

<b>Scourge (Rogue)</b>
<b>Role:</b> Controller
<b>Power Source:</b> Martial
<b>Key Abilities:</b> Strength and Dexterity
<b>Armor Proficiency:</b> Cloth, leather, hide
<b>Weapon Proficiency:</b> Simple melee, military melee
<b>Bonus to Defense:</b> +2 Reflex
<b>Hit Points at 1st Level:</b> 12 + Constitution Score
<b>Bonus Hit Points per Level:</b> 5
<b>Healing Surges per Day:</b> 7 + Constitution Modifier
<b>Trained Skills:</b> Choose four from your list of class skills.
<b>Class Skills:</b> Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Stealth (Dex), Thievery (Dex).
<b>Class Features:</b> Cunning Flail, Expert Flail, First Strike, Rapid Strike, Weapon Talent (Scourge)

#### Level 1:

##### CUNNING FLAIL

When you make a weapon attack with a flail against an enemy granting combat advantage to you, you can apply the attack roll to the target's Reflex instead of AC. In addition, your attacks with a flail deal extra damage equal to your Dexterity modifier against a target granting combat advantage.

##### EXPERT FLAIL

You gain the following three powers.

<b>Cruel Flail</b>	<b>[Martial, Weapon]</b>
<b>Standard action</b>	<b>Personal</b>
<b>Requirement:</b> You must make your attack with a flail.	
<b>Target:</b> One creature granting combat advantage to you.	
<b>Effect:</b> You make a basic attack against the target and apply one of the following additional effects of your choice.	
- You slide the target 2 squares.	
- Your attack deals damage to the target even if the attack roll misses. This damage is equal to your Dexterity modifier.	

<b>Flail Sweep</b>	<b>[Martial, Weapon]</b>
<b>Standard action</b>	<b>Close blast 3</b>
<b>Requirement:</b> You must make your attack with a flail.	
<b>Target:</b> Each creature in the blast.	
<b>Effect:</b> Each target in the blast can choose to fall prone as a free action. Then you make a melee basic attack against each standing target.	

<b>Reaching Flail</b>	<b>[Martial, Weapon]</b>
<b>Standard action</b>	<b>Personal</b>
<b>Requirement:</b> You must make your attack with a flail.	
<b>Effect:</b> You make a basic attack against the target and apply one of the following additional effects of your choice.	
- Your attack ignores cover (but not superior cover).	
- Your melee reach is increased by 1 for the attack.	
- The target is slowed until the end of your next turn.	

##### FIRST STRIKE

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

##### RAPID STRIKE

You gain the **rapid strike** power.

<b>Rapid Strike</b>	<b>[Martial, Weapon]</b>
<b>Standard action</b>	<b>Personal</b>
<b>Target:</b> One creature granting combat advantage to you.	
<b>Effect:</b> You make a basic attack with a weapon against the target. Roll the attack twice and apply both results to the target's defense. Each attack roll that results in a hit after the first increases the attack's damage by 1[W]. If any of the attack rolls results in a natural 1, the entire attack misses.	
Level 17: Three attack rolls.	
Level 27: Four attack rolls.	
<b>Special:</b> You can only use this power once per round.	

### **WEAPON TALENT (SCOURGE)**

You gain a +1 bonus to the attack rolls of weapon attacks. You also gain your choice of either **Defensive Mobility** or **Toughness** as a bonus feat.

---

#### **Level 2:**

### **LEVEL 2 ROGUE UTILITY**

You gain one power from the list of rogue utility powers.

---

#### **Level 3:**

### **LEVEL 3 EXTRA RAPID STRIKE**

You gain one more use of rapid strike per encounter (for a total of two), but you still use it only once per round.

---

#### **Level 4:**

### **LEVEL 4 SKILL MASTERY (SCOURGE)**

Choose one of the skills from your list of class skills, in which you also have training. During a skill challenge, when your success with your chosen skill would contribute a success to the challenge, you add one additional success toward the completion of the challenge.

---

#### **Level 5:**

### **AGILE ADVANCE**

When you use a move action to shift, you can shift 1 extra square.

### **WEAPON MASTERY**

You gain a +1 bonus to the damage rolls of weapon attacks.

---

#### **Level 6:**

### **LEVEL 6 ROGUE UTILITY**

You gain one power from the list of rogue utility powers.

---

#### **Level 7:**

### **LEVEL 7 EXTRA RAPID STRIKE**

You gain one more use of rapid strike per encounter (for a total of three), but you still use it only once per round.

#### **Level 8:**

### **LEVEL 8 SKILL MASTERY (SCOURGE)**

Choose a second skill from your list of class skills, following the same criteria as your choice from before. You can apply the benefits of skill mastery to the chosen skill.

---

#### **Level 9:**

### **CLOSE QUARTERS COMBAT**

You gain combat advantage against adjacent enemies with your flail attacks.

---

#### **Level 10:**

### **LEVEL 10 ROGUE UTILITY**

You gain one power from the list of rogue utility powers.

---

#### **Level 13:**

### **LEVEL 13 IMPROVED RAPID STRIKE**

When you hit an enemy with rapid strike, you can forgo one of your extra damage dice to apply one of the following effects:

- The target is blind (save ends).
- The target takes 10 ongoing damage (save ends).

You can only apply one additional effect per use of rapid strike.

---

#### **Level 14:**

### **LEVEL 14 ADDITIONAL SKILL TRAINING**

You gain one additional trained skill from your list of class skills.

---

#### **Level 15:**

### **PARAGON WEAPON MASTERY**

The bonus to damage rolls granted by your weapon mastery class feature increases to +2.

---

#### **Level 16:**

### **LEVEL 16 ROGUE UTILITY**

You gain one power from the list of rogue utility powers.

**Level 17:**

**LEVEL 17 IMPROVED RAPID STRIKE**

When you hit an enemy with rapid strike, you can forgo two of your extra damage dice to instead stun the enemy until the end of your next turn. You can only apply one additional effect per use of rapid strike.

---

**Level 18:**

**LEVEL 18 SKILL MASTERY (SCOURGE)**

Choose a third skill from your list of class skills, following the same criteria as your choices from before. You can apply the benefits of skill mastery to the chosen skill.

---

**Level 22:**

**LEVEL 22 ROGUE UTILITY**

You gain one power from the list of rogue utility powers.

---

**Level 23:**

**RELENTLESS SCOURGE**

You are immune to the slowed condition.

---

**Level 24:**

**LEVEL 24 ADDITIONAL SKILL TRAINING**

You gain one additional trained skill from your list of class skills.

---

**Level 25:**

**EPIC WEAPON MASTERY**

The bonus to damage rolls granted by your weapon mastery class feature increases to +3.

---

**Level 28:**

**LEVEL 28 SKILL MASTERY (SCOURGE)**

Choose a fourth skill from your list of class skills, following the same criteria as your choices from before. You can apply the benefits of skill mastery to the chosen skill.