

LEVEL 1 AT-WILL EXPLOITS

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.

Target: One creature

Special: You can move 2 squares before the attack.

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Piercing Strike

Rogue Attack 1

A needle-sharp point slips past armor and into tender flesh.

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.

Increase damage to 2[W] + Dexterity modifier at 21st level.

Riposte Strike

Rogue Attack 1

With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare 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, you make your riposte against the target as an immediate interrupt: a Strength vs. AC attack that deals 1[W] + Strength modifier damage.

Increase damage to 2[W] + Dexterity modifier and riposte to 2[W] + Strength modifier at 21st level.

Sly Flourish

Rogue Attack 1

A distracting flourish causes the enemy to forget the blade at his throat.

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.

Increase damage to 2[W] + Dexterity modifier + Charisma modifier at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

Dazing Strike

Rogue Attack 1

An expert strike catches your foe by surprise and leaves him 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

Rogue Attack 1

It's hard to get to the little guy when he takes cover behind an ally who can crush plate armor in his teeth.

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: Switch places with a willing adjacent ally.

Positioning Strike

Rogue Attack 1

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

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 slide the target 1 square.

Artful Dodger: You slide the target a number of squares equal to your Charisma modifier.

Torturous Strike

Rogue Attack 1

If you twist the blade in the wound just so, you can make 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 EXPLOITS

Blinding Barrage

Rogue Attack 1

A rapid barrage 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 in blast you can see

Attack: Dexterity vs. AC

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

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

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

Rogue Attack 1

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

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 slide the target 1 square.

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

LEVEL 2 UTILITY EXPLOITS

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 be trained in Stealth.

Effect: You can move your speed and make a Stealth check. You do not take the normal penalty from movement on this check.

Great Leap

Rogue Utility 2

You leap a great distance without a running start.

At-Will ♦ Martial

Move Action Personal

Prerequisite: You must be trained in Athletics.

Effect: Make a high jump or a long jump. Determine the DC of the Athletics check as though you had a running start. The distance you jump can exceed your speed.

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

Trigger: You roll a Bluff check and dislike the result

Prerequisite: You must be trained in Bluff.

Effect: Reroll the Bluff check. You decide whether to make the reroll before the DM announces the result.

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 be trained in Thievery.

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

Tumble

Rogue Utility 2

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Encounter ♦ Martial

Move Action Personal

Prerequisite: You must be trained in Acrobatics.

Effect: You can shift a number of squares equal to one-half your speed.

LEVEL 3 ENCOUNTER EXPLOITS

Bait and Switch

Rogue Attack 3

You strike and weave, causing your foe to lurch forward so that you can duck around him and slip into his space.

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 switch places with the target and can then shift 1 square.

Artful Dodger: You can shift a number of squares equal to your Charisma modifier.

Setup Strike

Rogue Attack 3

You land a calculated blow that causes your enemy to drop his guard, leaving him 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

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 the target is knocked prone.

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. Add your Charisma modifier to your AC until the start of your next turn.

LEVEL 5 DAILY EXPLOITS

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 each time it attacks you, and you can shift as an immediate reaction after such an attack.

Deep Cut

Rogue Attack 5

Each drop of blood is another nail in your enemy's coffin.

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, and no ongoing damage.

Walking Wounded

Rogue Attack 5

You topple your enemy with a crippling blow and force him 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 the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.

Miss: Half damage, and the target is not knocked prone.

LEVEL 6 UTILITY EXPLOITS

Chameleon

Rogue Utility 6

You blend into your surroundings.

At-Will ♦ Martial

Immediate Interrupt Personal

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

Prerequisite: You must be trained in Stealth.

Effect: Make a Stealth check. Until the end of your next turn, you remain hidden if a creature that has a clear line of sight to you does not beat your check result with its Perception check. If at the end of your turn you do not have cover or concealment against a creature, that creature automatically notices you.

Ignoble Escape

Rogue Utility 6

With nimble ease, you sidestep one perilous situation after another.

Encounter ♦ Martial

Move Action Personal

Prerequisite: You must be trained in Acrobatics.

Effect: If you are marked, end that condition. You can shift a number of squares equal to your speed.

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 be trained in Intimidate.

Targets: You and each ally in burst

Effect: The targets gain a +2 power bonus to Charisma-based skill and ability checks until the end of your next turn.

Nimble Climb

Rogue Utility 6

You climb surfaces with astounding ease.

At-Will ♦ Martial

Move Action Personal

Prerequisite: You must be trained in Athletics.

Effect: Make an Athletics check to climb a surface. You can move at your full speed during this climb.

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**

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

Prerequisite: You must be trained in Bluff.

Effect: Gain a +2 power bonus to your Will defense against the triggering attack.

LEVEL 7 ENCOUNTER EXPLOITS

Cloud of Steel

Rogue Attack 7

You shower your enemies in sharp metal.

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 in blast you can see

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Imperiling Strike

Rogue Attack 7

You deal a staggering blow, opening a hole in your enemy's 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 defense until the end of your next turn.

Brutal Scoundrel: The penalty to AC and Reflex defense is equal to your Strength modifier.

Rogue's Luck

Rogue Attack 7

A gifted rogue can turn failure into fortune.

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 a secondary attack against the target.

Secondary Attack: Dexterity vs. AC

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

Hit: 1[W] + Dexterity modifier damage.

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 his face to blind him.

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 9 DAILY EXPLOITS

Crimson Edge

Rogue Attack 9

You deal your enemy a vicious wound that continues to bleed, and like a shark, you circle in for the kill.

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 takes ongoing damage equal to 5 + your Strength modifier and grants combat advantage to you (save ends both).

Miss: Half damage, and no ongoing damage.

Deadly Positioning

Rogue Attack 9

You adroitly outmaneuver your enemy, pushing and baiting him 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 to any other square adjacent to you, and then make a Dexterity vs. AC attack.

Hit: 3[W] + Dexterity modifier damage.

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

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 is knocked unconscious (save ends). If the unconscious target takes any damage, it is no longer unconscious.

Miss: Half damage, and the target is dazed until the end of your next turn.

LEVEL 10 UTILITY EXPLOITS

Certain Freedom

Rogue Utility 10

You are as slippery as an eel.

Daily ♦ Martial

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics.

Effect: You automatically succeed on an Acrobatics check to escape from a grab or to escape from restraints.



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 **Personal**

Prerequisite: You must be trained in Acrobatics.

Effect: Move into the space of an adjacent creature larger than you and at least Large in size. (It gets its usual opportunity attack against you as you leave an adjacent square.) You gain combat advantage against the creature, and it takes a -4 penalty to attack rolls against you. When the creature moves, you move along with it, staying in the same portion of the creature's space. The creature can make a Strength or Dexterity vs. Reflex attack (as a standard action with no penalty) to slide you into an adjacent square and end this effect.

Special: Allies of the target creature can attack you without penalty.

Dangerous Theft

Rogue Utility 10

You snatch an item from an enemy during combat.

Encounter ♦ Martial

Free Action **Personal**

Prerequisite: You must be trained 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

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 be trained in Stealth.

Effect: You must be hiding to use this power. You can move your speed. At the end of that movement, if you have cover, you can make a Stealth check with no penalty for moving. If you make the Stealth check, you stay hidden during your movement.

LEVEL 13 ENCOUNTER EXPLOITS

Fool's Opportunity

Rogue Attack 13

You bait your foe into attacking you, and then turn his blow straight back at him.

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 takes damage as if it were hit by its own melee basic attack. If you have combat advantage against the target, you can add your Sneak Attack damage.

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 Rogue Attack 13

Your weapon becomes a blur as you make swift, sweeping attacks against two foes, then hastily slip away.

Encounter ♦ Martial, Weapon

Standard Action Melee or Ranged weapon

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

Targets: One or two creatures

Attack: Dexterity vs. AC, one attack per target

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

Artful Dodger: You slide the target a number of squares equal to 1 + your Charisma modifier.

Effect: You can move 3 squares after making the 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 with the opportunity attack equal to your Strength modifier, and you knock the target prone on a hit.

LEVEL 15 DAILY EXPLOITS

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 can move your speed. Every enemy that can make an opportunity attack against you as a result of this movement attacks itself with its opportunity attack, rather than you. Any enemy that can make an opportunity attack against you during this movement must do so. It cannot refrain from making the attack to avoid harming itself.

Garrote Grip Rogue Attack 15

The more your enemy struggles, the less you want to let him go.

Daily ♦ Martial, Reliable, Weapon

Standard Action (Special)

Melee weapon

Special: You can use this power as a minor action if you have already grabbed a creature. Doing so requires no attack roll.

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and you grab the target. Until the target escapes, you have cover, and any melee attack or ranged attack that misses you hits the target instead.

Sustain Minor: Sustain the grab for another round. The third time you sustain the grab after using this power, the target falls unconscious. If an unconscious target takes any damage, it is no longer unconscious.

Slaying Strike Rogue Attack 15

A ruthless strike yields great rewards, for after death comes the looting.

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.

Miss: Half damage.

Special: If the target is bloodied, this attack does 5[W] + Dexterity modifier + Strength modifier damage on a hit (half damage on a miss) and can score a critical hit on a roll of 17-20.

LEVEL 16 UTILITY EXPLOITS

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 be trained in Thievery.

Effect: On your next action, 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 Rogue Utility 16

You stand unseen in the midst of the battle, striking from your place of hiding.

Encounter ♦ Martial

Minor Action

Personal

Prerequisite: You must be trained in Stealth.

Effect: You must already be hidden to use this power. You are invisible until you leave your current square. No other action that you perform makes you visible.



Leaping Dodge

Rogue Utility 16

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

Encounter ♦ Martial

Immediate Interrupt **Personal**

Trigger: An enemy targets you with an attack

Prerequisite: You must be trained in Athletics.

Effect: Make an Athletics check to jump with a +5 power bonus and move the appropriate distance.

Raise the Stakes

Rogue Utility 16

You focus on the precision of your attacks, at the expense of hiding the chinks in your own armor.

Daily ♦ Martial

Minor Action **Personal**

Prerequisite: You must be trained in Bluff.

Effect: Until the end of your next turn, any of your attacks 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 EXPLOITS

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 attacks you before the start of your next turn, you can attack it again as an immediate interrupt and deal 2[W] + Dexterity modifier damage if you hit.

Brutal Scoundrel: The attack you make as an immediate interrupt gains a bonus to the attack roll equal to your Strength modifier.

Hounding Strike

Rogue Attack 17

With snarling ferocity, you attack. Your weapon bites deep into your enemy's flesh, filling his heart with doubt.

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 gain combat advantage against the target and a +1 power bonus to all defenses against its attacks.

Artful Dodger: The power bonus is equal to your Charisma modifier.

Stab and Grab

Rogue Attack 17

Keep your friends close, and your enemies at knifepoint.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and you grab the target. If you have already grabbed the target, it is restrained instead of immobilized until it escapes your grab. The target can attempt to escape the grab as normal.

LEVEL 19 DAILY EXPLOITS

Feinting Flurry

Rogue Attack 19

A series of clever feints throws your foe off his game and makes him 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, all of the target's defenses against your attacks take a penalty equal to your Charisma modifier.

Sustain Minor: Sustain the penalty for another round.

Flying Foe

Rogue Attack 19

Mastering your foe's reactions allows you to toss him about like a rag doll.

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 equal to your Strength modifier. If an obstacle (including a creature) arrests the slide, both the target and the obstacle take 1d6 damage and the target ends its movement in the square it occupied before it collided with the obstacle.

Miss: You slide the target a number of squares equal to your Strength modifier, and no damage from obstacles.

Snake's Retreat

Rogue Attack 19

After striking boldly, you frustrate your foe by shifting away just as he'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: When the target makes a melee attack or a ranged attack against you, you can shift 1 square as an immediate interrupt. The target can make a saving throw to end this effect.

LEVEL 22 UTILITY EXPLOITS

Cloud Jump

Rogue Utility 22

You leap a phenomenal distance.

Encounter ♦ Martial

Move Action **Personal**

Prerequisite: You must be trained in Athletics.

Effect: Make two consecutive Athletics checks to jump, with a +5 power bonus to each. You don't have to land between the jumps and can exceed your normal movement.

Dazzling Acrobatics

Rogue Utility 22

With nearly inhuman speed and percision, you slip away from a foe's attack.

Encounter ♦ Martial

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics.

Effect: You can shift twice your speed. You can climb at full speed as part of this move. If an enemy attacks you while you shift, you gain a +4 bonus to AC against that attack.

Hide from the Light

Rogue Utility 22

As long as you take your time, you can move about the battlefield unseen.

Daily ♦ Martial

Minor Action **Personal**

Prerequisite: You must be trained in Stealth.

Effect: You must already be hidden to use this power. You are invisible until the end of the encounter or until you end the effect by moving more than 2 squares in a turn or by making any attack other than a basic attack or an at-will attack.

LEVEL 23 ENCOUNTER EXPLOITS

Knave's Gambit

Rogue Attack 23

You make a decisive attack. Failing that, you cause your startled enemy to strike at another nearby foe.

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 makes a melee basic attack as a free action against an adjacent target other than you. You choose the target of its attack.

Artful Dodger: The attack you cause with a miss gains a bonus to the attack roll and the damage roll equal to your Charisma modifier.

Scorpion Strike

Rogue Attack 23

One of your allies deals a timely blow to your enemy, and like a scorpion, you 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 your ally damaged

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Brutal Scoundrel: Shift a number of squares equal to your Strength modifier after this attack, whether or not you hit.

Steel Entrapment

Rogue Attack 23

Glittering blades pin your foes in place before any of them have a chance to blink, let alone run away.

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 in blast you can see

Attack: Dexterity vs. Fortitude

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

LEVEL 25 DAILY EXPLOITS

Biting Assault

Rogue Attack 25

You strike with deadly ferocity to sap your foe's strength.

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 takes ongoing 10 damage and is weakened (save ends both).

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

Ghost on the Wind

Rogue Attack 25

You vanish, then strike out of nowhere!

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 become invisible. You move into any square adjacent to the target and reappear at the start of your next turn. You have combat advantage against the target until the end of your next turn.

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

Hamstring

Rogue Attack 25

You hobble your opponent with a ruthless slash across the legs, leaving him 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 takes ongoing 10 damage and is slowed (save ends both).

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

LEVEL 27 ENCOUNTER EXPLOITS

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 in burst you can see

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 make it attack another creature of your choice instead, including itself.

Artful Dodger: The targets gain a bonus to the attack rolls provoked by this power equal to your Charisma modifier.

Hurricane of Blood

Rogue Attack 27

You stab and slash your foe mercilessly, spilling copious amounts of blood.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be wielding a light blade.

Target: One creature

Attack: Dexterity vs. AC

Brutal Scoundrel: The attack gains a bonus to the attack roll equal to your Strength modifier.

Hit: 5[W] + Dexterity modifier damage.

Perfect Strike

Rogue Attack 27

Your enemy doesn't know what hit it.

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

Special: You make one attack roll, and you hit if the roll equals or exceeds any of the three defenses.

Hit: 4[W] + Dexterity modifier damage. Add an extra 1[W] damage if the attack hits two defenses. The target is also stunned until the end of your next turn if the attack hits all three defenses.

LEVEL 29 DAILY EXPLOITS

Assassin's Point

Rogue Attack 29

A sliced throat or a bolt through the heart—it's all good.

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

Rogue Attack 29

With terrifying ease, you slash at your enemy's exposed tendons and leave him immobilized and 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). If the target succeeds on its saving throw, it is slowed (save ends). Saving throws against these effects take a -5 penalty.

Miss: Half damage, and the target is slowed (save ends). Saving throws against this effect take a -5 penalty.

Moving Target

Rogue Attack 29

An attack meant for you hits another creature instead.

Daily ♦ Martial

Immediate Interrupt **Melee or Ranged weapon**

Trigger: A creature makes a melee attack or a ranged attack against you

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

Target: The attacking creature

Attack: Charisma vs. Will

Hit: Instead of attacking you, the target attacks a creature you choose within 2 squares of you. You must choose a creature that the target can attack.

Miss: The target's attack is made against you as normal, but deals half damage if it hits.

PARAGON PATHS

CAT BURGLAR

"I am the rogue acrobat, able to leap and roll with amazing agility. I have the grace and quickness of the great cats."

Prerequisite: Rogue class

You hone your body to a razor's edge, adding a higher level of athletic skills to your repertoire of rogue tricks. 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 and scoundrel.

CAT BURGLAR PATH FEATURES

Acrobatic Action (11th level): When you spend an action point to take an extra action, you also gain a move action.

Body Control (11th level): Whenever you are affected by a push, a pull, or a slide, you can reduce the number of squares you move by 1 square.

Athletic Master (16th level): Roll twice whenever you make an Athletics check. Use whichever result you prefer.

CAT BURGLAR EXPLOITS

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.

Target: One creature

Special: You can shift 3 squares before making the attack.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: Shift to any square adjacent to the target.

Instant Escape

Cat Burglar Utility 12

With supreme effort, you escape.

Encounter ♦ Martial

Immediate Interrupt **Personal**

Trigger: You become immobilized, restrained, or slowed

Effect: You end any of the above conditions that currently afflict you. Then you can shift 2 squares.

Redirected Death

Cat Burglar Attack 20

The weapon races toward 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 can reach another enemy

Requirement: You must be wielding a light blade.

Target: The enemy that hit you

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 against the target.

Effect: Shift 1 square.

DAGGERMASTER

"See how the dagger dances along my fingertips, see it spin. I have forgotten more ways to use this dagger than you can ever imagine."

Prerequisite: Rogue class

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

DAGGERMASTER PATH FEATURES

Daggermaster's Action (11th level): You can spend an action point to reroll one attack roll or damage roll you made using a dagger, instead of taking an extra action.

Dagger Precision (11th level): You can score critical hits with daggers on a roll of 18–20.

Dagger Advantage (16th level): When you score a critical hit with a dagger, the target grants combat advantage to you until the end of your next turn.

DAGGERMASTER EXPLOITS

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 have scored a critical hit with a dagger against an enemy during this turn.

Target: The same creature you hit with a critical hit

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Meditation of the Blade

Daggermaster Utility 12

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

Daily ♦ Martial, Weapon

Minor Action **Personal**

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

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, and no ongoing damage.

MASTER INFILTRATOR

"I can get in there. No problem."

Prerequisite: Rogue class

You are an expert at getting into and out of places unseen. Furthermore, you have the skills and training you need to handle any infiltration situation that

comes your way, from spying and scouting to sniper attacks and assassinations.

MASTER INFILTRATOR PATH FEATURES

Infiltrator's Action (11th level): When you spend an action point to take an extra action, you also gain a move action.

Skillful Infiltrator (11th level): You gain a +2 bonus to Acrobatics, Athletics, and Stealth checks.

Invisible Infiltrator (16th level): When you drop 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.

MASTER INFILTRATOR EXPLOITS

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 you have combat advantage against

Attack: Dexterity vs. AC

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

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.

Painful Puncture Master Infiltrator Attack 20

Your weapon bites deep, puncturing your enemy and leaving 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, and no ongoing damage.

SHADOW ASSASSIN

"When you need something dead, you'll be hard pressed to find someone better at the job than me."

Prerequisite: Rogue class

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.

SHADOW ASSASSIN PATH FEATURES

Shadow Assassin's Action (11th level): 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.

Shadow Assassin's Riposte (11th level): Any adjacent enemy that misses you with a melee attack takes damage equal to your Dexterity modifier.

Bloody Evisceration (16th level): Gain an extra 1d6 Sneak Attack damage when attacking a bloodied enemy.

SHADOW ASSASSIN EXPLOITS

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.

Special: If this attack is made before the target has acted in the encounter, increase the weapon damage to 3[W].

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

Special: If you are granting combat advantage, you cannot use this power.

Effect: 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.

Final Blow Shadow Assassin Attack 20

Your enemy is 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 equal to your Charisma modifier. You must end this movement adjacent to an enemy.

Miss: Half damage, and no shift.