


ROGUE POWER CARDS (Heroic)

DEFT STRIKE

A final lunge brings you into an advantageous position.



AT-WILL POWER

ROGUE ATTACK 1


Standard Action **Melee/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.

MARTIAL, WEAPON

PIERCING STRIKE

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



AT-WILL POWER

ROGUE ATTACK 1

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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

RIPOSTE STRIKE

With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.



AT-WILL POWER

ROGUE ATTACK 1


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.

MARTIAL, WEAPON

SLY FLOURISH

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



AT-WILL POWER

ROGUE ATTACK 1

Standard Action Melee/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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

DAZING STRIKE

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



ENCOUNTER POWER

ROGUE ATTACK 1

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.

MARTIAL, WEAPON

KING'S CASTLE

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 POWER

ROGUE ATTACK 1

Standard Action **Melee/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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

POSITIONING STRIKE

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



ENCOUNTER POWER

ROGUE ATTACK 1


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.

MARTIAL, WEAPON

TORTUROUS STRIKE

If you twist the blade in the wound just so, you can make your enemy howl in pain.



ENCOUNTER POWER

ROGUE ATTACK 1

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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

BLINDING BARRAGE

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



DAILY POWER

ROGUE ATTACK 1

Standard Action

Close Burst 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.

MARTIAL, WEAPON

EASY TARGET

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



DAILY POWER

ROGUE ATTACK 1

Standard Action

Melee/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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

TRICK STRIKE

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



DAILY POWER

ROGUE ATTACK 1


Standard Action Melee/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.

MARTIAL, WEAPON

FLEETING GHOST

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



AT-WILL POWER

ROGUE UTILITY 2

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.

MARTIAL

ROGUE POWER CARDS (Heroic)

GREAT LEAP

You leap a great distance without a running start.



AT-WILL POWER

ROGUE UTILITY 2


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.

MARTIAL

MASTER OF DECEIT

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



ENCOUNTER POWER

ROGUE UTILITY 2

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.

MARTIAL

ROGUE POWER CARDS (Heroic)

QUICK FINGERS

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



ENCOUNTER POWER

ROGUE UTILITY 2


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.

MARTIAL

TUMBLE

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



ENCOUNTER POWER

ROGUE UTILITY 2

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics.
Effect: You can shift a number of squares equal to one-half your speed.

MARTIAL

ROGUE POWER CARDS (Heroic)

BAIT AND SWITCH

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



ENCOUNTER POWER

ROGUE ATTACK 3

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.

MARTIAL, WEAPON

SETUP STRIKE

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



ENCOUNTER POWER

ROGUE ATTACK 3

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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

TOPPLE OVER

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



ENCOUNTER POWER

ROGUE ATTACK 3

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.

MARTIAL, WEAPON

TRICKSTER'S BLADE

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



ENCOUNTER POWER

ROGUE ATTACK 3

Standard Action Melee/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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

CLEVER RIPOSTE

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



DAILY POWER

ROGUE ATTACK 5

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.

MARTIAL, WEAPON

DEEP CUT

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



DAILY POWER

ROGUE ATTACK 5

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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

WALKING WOUNDED

You topple your enemy with a crippling blow and force him to stumble around the battlefield.



DAILY POWER

ROGUE ATTACK 5


Standard Action **Melee/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.

MARTIAL, WEAPON

CHAMELEON

You blend into your surroundings.



AT-WILL POWER

ROGUE UTILITY 6

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.

MARTIAL

ROGUE POWER CARDS (Heroic)

IGNOBLE ESCAPE

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



ENCOUNTER POWER

ROGUE UTILITY 6

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.

MARTIAL

MOB MENTALITY

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



ENCOUNTER POWER

ROGUE UTILITY 6

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.

MARTIAL

ROGUE POWER CARDS (Heroic)

NIMBLE CLIMB

You climb surfaces with astounding ease.



AT-WILL POWER

ROGUE UTILITY 6


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.

MARTIAL

SLIPPERY MIND

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



ENCOUNTER POWER

ROGUE UTILITY 6

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.

MARTIAL

ROGUE POWER CARDS (Heroic)

CLOUD OF STEEL

You shower your enemies in sharp metal.



ENCOUNTER POWER

ROGUE ATTACK 7

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.

MARTIAL, WEAPON

IMPERILING STRIKE

You deal a staggering blow, opening a hole in your enemy's defenses.



ENCOUNTER POWER

ROGUE ATTACK 7

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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

ROGUE'S LUCK

A gifted rogue can turn failure into fortune.



ENCOUNTER POWER

ROGUE ATTACK 7

Standard Action Melee/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.

MARTIAL, WEAPON

SAND IN THE EYES

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 POWER

ROGUE ATTACK 7

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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

CRIMSON EDGE

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



DAILY POWER

ROGUE ATTACK 9

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.

MARTIAL, WEAPON

DEADLY POSITIONING

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



DAILY POWER

ROGUE ATTACK 9

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.

MARTIAL, WEAPON

ROGUE POWER CARDS (Heroic)

KNOCKOUT

A well-placed blow takes your foe out of the fight.



DAILY POWER

ROGUE ATTACK 9

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.

MARTIAL, WEAPON

CERTAIN FREEDOM

You are as slippery as an eel.



DAILY POWER

ROGUE UTILITY 10

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.

MARTIAL

ROGUE POWER CARDS (Heroic)

CLOSE QUARTERS

You take cover beneath a much larger creature, making it harder for the creature to hit you.



DAILY POWER

ROGUE UTILITY 10


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.

MARTIAL

DANGEROUS THEFT

You snatch an item from an enemy during combat.



ENCOUNTER POWER

ROGUE UTILITY 10

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.

MARTIAL

ROGUE POWER CARDS (Heroic)

SHADOW STRIDE

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



AT-WILL POWER

ROGUE UTILITY 10

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.

MARTIAL