

Poisoner (Rogue)

Role: Striker

Power Source: Martial

Key Abilities: Dexterity and Charisma

Armor Proficiency: Cloth, leather.

Weapon Proficiency: Simple melee, military melee, simple ranged.

Bonus to Defense: +1 Fortitude, +1 Reflex

Base Hit Points: 12 + Constitution Score

Bonus Hit Points: +5 per level gained

Healing Surges: 7 + Constitution Modifier

Trained Skills: Choose five from your list of class skills.

Class Skills: Acrobatics (Dex), Bluff (Cha), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex), Thievery (Dex).

Class Features: Artful dodger, backstab, first strike, poison use, weapon finesse, weapon talent.

Level 1:

ARTFUL DODGER

You gain a bonus to AC against opportunity attacks. The bonus is equal to your Charisma modifier.

BACKSTAB

You gain the **backstab** power.

Backstab	[Martial, Weapon]
Free action	Personal
Requirement: You must have combat advantage with the triggering attack.	
Trigger: You make a weapon attack against an enemy within 5 squares.	
Effect: You gain a +3 power bonus to the attack roll, and the attack deals 1d6 extra damage on a hit. Level 7: 2d6 extra damage. Level 17: 3d6 extra damage. Level 27: 4d6 extra damage.	
Special: You can use this power only once per turn.	

FIRST STRIKE

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

POISON USE

When you make a basic attack with a weapon, you can deal poison damage in addition to the attack's normal damage types. The attack gains the poison keyword. Once per turn you can deal 1d8 extra damage with a poison attack. This extra damage increases to 2d8 at 11th level, and 3d8 at 21st level.

WEAPON FINESSE

When you make a basic attack with a one-handed weapon, you can apply your Dexterity modifier to the attack and damage rolls in place of your Strength modifier. This includes weapons with the heavy thrown property.

WEAPON TALENT

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

Level 2:

EXPERT POISONER

You gain poison resistance equal to 5 + one-half your character level. In addition, you can ignore an amount of poison resistance equal to the resistance gained from this class feature.

Level 3:

LEVEL 3 EXTRA BACKSTAB

You gain an additional use of backstab per encounter. You can still use the power only once per turn.

Level 5:

VIRULENT POISON

When you roll extra damage for your poison use class feature, you can reroll any results of a 1 or 2 until the extra damage results in a 3 or greater.

Level 6:

KNOCKOUT POISON

You gain the **knockout poison** power.

Knockout Poison	[Martial, Poison]
Free action	Special
Trigger: You hit an enemy with a poison attack.	
Target: One creature.	
Effect: The target is slowed (save ends). The target takes a penalty to the first saving throw equal to your Charisma modifier.	
First Failed Save: The target falls unconscious (save ends).	

Level 7:

LEVEL 7 EXTRA BACKSTAB

You gain an additional use of backstab per encounter. You can still use the power only once per turn.

Level 9:

CONTACT POISON

When you miss with a poison attack, the target takes poison damage from your poison use class feature.

Level 10:

POISON HEALER

You gain the **poison healer** power.

Poison Healer	[Martial, Healing]
Free action	Personal
Trigger: You hit an enemy with a poison attack.	
Effect: You can spend a healing surge to regain hit points equal to your healing surge value.	