters* lets you get under an enemy's feet, staying just out of sight and underfoot, from where you can strike with impunity. Have caution, though, since staying out of sight means following the enemy wherever it goes. A clever opponent will use your cunning against you by leading you into greater danger.

*A half-elf rogue delivers a grievous wound***Close Quarters**

Rogue Utility 10

*You take cover beneath a much larger creature, making it harder for the creature to hit you.***Daily ♦ Martial****Move Action** **Melee 1****Prerequisite:** You must have training in Acrobatics.**Target:** One Large or larger creature that is larger than you**Effect:** You move 1 square into the target's space, provoking opportunity attacks as normal. While there, you have combat advantage against it, and it takes a -4 penalty to attack rolls against you. When the target moves, you move with it, staying in the same portion of its space. The target can take a standard action to make a Strength or a Dexterity vs. Reflex attack against you, without the -4 penalty. On a hit, the target slides you 1 square into an adjacent square, and this effect ends.

Dangerous Theft You had hoped to avoid the fight, to slip in and snatch the jewel from the idol's eye socket before anyone was the wiser. Now a cultist has the jewel and the guards to back him up. One quick swipe is all you need, and then you get the Nine Hells out of there.

Dangerous Theft Rogue Utility 10

You boldly snatch an item from an enemy.

Encounter ♦ **Martial**

Free Action **Personal**

Prerequisite: You must have training in Thievery.

Effect: On your next action, ignore the -10 penalty when you make a Thievery check to pick a pocket during combat.

Shadow Stride Your innate understanding of stealth tactics enables you to accurately judge the best moment to move. While your enemies are distracted, you dash from hiding place to hiding place with no fear of being seen.

Shadow Stride Rogue Utility 10

You silently step from shadow to shadow, slipping past your foes unseen and unheard.

At-Will ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Stealth.

Requirement: You must be hidden.

Effect: Make a Stealth check and then move up to your speed to a square where you have cover or concealment. You take no penalty to the check if you move more than 2 squares. Unless the check fails to beat an enemy's passive Perception, you remain hidden during the move, even if you have no cover or concealment during it.

PARAGON SCOUNDREL

By the time you enter the paragon tier, the escapades that thrilled you earlier in your career are now routine. Thus, you set your sights on greater prizes and more dangerous adventures.

At 11th level, you choose a paragon path (see pages 25-29 for a selection of rogue paragon paths).

SCOUNDREL PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Paragon path features
32,000	12	+1	Paragon path feature
39,000	13	–	Encounter power
47,000	14	+1	Ability score increase
57,000	15	–	Daily power
69,000	16	+1	Utility power Paragon path feature
83,000	17	–	Encounter power
99,000	18	+1	Ability score increase
119,000	19	–	Daily power
143,000	20	+1	Paragon path feature

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Paragon Path Features

The paragon path you choose provides you with one or more features that you gain right away.

Benefit: You gain features associated with your paragon path.

Level 12: Paragon Path Feature

As you begin your climb through the paragon tier, you gain another ability from your paragon path.

Benefit: You gain a feature (typically a utility power) associated with your paragon path.

Level 13: Encounter Power

As you embark on new journeys, you realize your old tricks might not be equal to the dangers ahead. You develop a new attack to keep your enemies guessing.

Benefit: You can gain a new rogue encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Fool's Opportunity Your taunts and jibes provoke an enemy to rash action. It roars as it lashes out at you, but it fumbles the delivery and strikes itself. Any brute, especially a dim-witted one, makes a good target for this attack.

Fool's Opportunity

Rogue Attack 13

You bait your foe into attacking you and then turn its blow back against it.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Will

Hit: The target hits itself with its melee basic attack. (If you have combat advantage against the target and your Sneak Attack isn't expended, you can use Sneak Attack against the target.)

Stunning Strike Patience provides its own reward. When you hit an enemy with *stunning strike*, you inflict incredible pain with only a small injury. A stunned opponent can't respond to your attacks or those of your enemies, so use this power when several allies can heap on the punishment.

Stunning Strike

Rogue Attack 13

A well-timed attack leaves your enemy flailing helplessly for a few critical seconds.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Tornado Strike With this power, you lash out at enemies around you, driving them off and thus creating an opening for you to slip away and reach a better position.

Tornado Strike

Rogue Attack 13

Your weapon becomes a blur as you make swift, sweeping attacks against a pair of foes that moves them out of position.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One or two creatures

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you slide the target up to 2 squares.

Artful Dodger: The distance of the slide can be up to 1 + your Charisma modifier.

Effect: After the attack, you move up to 3 squares.

Unbalancing Attack This potent exploit is best used against an enemy adjacent to one of your allies, such as a fighter or a ranger. If the enemy tries to stumble away from you, it risks being tripped and knocked to the ground by your opportunity attack.

Unbalancing Attack

Rogue Attack 13

Ducking and weaving, you land a decisive blow that staggers your foe and sets it up for a tripping attack.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target cannot shift until the end of your next turn. If the target provokes an opportunity attack from you before the start of your next turn, you gain a bonus to the attack roll and damage roll of the opportunity attack equal to your Strength modifier, and you knock the target prone on a hit.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

Your growing combat ability demonstrates the depth of your talent.

Benefit: You can gain a new rogue daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Bloody Path By running through the midst of your enemies, you draw their attacks, but instead of striking true, the enemies fumble their attacks and leave themselves more injured than they were before you moved.

Bloody Path

Rogue Attack 15

You dash across the battlefield, leaving bewildered and bleeding enemies in your wake.

Daily ♦ **Martial**

Standard Action **Personal**

Effect: You move up to your speed. Any enemy that can make an opportunity attack against you as a result of this movement must do so, but it makes the opportunity attack against itself instead of against you.

Garrote Grip This power enables you to catch a foe in a death grip using your weapon. As you tighten your grip, you start to suffocate the enemy until it finally falls unconscious. When used against a creature that doesn't need to breathe, you can achieve the same results by targeting a different vital area.

Garrote Grip

Rogue Attack 15

You put your foe into a hold that will soon take it out of the fight.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action (Special) **Melee weapon**

Requirement: You must be wielding a light blade and have a hand free.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and you grab the target until the end of your next turn. Until the grab ends, you have partial cover, and any melee attack or ranged attack that misses you hits the target instead.

Sustain Minor: The grab persists until the end of your next turn. The third time you sustain the grab, the target falls unconscious. If the unconscious target takes any damage, the unconsciousness ends.

Special: You can use this power as a minor action if you are grabbing a creature, and you automatically hit that creature.

Slaying Strike In the perfect finishing move against an injured enemy, you lash out with a deadly strike to send the foe to death's embrace. *Slaying strike* is most effective against a bloodied foe, so you should try to use this power late in a battle.

Slaying Strike

Rogue Attack 15

You look for an enemy near death, and then deliver a swift strike that will quickly end it.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC. If the target is bloodied, you can score a critical hit on a roll of 17-20.

Hit: 3[W] + Dexterity modifier damage, or 5[W] + Dexterity modifier + Strength modifier damage if the target is bloodied.

Miss: Half damage.

Level 16: Paragon Path Feature

You are now in the upper half of the paragon tier. To mark this status, you gain a new feature of your paragon path.

Benefit: You gain a feature associated with your paragon path.

Level 16: Utility Power

You innovate as you rise in level, finding new ways to apply your training.

Benefit: You gain a new rogue utility power of your level or lower.

Foil the Lock A locked door can mean the difference between escape and death. When haste is crucial, you can pop a lock with one quick tap.

Foil the Lock Rogue Utility 16

You tug on a lock a certain way, and just like that, it snaps open.

Daily ♦ **Martial**

Minor Action **Personal**

Prerequisite: You must have training in Thievery.

Effect: On your next action, you gain a +10 power bonus when you make a Thievery check to open a lock. If the check succeeds, the lock opens at once.

Hide in Plain Sight Finding a hiding place isn't hard. Keeping it is. *Hide in plain sight* lets you maintain your hidden position and strike without fear of revealing yourself. So long as you remain in place, no one can see you.

Hide in Plain Sight Rogue Utility 16

You hide unseen in the midst of the battle, striking like a wraith.

Encounter ♦ **Martial**

Minor Action **Personal**

Prerequisite: You must have training in Stealth.

Requirement: You must be hidden.

Effect: You are invisible until you leave your current space. No other action that you perform makes you visible.

Leaping Dodge You lack the armor and durability to take too many hits. When an enemy closes in for the kill, you can spring away before the attack lands. If you get out of the enemy's reach, you foil its attack.

Leaping Dodge Rogue Utility 16

You leap out of harm's way just in time to avoid an attack.

Encounter ♦ **Martial**

Immediate Interrupt **Personal**

Prerequisite: You must have training in Athletics.

Trigger: An enemy targets you with an attack.

Effect: You jump, making an Athletics check with a +5 power bonus.

Raise the Stakes In every battle, you gauge the risk by examining the reward. If the reward is high enough, sometimes the risk is worth taking. *Raise the stakes* ensures that your attacks deliver the most damage in exchange for exposing yourself to greater danger.

Raise the Stakes Rogue Utility 16

You focus on bringing your foe down quickly at the expense of your own safety.

Daily ♦ **Martial**

Minor Action **Personal**

Prerequisite: You must have training in Bluff.

Effect: Until the end of your next turn, you can score a critical hit on a roll of 17-20, and any attack against you can score a critical hit on a roll of 19-20.

Level 17: Encounter Power

You leave behind a trusted exploit to learn another of greater use to you.

Benefit: You can gain a new rogue encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Dragon Tail Strike Like the monster for which this power is named, your first attack is but a prelude to the attack you hold in reserve. If the enemy seeks retribution, you can lash out to make it pay for its error.

Dragon Tail Strike

Rogue Attack 17

First you set them up, and then you knock them down.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier damage. If the target hits or misses you with an attack before the start of your next turn, you can repeat the attack against it as an immediate interrupt, dealing 2[W] + Dexterity modifier damage on a hit.

Brutal Scoundrel: You gain a bonus to the attack roll of the immediate interrupt. The bonus equals your Strength modifier.

Hounding Strike Even witty and charming scoundrels have limits to what they can endure. When you use this power, you set aside your banter, give into your anger, and make an aggressive attack that takes your enemy aback.

Hounding Strike

Rogue Attack 17

You deliver a ferocious strike that puts doubt into enemy of its chances of living.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Will

Hit: 3[W] + Dexterity modifier damage. Until the end of your next turn, you have combat advantage against the target and gain a +1 power bonus to all defenses against its attacks.

Artful Dodger: The power bonus equals your Charisma modifier.

Stab and Grab This exploit can turn an enemy into a useful bargaining chip in a negotiation. Keeping the foe close and threatening harm to it might make its allies think twice before pressing their attack. At the same time, keeping a foe locked down and in a position where it can be flanked can be a huge asset in eliminating this target.

Stab and Grab

Rogue Attack 17

You grab your foe with one hand and deliver a quick, deadly jab with the other.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a light blade and have a hand free.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and you grab the target until the end of your next turn. If you already have the target grabbed, it is restrained until the grab ends (it can still try to escape).

Sustain Minor: The grab persists until the end of your next turn.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

At the heights of the paragon tier, your exploits push against the bounds of what should be possible.

Benefit: You can gain a new rogue daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Feinting Flurry Your banter combined with distracting movements can leave an enemy exposed to your future attacks. *Feinting flurry* delivers a powerful strike that strips away your opponent's defenses for as long as you keep your focus on confusing it.

Feinting Flurry

Rogue Attack 19

A series of clever feints throws your foe off its game and makes it an easy target.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Will

Hit: 5[W] + Dexterity modifier damage.

Effect: Until the end of your next turn, the target takes a penalty to all defenses against your attacks. The penalty equals your Charisma modifier.

Sustain Minor: The penalty persists until the end of your next turn.

Flying Foe Use this power when you can't otherwise shake an enemy. A hit teaches the foe what it gets when it attacks you. Whether you connect or not, you give the foe a good shove to send it flying back into a wall or some other obstacle.

Flying Foe

Rogue Attack 19

As soon as your foe is off-balance, you deliver a powerful strike, then easily shove it where you want it to go.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 4[W] + Dexterity modifier damage, and you slide the target a number of squares up to your Strength modifier. If you end the slide with the target adjacent to one or more objects or creatures, you can cause both the target and one of those objects or creatures to take 10 damage.

Miss: Half damage, and you slide the target a number of squares up to your Strength modifier.

Snake's Retreat You have nothing to fear from making a bold strike, because once you attack, you can stay one step ahead of your enemy. *Snake's retreat* is best used against enemies that have few or no ranged attacks. This way, if the enemy tries to get close, you can slither out of range.

Snake's Retreat

Rogue Attack 19

After striking boldly, you thwart your foe by shifting away just as it's about to attack you.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage.

Effect: The target is frustrated by you (save ends). Until this effect ends, you can shift 1 square as an immediate interrupt when the target makes a melee or a ranged attack against you.

Level 20: Paragon Path Feature

You gain the capstone ability of your paragon path at 20th level.

Benefit: You gain a feature (typically a daily attack power) associated with your paragon path.

EPIC SCOUNDREL

During your ascent to the epic tier, your name has become known across the planes. The mere mention of you is enough to set demon lords on edge and prompt deities to check their defenses. Still, your reputation is nowhere near the heights it might attain as you work toward the fulfillment of your destiny.

When your rogue reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

SCOUNDREL EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	–	Encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Daily power
450,000	26	+1	Epic destiny feature
550,000	27	–	Encounter power
675,000	28	+1	Ability score increase
825,000	29	–	Daily power
1,000,000	30	+1	Epic destiny feature

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

Your epic destiny provides you with a feature that you gain when you select that destiny.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Utility Power

Those who witness your stunts could swear you use magic, because what you do should not be possible for any mortal.

Benefit: You gain a new rogue utility power of your level or lower.

Cloud Jump You hurl yourself through the air, kicking your feet to give you the momentum you need to reach an incredible distance. If you need to reach a distant enemy, you can jump to its side in one bound.

Cloud Jump

Rogue Utility 22

You leap a phenomenal distance.

Encounter ♦ Martial

Move Action

Personal

Prerequisite: You must have training in Athletics.

Effect: You make two consecutive Athletics checks to jump, with a +5 power bonus to each check. You don't have to land between the jumps, and the distance jumped isn't limited by your speed.

Dazzling Acrobatics Nothing can stop you from escaping when you put your mind to it. You can speed through your enemies, bounding over their heads and ducking under their attacks, scrambling up any surface, all in one fluid motion.

Dazzling Acrobatics

Rogue Utility 22

With quick leaps and bold spins, you slip away from a foe's attack.

Encounter ♦ Martial

Move Action

Personal

Prerequisite: You must have training in Acrobatics.

Effect: You shift up to twice your speed. During the shift, you gain a +4 bonus to AC and can climb at full speed.

Hide from the Light A mixture of body movements, misdirection, and pure luck lets you move without being seen. To retain your invisibility, you must move slowly and not make any flashy attacks. Patience then can keep an enemy from detecting you.

Hide from the Light

Rogue Utility 22

Until you choose to burst into action, you can move around the battlefield unseen.

Daily ♦ Martial

Minor Action

Personal

Prerequisite: You must have training in Stealth.

Requirement: You must be hidden.

Effect: You are invisible until the end of the encounter. The invisibility ends if you move more than 2 squares during your turn or make any attack other than a basic attack or an at-will attack.

Level 23: Encounter Power

You abandon the last of your exploits learned in the heroic tier and master a new attack worthy of the enemies you now face.

Benefit: You can gain a new rogue encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Knave's Gambit With this power, you step in to make a vicious attack. If your weapon goes wide and misses the target, you still unsettle the foe enough that it lashes out wildly in response, perhaps striking another enemy. To make this power work its best, be sure to use it against a target that's adjacent to another enemy.

Knave's Gambit

Rogue Attack 23

You use superior positioning to make a decisive attack that assures a nasty wound to your foe, or that its counterattack strikes one of its allies rather than you.

Encounter ♦ Martial, Weapon

Standard Action

Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Miss: The target must take a free action to make a melee basic attack against an enemy of yours that is adjacent to it. You choose the enemy.

Artful Dodger: The target gains a bonus to the attack roll and the damage roll. The bonus equals your Charisma modifier.

Scorpion Strike This power enables you to slip in and stab an enemy in conjunction with an ally's attack. Having the Brutal Scoundrel class feature helps you realize this power's full benefit, because you get to withdraw from the injured opponent before it can react.

Scorpion Strike

Rogue Attack 23

One of your allies deals a timely blow to your enemy, and like a scorpion, you take advantage of the opening to strike.

Encounter ♦ **Martial, Weapon**

Immediate Reaction **Melee 1**

Trigger: An ally damages a creature adjacent to you.

Requirement: You must be wielding a light blade.

Target: The creature damaged

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Brutal Scoundrel: Whether or not the attack hits, you shift a number of squares up to your Strength modifier.

Steel Entrapment Building on techniques from earlier in your career, you can draw and hurl your weapons so quickly that you can pin your enemies in place where each blade or bolt falls, thus making sure they can't pursue you right away.

Steel Entrapment

Rogue Attack 23

A few quick, well-aimed attacks momentarily pin your foes in place.

Encounter ♦ **Martial, Weapon**

Standard Action **Close blast 5**

Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.

Target: Each enemy you can see in the blast

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your epic destiny continues to transform you, granting you abilities and talents that are beyond the merely mortal.

Benefit: You gain a feature associated with your epic destiny.

Level 25: Daily Power

Your most powerful attacks grow in effectiveness as you take old techniques, make improvements, and put them to new use.

Benefit: You can gain a new rogue daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Biting Assault You can quickly assess your enemies' vulnerabilities and target them with your attacks. *Biting assault* lands a strike so vicious that it drains the target's vitality and strength until it can stanch the flow.

Biting Assault

Rogue Attack 25

You strike with deadly ferocity, hitting your foe in places that will hinder it and cause the greatest pain.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier damage, and the target is weakened and takes ongoing 10 damage (save ends both).

Miss: Half damage, and ongoing 10 damage (save ends).

Ghost on the Wind This exploit is another example of how you bend reality to suit your purposes. No mortal can vanish in plain sight—yet this power lets you make one wicked strike and then vanish. Even if you miss, you seem to flow around your foe, leaving it less able to protect itself against your next attack.

Ghost on the Wind

Rogue Attack 25

You vanish from your foe's sight, only to appear out of nowhere and strike a devastating blow.

Daily ♦ **Martial, Weapon**

Standard Action **Melee** weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Will

Hit: 6[W] + Dexterity modifier damage, and you have combat advantage against the target until the end of your next turn. You become invisible, and you shift up to 5 squares to a square adjacent to the target. You reappear at the start of your next turn.

Miss: Half damage, and you have combat advantage against the target until the end of your next turn. You can shift 1 square to a square adjacent to the target.

Hamstring One savage slash is all it takes to shut down an enemy's movement and subject it to a nasty, bleeding wound. *Hamstring* is a great power to use against highly mobile enemies.

Hamstring

Rogue Attack 25

You hobble your opponent with a ruthless slash across the legs, leaving it barely able to walk.

Daily ♦ **Martial, Weapon**

Standard Action **Melee** or **Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is slowed and takes ongoing 10 damage (save ends both).

Miss: Half damage, and the target is slowed and takes ongoing 5 damage (save ends both).

Level 26: Epic Destiny Feature

At 26th level, your epic destiny provides you with another ability.

Benefit: You gain a feature (typically a utility power) associated with your epic destiny.

Level 27: Encounter Power

You trade a lesser power for a more powerful exploit to help you move closer to the destiny you have worked so hard to attain.

Benefit: You can gain a new rogue encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Dance of Death When you use *dance of death*, you explode into motion, slashing and stabbing in all directions, confusing your enemies with your unpredictable attacks. So befuddled are the enemies you hit that their own attacks against you miss and slam into their allies.

Dance of Death

Rogue Attack 27

You duck and dodge your enemies' attacks, striking as opportunity allows while expertly deflecting attacks made against you.

Encounter ♦ **Martial, Weapon**

Standard Action **Close** burst 1

Requirement: You must be wielding a light blade.

Target: Each enemy you can see in the burst

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. If the target makes a melee attack against you before the end of your next turn, you can have it attack another creature of your choice, including itself, instead of you.

Artful Dodger: The target gains a bonus to the attack roll equal to your Charisma modifier.

Hurricane of Blood You throw caution to the wind and drive your weapon into your enemy again and again, dimpling its body with crimson flowers from your myriad attacks.

Hurricane of Blood

Rogue Attack 27

You stab and slash your foe mercilessly, getting in close so your enemy has a hard time avoiding your attacks.

Encounter ◆ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Brutal Scoundrel: You gain a bonus to the attack roll equal to your Strength modifier.

Hit: 5[W] + Dexterity modifier damage.

Perfect Strike Before you use this exploit, you take a moment to line up your attack, seeking the most vulnerable spot on your foe. When you attack, your enemy must rely on its armor, toughness, and agility to avoid your assault. The worse it stands up to your attack, the greater the suffering you inflict.

Perfect Strike

Rogue Attack 27

Watching your foe's movements, you time your attack perfectly, knowing exactly where and how to strike to do the most harm.

Encounter ◆ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC, Fortitude, Reflex. You make one attack roll. If it hits at least one of the three defenses, the attack hits.

Hit: 4[W] + Dexterity modifier damage, or 5[W] + Dexterity modifier damage if the attack hits at least two defenses. If the attack hits all three defenses, the target is also stunned until the end of your next turn.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Power

You are nearly through the epic tier. As a sign of your immense power, you develop an attack superior to anything you have used before.

Benefit: You can gain a new rogue daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Assassin's Point One of the deadliest rogue exploits known, *assassin's point* lets you locate an enemy's heart. One thrust is often enough to kill your target. Against enemies that don't have beating hearts, you instead pinpoint the creature's most vital location.

Assassin's Point

Rogue Attack 29

You wait for the perfect moment to slay your foe, delivering a lethal strike when its defenses are down for but a moment.

Daily ◆ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 7[W] + Dexterity modifier damage.

Miss: Half damage.

Special: If you have combat advantage against the target, double any extra damage from Sneak Attack or a critical hit.

Immobilizing Strike An enemy hit by *immobilizing strike* has more trouble in store, since it can't move away from you. Try as your enemy might, it just can't seem to make its legs work properly.

Immobilizing Strike

Rogue Attack 29

With terrifying ease, you slash at your enemy's legs, leaving it whimpering in pain.

Daily ♦ **Martial, Weapon**

Standard Action **Melee or Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 5[W] + Dexterity modifier damage, and the target is immobilized (save ends).

Aftereffect: The target is slowed (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: The target takes a -5 penalty to saving throws against this power's effects.

Moving Target An incredibly frustrating power for your enemies, *moving target* thwarts an enemy's attack against you and redirects it to a creature you choose. This power depends on multiple enemies for it to work, so it's one you want to use while plenty of opponents remain on the battlefield.

Moving Target

Rogue Attack 29

You direct an attack meant for you to another enemy.

Daily ♦ **Martial**

Immediate Interrupt **Melee or Ranged** weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Trigger: An enemy hits you with a melee or a ranged attack.

Target: The triggering enemy

Attack: Charisma vs. Will

Hit: The attack hits a creature of your choice within 2 squares of you, instead of hitting you.

Miss: The target's attack deals only half damage to you.

Level 30: Epic Destiny Feature

Your epic destiny is fully realized, and you reach the heights of fame and accomplishment for which you have been striving so long. You are mortal no longer!

Benefit: You gain a feature associated with your epic destiny.

ROGUE PARAGON PATHS

As they undertake their ascent through the paragon tier, rogues find new new expressions for their ever-improving abilities. Rogue paragon paths reflect specific techniques such as assassination, weapon tricks, burglary, and infiltration.

CAT BURGLAR

Prerequisite: Rogue

As a master athlete, you become a rogue of a higher caliber who can surprise adversaries with unbelievable moves and amazing feats of physical stamina while remaining true to your roots as a thief or a scoundrel.

Level 11: Acrobatic Action

Though your agility and athleticism are always evident in your movements and maneuverability, when you push yourself you move with surprising quickness.

Benefit: When you spend an action point to take an extra action, you also gain an extra move action that you must use this turn.

Level 11: Body Control

You are the master of your body, and thus enemies have a hard time pushing you around. Whether physical might or magic would shove you back, you find a way to lessen its effect.

Benefit: Whenever you are affected by a pull, a push, or a slide, you can move 1 less square than the effect specifies.

Level 11: Cat Burglar's Gambit

Your physical prowess lets you move with great speed and agility, tumbling past an enemy, or twisting out from its grasp. With this exploit, you spring toward an enemy to strike, and then tumble away to set up your next attack.

Benefit: You gain the *cat burglar's gambit* power.

Cat Burglar's Gambit

Cat Burglar Attack 11

You spring into action, expertly strike, and then sidestep to position yourself for either certain glory or imminent doom.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Effect: You shift up to 3 squares before making the attack.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: You shift up to 5 squares to a square adjacent to the target.

Level 12: Instant Escape

You can wriggle free from the tightest spots. No restraints can hold you, no enemy can grip you, and no magic can slow you down.

Benefit: You gain the *instant escape* power.

Instant Escape

Cat Burglar Utility 12

With supreme effort, you escape.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An effect immobilizes, restrains, or slows you.

Effect: The triggering effect ends on you. You then shift up to 2 squares.

Level 16: Athletic Master

Constant physical training makes you constantly prepared for challenging terrain. You can climb, jump, and swim with unusual skill.

Benefit: Roll twice whenever you make an Athletics check. Use whichever result you prefer.

Level 20: Redirected Death

This exploit is so challenging to use that only someone in top physical shape could ever hope to pull it off. You react with astonishing speed, deflecting your foe's weapon and driving it into a different target. You let the attack's momentum carry you into a more advantageous position.

Benefit: You gain the *redirected death* power.

Redirected Death

Cat Burglar Attack 20

Your enemy strikes out against you, but with a slight move and a flourish of your own blade, you redirect the attack toward a different target.

Daily ♦ **Martial, Weapon**

Immediate Interrupt **Melee weapon**

Trigger: An enemy hits you with a melee attack, and it can reach another enemy of yours.

Requirement: You must be wielding a light blade.

Target: The triggering enemy

Attack: Dexterity vs. Reflex

Hit: The target's attack misses you and hits an enemy of your choice within range of the target's attack.

Miss: 2[W] + Dexterity modifier damage.

Effect: You can shift 1 square.

DAGGERMASTER

Prerequisite: Rogue

You and your dagger become one as you master the intricacies of battling with the blade. You are an expert with the dagger, able to employ your weapon in ways that no lesser rogue can match.

Level 11: Critical Opportunity

You are not one to pass up an opportunity. This power lets you maximize your fortunate attack, turning what is an impressive strike into a killing one.

Benefit: You gain the *critical opportunity* power.

Critical Opportunity

Daggermaster Attack 11

Your first attack deals a critical wound, so you follow the attack with another strike.

Encounter ♦ **Martial, Weapon**

Minor Action **Melee weapon**

Requirement: You must be wielding a dagger and must have scored a critical hit with a dagger against an enemy during this turn.

Target: The enemy you critically hit

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Level 11: Dagger Precision

When you are armed with a dagger, you can attack with superior accuracy, often landing blows every bit as deadly as those delivered by larger weapons.

Benefit: When you use a rogue or a daggermaster attack power with a dagger, the power can score a critical hit on a roll of 18-20.

Level 11: Daggermaster's Action

You can call upon a reserve of effort to turn a possible miss into a hit. You want to make sure no opportunity to hurt your foe is wasted.

Benefit: You can spend an action point to reroll an attack roll or a damage roll you make using a dagger, instead of taking an extra action.

Level 12: Meditation of the Blade

When the need is urgent, you can focus your dagger attacks so that they deliver even greater damage. Each strike you land leaves a ghastly wound.

Benefit: You gain the *meditation of the blade* power.

Meditation of the Blade

Daggermaster Utility 12

With a moment of concentration, you focus your will into the point of your blade.

Daily ♦ **Martial**

Minor Action

Personal

Effect: Until the end of the encounter, your dagger's damage die increases by one size.

Level 16: Dagger Advantage

You are an expert at inflicting painful wounds with your daggers. One expert strike can leave your opponent gasping and exposed to the killing blow.

Benefit: When you score a critical hit with a dagger, the target grants combat advantage to you until the end of your next turn.

Level 20: Deep Dagger Wound

When you attain absolute mastery with the dagger, you learn to deliver a killing blow with a single strike. Even if the initial attack doesn't fell your target, the bleeding that follows is almost certain to finish it off.

Benefit: You gain the *deep dagger wound* power.

Deep Dagger Wound

Daggermaster Attack 20

Your dagger springs forward, plunging deep into your foe.

Daily ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a dagger.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and ongoing 10 damage (save ends). On a critical hit, ongoing 20 damage (save ends).

Miss: 2[W] + Dexterity modifier damage.

MASTER INFILTRATOR

Prerequisite: Rogue

You are unmatched in your ability to get into and out of places unseen. Furthermore, you have the skills and training you need to handle any infiltration mission that comes your way, from spying and scouting to sniper attacks and assassinations.

Level 11: Distracting Wound

Your ability to make your way into guarded places depends on misdirection and subterfuge. *Distracting wound* represents one way you can keep an enemy guessing. This power is best used when you attack from hiding, since it lets you maintain combat advantage against the opponent even after you move away.

Benefit: You gain the *distracting wound* power.

Distracting Wound

Master Infiltrator Attack 11

You strike from the shadows, delivering a wound that distracts your foe and makes him drop his guard.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature granting combat advantage to you

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target grants combat advantage until the end of your next turn.

Level 11: Infiltrator's Action

When the situation demands it, you can push yourself to move into a better position. Your extra effort grants you added mobility.

Benefit: When you spend an action point to take an extra action, you also gain an extra move action that you must use this turn.

Level 11: Skillful Infiltrator

To slip unseen into guarded places, you must develop techniques to help you overcome obstacles and avoid notice. You hone your talents to help you enter and move through even the most protected locations.

Benefit: You gain a +2 bonus to Acrobatics checks, Athletics checks, and Stealth checks.

Level 12: Impossible to Catch

You can use your environment to escape an enemy's notice. You might vanish into the shadows, duck behind another creature, or use cover to conceal your position, all to make yourself seemingly disappear.

Benefit: You gain the *impossible to catch* power.

Impossible to Catch

Master Infiltrator Utility 12

With practiced ease, you step into the shadows and disappear from view.

Encounter ♦ Martial

Minor Action Personal

Effect: You become invisible until the start of your next turn.

Level 16: Invisible Infiltrator

Although you are best at skulking about unseen, when the situation demands, you can strike quickly to dispatch your foe. When the enemy drops, you disappear once more.

Benefit: When you reduce a target that is your level or higher to 0 hit points or fewer, or when you score a critical hit against a target that is your level or higher, you become invisible until the end of your next turn.

Level 20: Painful Puncture

Whether you fight in hand-to-hand combat or are picking off a foe at a distance, you know where to strike to deliver a killing wound.

Benefit: You gain the *painful puncture* power.

Painful Puncture

Master Infiltrator Attack 20

Your weapon bites deep, leaving your enemy with a lingering wound.

Daily ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).

Miss: Half damage.

SHADOW ASSASSIN

Prerequisite: Rogue

You become a killing machine, striking from the shadows with deadly and bloody efficiency, and turning attacks against you into pain and suffering for your enemies. You believe in doing unto others before they can do unto you, and you know how to deliver punishment as only a striker can.

Level 11: Killer's Eye

Assassins rarely fight fair. Instead, they strike from hidden positions to catch their opponents off guard. This exploit helps you take advantage of an enemy's lack of awareness, particularly at the start of a battle.

Benefit: You gain the *killer's eye* power.

Killer's Eye**Shadow Assassin Attack 11**

You strike with a killer's eye, seeking to take down your enemy as quickly and efficiently as possible.

Encounter ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, or 3[W] + Dexterity modifier damage if the target hasn't taken any actions during the encounter.

Level 11: Shadow Assassin's Action

When the situation turns against you, you can push yourself to strike with uncanny accuracy, attempting to bring the foe down quickly.

Benefit: When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Level 11: Shadow Assassin's Riposte

You ensure that your enemies have few chances to fight back. When you evade a foe's attack, you can counter with a swift strike of your own.

Benefit: When an enemy adjacent to you misses you with a melee attack, you can take a free action to deal damage to that enemy. The damage equals your Dexterity modifier.

Level 12: Bad Idea, Friend

If your initial attack fails to bring down your target, there's still little hope for your foe. Each time it attacks you and misses, it faces your swift counterstrike. With this power, you drive home just how big a mistake your foe makes when it presses its attack.

Benefit: You gain the *bad idea, friend* power.

Bad Idea, Friend**Shadow Assassin Utility 12**

The first time an enemy attacks you, that opponent discovers just how bad an idea that is.

Daily ♦ Martial

Immediate Interrupt **Personal**

Trigger: An adjacent enemy makes a melee attack against you for the first time during this encounter, and you are not granting combat advantage.

Effect: You gain a +10 power bonus to all defenses against the enemy's attack. If the attack misses, the enemy takes double your Shadow Assassin's Riposte damage.

Level 16: Bloody Evisceration

An injured enemy stands little chance against you. You know how to use your foe's pain to your advantage and can bring the enemy down in short order.

Benefit: Your Sneak Attack damage increases by 1d6 against a bloodied enemy.

Level 20: Final Blow

Your training culminates with *final blow*. If you strike true against an injured enemy, you can spring to another foe or get into position to deliver the killing strike.

Benefit: You gain the *final blow* power.

Final Blow**Shadow Assassin Attack 20**

Your enemy is seriously wounded. This shot will finish it off.

Daily ♦ Martial, Weapon

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a crossbow, a light blade, or a sling.

Target: One bloodied creature

Attack: Dexterity vs. Reflex

Hit: 5[W] + Dexterity modifier damage, and you shift a number of squares up to your Charisma modifier. You must end this shift adjacent to an enemy.

Miss: Half damage.

Addendum:

UPDATES IN BRIEF

Rogue Class Updates

Player's Handbook

Name	Page	Change
Rogue Weapon Talent	117	Clarifies that the bonus is only for weapon attack rolls.
Blinding Barrage	119	Reduces the power's damage by 2[W], and updates the Miss entry to reflect that change.
Clever Riposte	120	Clarifies that the shift distance is 1 square.
Flying Foe	124	Updates the damage roll from sliding the target to a static value. Updates the Miss entry to include half damage.
Ghost on the Wind	125	The Hit entry now specifies the distance of the shift.
Acrobatic Action (Path Feature)	127	Clarifies that you must use the extra move action during the turn you spend the action point.
Cat Burglar's Gambit	127	The Effect entry now specifies the distance of the shift.
Instant Escape	127	Clarifies that only the triggering effect ends, not all such effects.
Meditation of the Blade	127	Removes the extraneous weapon keyword.
Infiltrator's Action (Path Feature)	128	Clarifies that you must use the extra move action during the turn you spend the action point.
Shadow Assassin's Riposte (Path Feature)	128	Clarifies that delivering the damage requires a free action.