

## Scoundrel (Rogue)

**Combat Role:** Striker and Controller

**Power Source:** Martial

**Key Abilities:** Dexterity and Charisma

**Armor Proficiency:** Cloth, leather.

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

**Defense Bonus:** +1 Reflex, +1 Will

**Base Hit Points:** 12 + Constitution Score

**Bonus Hit Points:** +5 per level gained

**Healing Surges:** 6 + Constitution Modifier

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

**Class Skills:** Acrobatics (Dex), Bluff (Cha), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex).

**Class Features:** Artful dodger, bait and switch, first strike, rogue tactics, sneak attack.

### Level 1:

#### ARTFUL DODGER

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

#### BAIT AND SWITCH

You gain the **bait and switch** power.

#### Bait and Switch

[Martial, Weapon]

**Standard action**

**Melee or Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 1[W] + Dexterity modifier damage, and if you're adjacent to the target, you can swap places with it. When you do, you can then shift a number of squares up to your Charisma modifier.

Level 17: 2[W] + Dexterity modifier damage.

Level 27: 3[W] + Dexterity modifier damage.

**Special:** You can use this power only once per turn.

## FIRST STRIKE

During the first round of an encounter, you have combat advantage against each enemy that hasn't taken an action.

## ROGUE TACTICS

You gain the **positioning strike** and **sly flourish** powers.

#### Positioning Strike

[Martial, Weapon]

**Standard action**

**Melee or Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 1[W] damage, and you slide the target 3 squares.

Level 21: 2[W] damage.

#### Sly Flourish

[Martial, Weapon]

**Standard action**

**Melee or Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

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

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

**Special:** You can use this power as a basic attack.

## SNEAK ATTACK

You gain the **sneak attack** power.

#### Sneak Attack

[Martial]

**No action**

**Special**

**Requirement:** You must have combat advantage with the triggering attack.

**Trigger:** You hit an enemy within 5 squares with a weapon attack.

**Effect:** The triggering attack deals 2d6 extra damage.

Level 11: 3d6 extra damage.

Level 21: 5d6 extra damage.

**Special:** You can use this power only once per turn.

**Level 2:**  
**KING'S CASTLE**

You gain the **king's castle** power.

<b>King's Castle</b>	<b>[Martial]</b>
<b>Immediate reaction</b>	<b>Personal</b>
<b>Trigger:</b> An enemy ends its turn in a square adjacent to you.	
<b>Effect:</b> You can either shift 3 squares and swap places with an ally adjacent to you, or swap places with an adjacent ally and shift up to 2 squares.	

**Level 3:**  
**LEVEL 3 EXTRA BAIT AND SWITCH**

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

**Level 5:**  
**FEINTING MANEUVER**

When an enemy misses you with an opportunity attack, you have combat advantage against that enemy until the start of your next turn.

**Level 6:**  
**ELUSIVE TARGET**

You gain the **elusive target** power.

<b>Elusive Target</b>	<b>[Martial]</b>
<b>Immediate reaction</b>	<b>Special</b>
<b>Trigger:</b> An enemy adjacent to you misses you with a melee attack.	
<b>Effect:</b> You slide the triggering enemy up to 3 squares, and you can choose a new target for the attack. The enemy rerolls the attack with a +4 power bonus to the attack roll.	

**Level 7:**  
**LEVEL 7 EXTRA BAIT AND SWITCH**

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

**Level 9:**  
**TOPPLING STRIKE**

When you score a critical hit with a weapon attack against an enemy you have combat advantage against, you can knock the enemy prone.

**Level 10:**  
**CHECK AND MATE**

You gain the **check and mate** power.

<b>Check and Mate</b>	<b>[Martial]</b>
<b>Immediate reaction</b>	<b>Personal</b>
<b>Trigger:</b> An enemy you can see becomes bloodied.	
<b>Effect:</b> You shift up to your speed and must end this move closer to the triggering enemy. If you end this move adjacent to the triggering enemy, it grants combat advantage to you until the end of your next turn.	