DUNGEONS & DRAGONS

Rogue
At-Will Exploit

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Rogue
At-Will Exploit

Melee Basic Attack

Weapon

Standard Action — Melee weapon

STR vs AC — One creature

Hit: 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

You resort to the simple attack you learned when you first picked up a melee weapon.

Basic Attack — PHB-287

AT-WILL EXPLOIT — DUNGEONS & DRAGONS

Ranged Basic Attack

Weapon

Standard Action — Ranged weapon

DEX vs AC — One creature

Hit: 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

Special: Weapons with the heavy thrown property (see Player's Handbook, page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

You resort to the simple attack you learned when you first picked up a ranged weapon.

Basic Attack — PHB-287

AT-WILL EXPLOIT — DUNGEONS & DRAGONS

Deft Strike

Martial, Weapon

Standard Action — Melee or Ranged weapon

DEX vs AC — One creature

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

Special: You can move 2 squares before the attack.

Hit: 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

A final lunge brings you into an advantageous position.

Rogue Attack 1 — PHB-119

AT-WILL EXPLOIT — DUNGEONS & DRAGONS

Piercing Strike

Martial, Weapon

Standard Action — Melee weapon

DEX vs REF — One creature

Requirement: You must be wielding a light blade.

Hit: 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

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

Rogue Attack 1 — PHB-118

AT-WILL EXPLOIT — DUNGEONS & DRAGONS

Riposte Strike

Martial, Weapon

Standard Action — Melee weapon

DEX vs AC — One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 1 — PHB-118

AT-WILL EXPLOIT — DUNGEONS & DRAGONS

Sly Flourish

Martial, Weapon

Standard Action — Melee or Ranged weapon

DEX vs AC — One creature

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

Hit: 1[W] + Dexterity modifier + Charisma modifier damage. Increase damage to 2[W] + Dexterity modifier + Charisma modifier at 21st level.

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

Rogue Attack 1 — PHB-118

AT-WILL EXPLOIT — DUNGEONS & DRAGONS

Fleeting Ghost

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.

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

Rogue Utility 2 — PHB-119

AT-WILL EXPLOIT — DUNGEONS & DRAGONS

Great Leap

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.

You leap a great distance without a running start.

Rogue Utility 2 — PHB-119

AT-WILL EXPLOIT — DUNGEONS & DRAGONS

Chameleon

Immediate Interrupt ✋ Personal

Trigger: You are hidden and lose cover or conceal-ment 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 conceal-ment against a creature, that creature automati-cally notices you.

You blend into your surroundings.

Rogue Utility 6 PHB-120

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

Nimble Climb

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.

You climb surfaces with astounding ease.

Rogue Utility 6 PHB-120

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

Shadow Stride

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 move-ment, 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 move-ment.

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

Rogue Utility 10 PHB-122

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS | USED
ACTION | RANGE
VS
ATTACK | DEFENSE | TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
CLASS | LEVEL | PAGE
AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

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AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

Dungeons & Dragons

Rogue
Encounter Exploit

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Rogue
Encounter Exploit

Dazing Strike

Martial, Weapon

Standard Action — Melee weapon

DEX vs AC — One creature

Requirement: You must be wielding a light blade.

Hit: 1[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.

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

Rogue Attack 1 — PHB-118

ENCOUNTER EXPLOIT — DUNGEONS & DRAGONS

King's Castle

Martial, Weapon

Standard Action — Melee or Ranged weapon

DEX vs REF — One creature

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

Hit: 2[W] + Dexterity modifier damage.

Effect: Switch places with a willing adjacent ally.

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

Rogue Attack 1 — PHB-118

ENCOUNTER EXPLOIT — DUNGEONS & DRAGONS

Positioning Strike

Martial, Weapon

Standard Action — Melee weapon

DEX vs WILL — One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 1 — PHB-118

ENCOUNTER EXPLOIT — DUNGEONS & DRAGONS

Torturous Strike

Martial, Weapon

Standard Action — Melee weapon

DEX vs AC — One creature

Requirement: You must be wielding a light blade.

Hit: 2[W] + Dexterity modifier damage.

Brutal Scoundrel: You gain a bonus to the damage roll equal to your Strength modifier.

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

Rogue Attack 1 — PHB-118

ENCOUNTER EXPLOIT — DUNGEONS & DRAGONS

Master of Deceit

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.

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

Rogue Utility 2 — PHB-119

ENCOUNTER EXPLOIT — DUNGEONS & DRAGONS

Quick Fingers

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.

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

Rogue Utility 2 — PHB-119

ENCOUNTER EXPLOIT — DUNGEONS & DRAGONS

Tumble

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.

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

Rogue Utility 2 — PHB-119

ENCOUNTER EXPLOIT — DUNGEONS & DRAGONS

Bait and Switch

Martial, Weapon

Standard Action — Melee weapon

DEX vs WILL — One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 3 — PHB-119

ENCOUNTER EXPLOIT — DUNGEONS & DRAGONS

Setup Strike

Martial, Weapon

Standard Action — Melee weapon

DEX vs AC — One creature

Requirement: You must be wielding a light blade.

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

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

Rogue Attack 3 — PHB-120

ENCOUNTER EXPLOIT — Dungeons & Dragons

Topple Over

Martial, Weapon

Standard Action — Melee weapon

DEX vs AC — One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 3 — PHB-120

ENCOUNTER EXPLOIT — Dungeons & Dragons

Trickster's Blade

Martial, Weapon

Standard Action — Melee or Ranged weapon

DEX vs AC — One creature

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

Hit: 2[W] + Dexterity modifier damage. Add your Charisma modifier to your AC until the start of your next turn.

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

Rogue Attack 3 — PHB-120

ENCOUNTER EXPLOIT — Dungeons & Dragons

Ignoble Escape

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.

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

Rogue Utility 6 — PHB-120

ENCOUNTER EXPLOIT — Dungeons & Dragons

Mob Mentality

Martial

Standard Action — Close burst 10

You and each ally in burst

Prerequisite: You must be trained in Intimidate.

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

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

Rogue Utility 6 — PHB-120

ENCOUNTER EXPLOIT — Dungeons & Dragons

Slippery Mind

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.

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

Rogue Utility 6 — PHB-121

ENCOUNTER EXPLOIT — Dungeons & Dragons

Cloud of Steel

Martial, Weapon

Standard Action — Close blast 5

DEX vs AC — Each enemy in blast you can see

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

Hit: 1[W] + Dexterity modifier damage.

You shower your enemies in sharp metal.

Rogue Attack 7 — PHB-121

ENCOUNTER EXPLOIT — Dungeons & Dragons

Imperiling Strike

Martial, Weapon

Standard Action — Melee weapon

DEX vs FORT — One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 7 — PHB-121

ENCOUNTER EXPLOIT — Dungeons & Dragons

Rogue's Luck

Martial, Weapon

Standard Action | Melee or Ranged weapon

DEX vs AC | One creature

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

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.

Secondary Hit: 1[W] + Dexterity modifier damage.

A gifted rogue can turn failure into fortune.

Rogue Attack 7 | PHB-121

ENCOUNTER EXPLOIT | DUNGEONS & DRAGONS

Sand in the Eyes

Martial, Weapon

Standard Action | Melee weapon

DEX vs REF | One creature

Requirement: You must be wielding a light blade.

Hit: 1[W] + Dexterity modifier damage, and the target is blinded until the end of your next turn.

You scoop up a handful of sand or dirt or pebbles, strike your foe, and throw the grit in his face to blind him.

Rogue Attack 7 | PHB-121

ENCOUNTER EXPLOIT | DUNGEONS & DRAGONS

Dangerous Theft

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.

You snatch an item from an enemy during combat.

Rogue Utility 10 | PHB-122

ENCOUNTER EXPLOIT | DUNGEONS & DRAGONS

Fool's Opportunity

Martial, Weapon

Standard Action | Melee weapon

DEX vs WILL | One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 13 | PHB-122

ENCOUNTER EXPLOIT | DUNGEONS & DRAGONS

Stunning Strike

Martial, Weapon

Standard Action | Melee weapon

DEX vs AC | One creature

Requirement: You must be wielding a light blade.

Hit: 1[W] + Dexterity modifier damage, and the target is stunned until the end of your next turn.

A well-timed attack leaves your enemy flailing helplessly for a few critical seconds.

Rogue Attack 13 | PHB-123

ENCOUNTER EXPLOIT | DUNGEONS & DRAGONS

Tornado Strike

Martial, Weapon

Standard Action | Melee or Ranged weapon

DEX vs AC | One or two creatures

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

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.

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

Rogue Attack 13 | PHB-123

ENCOUNTER EXPLOIT | DUNGEONS & DRAGONS

Unbalancing Attack

Martial, Weapon

Standard Action | Melee weapon

DEX vs AC | One creature

Requirement: You must be wielding a light blade.

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.

Ducking and weaving, you land a decisive blow that staggers your foe and sets it up for a tripping attack.

Rogue Attack 13 | PHB-123

ENCOUNTER EXPLOIT | DUNGEONS & DRAGONS

Hide in Plain Sight

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.

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

Rogue Utility 16 | PHB-123

ENCOUNTER EXPLOIT | DUNGEONS & DRAGONS

Leaping Dodge

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.

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

Rogue Utility 16   PHB-124

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Dragon Tail Strike

Martial, Weapon

Standard Action   ⚔ Melee or 🏹 Ranged weapon

DEX vs FORT   One creature

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

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.

First you set them up, and then you knock them down.

Rogue Attack 17   PHB-124

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Hounding Strike

Martial, Weapon

Standard Action   ⚔ Melee or 🏹 Ranged weapon

DEX vs WILL   One creature

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

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.

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

Rogue Attack 17   PHB-124

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Stab and Grab

Martial, Weapon

Standard Action   ⚔ Melee weapon

DEX vs REF   One creature

Requirement: You must be wielding a light blade.

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.

Keep your friends close, and your enemies at knifepoint.

Rogue Attack 17   PHB-124

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Cloud Jump

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.

You leap a phenomenal distance.

Rogue Utility 22   PHB-125

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Dazzling Acrobatics

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.

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

Rogue Utility 22   PHB-125

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Knave's Gambit

Martial, Weapon

Standard Action   ⚔ Melee or 🏹 Ranged weapon

DEX vs AC   One creature

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

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.

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

Rogue Attack 23   PHB-125

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Scorpion Strike

Martial, Weapon

Immediate Reaction   ⚔ Melee 1

DEX vs AC   The creature your ally damaged

Trigger: An ally damages a creature adjacent to you.

Requirement: You must be wielding a light blade.

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.

One of your allies deals a timely blow to your enemy, and like a scorpion, you strike.

Rogue Attack 23   PHB-125

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Steel Entrapment

Martial, Weapon

Standard Action — Close blast 5

DEX vs FORT — Each enemy in blast you can see

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

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

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

Rogue Attack 23

PHB-125

ENCOUNTER EXPLOIT — **DUNGEONS & DRAGONS**

Dance of Death

Martial, Weapon

Standard Action — Close burst 1

DEX vs AC — Each enemy in burst you can see

Requirement: You must be wielding a light blade.

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.

You duck and dodge your enemies' attacks, striking as opportunity allows while expertly deflecting attacks made against you.

Rogue Attack 27

PHB-126

ENCOUNTER EXPLOIT — **DUNGEONS & DRAGONS**

Hurricane of Blood

Martial, Weapon

Standard Action — Melee weapon

DEX vs AC — One creature

Requirement: You must be wielding a light blade.

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

Hit: 5[W] + Dexterity modifier damage.

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

Rogue Attack 27

PHB-126

ENCOUNTER EXPLOIT — **DUNGEONS & DRAGONS**
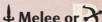
Perfect Strike

Martial, Weapon

Standard Action — Melee or Ranged weapon

DEX vs AC, FORT, or REF — One creature

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

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.

Your enemy doesn't know what hit it.

Rogue Attack 27

PHB-126

ENCOUNTER EXPLOIT — **DUNGEONS & DRAGONS**

Cat Burglar's Gambit

Martial, Weapon

Standard Action — Melee weapon

DEX vs AC — One creature

Requirement: You must be wielding a light blade.

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

Hit: 3[W] + Dexterity modifier damage.

Effect: Shift to any square adjacent to the target.

You spring into action, expertly strike, and then sidestep to position yourself for either certain glory or imminent doom.

Cat Burglar Attack 11

PHB-127

ENCOUNTER EXPLOIT — **DUNGEONS & DRAGONS**

Instant Escape

Martial

Immediate Reaction — 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.

With supreme effort, you escape.

Cat Burglar Utility 12

PHB-127

ENCOUNTER EXPLOIT — **DUNGEONS & DRAGONS**

Critical Opportunity

Martial, Weapon

Minor Action — Melee weapon

DEX vs AC — The same creature you hit with a critical hit

Requirement: You must be wielding a dagger and have scored a critical hit with a dagger against an enemy during this turn.

Hit: 3[W] + Dexterity modifier damage.

Your first attack deals a critical wound, so you follow the attack with another strike.
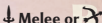
Daggermaster Attack 11

PHB-127

ENCOUNTER EXPLOIT — **DUNGEONS & DRAGONS**

Distracting Wound

Martial, Weapon

Standard Action — Melee or Ranged weapon

DEX vs AC — One creature you have combat advantage against

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

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.

You strike from the shadows, delivering a wound that distracts your foe and makes him drop his guard.

Master Infiltrator Attack 11

PHB-128

ENCOUNTER EXPLOIT — **DUNGEONS & DRAGONS**

Impossible to Catch

Martial

Minor Action   ✋ Personal

Effect: You become invisible until the start of your next turn.

With practiced ease, you step into the shadows and disappear from view.

Master Infiltrator Utility 12   PHB-128

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Killer's Eye

Martial, Weapon

Standard Action   ⇟ Melee or ⟋ Ranged weapon

DEX vs **AC**   One creature

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

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].

You strike with a killer's eye, seeking to take down your enemy as quickly and efficiently as possible.

Shadow Assassin Attack 11   PHB-128

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

KEYWORDS   USED

ACTION   RANGE

VS

ATTACK   DEFENSE   TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS   LEVEL   PAGE

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ACTION   RANGE

VS

ATTACK   DEFENSE   TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS   LEVEL   PAGE

ENCOUNTER EXPLOIT   **DUNGEONS & DRAGONS**

Blinding Barrage

Martial, Weapon

Standard Action   ←Close blast 3

DEX vs AC   Each enemy in blast you can see

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

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.

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

Rogue Attack 1   PHB-119

DAILY EXPLOIT   DUNGEONS & DRAGONS

Easy Target

Martial, Weapon

Standard Action   Melee or Ranged weapon

DEX vs AC   One creature

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

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.

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

Rogue Attack 1   PHB-119

DAILY EXPLOIT   DUNGEONS & DRAGONS

Trick Strike

Martial, Weapon

Standard Action   Melee or Ranged weapon

DEX vs AC   One creature

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

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.

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

Rogue Attack 1   PHB-119

DAILY EXPLOIT   DUNGEONS & DRAGONS

Clever Riposte

Martial, Weapon

Standard Action   Melee weapon

DEX vs AC   One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 5   PHB-120

DAILY EXPLOIT   DUNGEONS & DRAGONS

Deep Cut

Martial, Weapon

Standard Action   Melee weapon

DEX vs FORT   One creature

Requirement: You must be wielding a light blade.

Hit: 2[W] + Dexterity modifier damage, and ongoing damage equal to 5 + your Strength modifier (save ends).

Miss: Half damage, and no ongoing damage.

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

Rogue Attack 5   PHB-120

DAILY EXPLOIT   DUNGEONS & DRAGONS

Walking Wounded

Martial, Weapon

Standard Action   Melee or Ranged weapon

DEX vs FORT   One creature

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

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.

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

Rogue Attack 5   PHB-120

DAILY EXPLOIT   DUNGEONS & DRAGONS

Crimson Edge

Martial, Weapon

Standard Action   Melee weapon

DEX vs FORT   One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 9   PHB-121

DAILY EXPLOIT   DUNGEONS & DRAGONS

Deadly Positioning

Martial, Weapon

Standard Action   Melee 1

DEX vs AC   One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 9   PHB-121

DAILY EXPLOIT   DUNGEONS & DRAGONS

Knockout

Martial, Weapon

Standard Action | ⫪ Melee weapon

DEX vs AC | One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 9 | PHB-121

DAILY EXPLOIT | DUNGEONS & DRAGONS

Certain Freedom

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.

You are as slippery as an eel.

Rogue Utility 10 | PHB-121

DAILY EXPLOIT | DUNGEONS & DRAGONS

Close Quarters

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.

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

Rogue Utility 10 | PHB-122

DAILY EXPLOIT | DUNGEONS & DRAGONS

Bloody Path

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.

You dash across the battlefield, leaving bewildered and bleeding enemies in your wake.

Rogue Attack 15 | PHB-123

DAILY EXPLOIT | DUNGEONS & DRAGONS

Garrote Grip

Martial, Reliable, Weapon

Standard Action* | ⫪ Melee weapon

DEX vs REF | One creature

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.

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.

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

Rogue Attack 15 | PHB-123

DAILY EXPLOIT | DUNGEONS & DRAGONS

Slaying Strike

Martial, Weapon

Standard Action | ⫪ Melee or ➶ Ranged weapon

DEX vs AC | One creature

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

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.

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

Rogue Attack 15 | PHB-123

DAILY EXPLOIT | DUNGEONS & DRAGONS

Foil the Lock

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.

You tug on a lock a certain way, and just like that, it snaps open.

Rogue Utility 16 | PHB-123

DAILY EXPLOIT | DUNGEONS & DRAGONS

Raise the Stakes

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.

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

Rogue Utility 16 | PHB-124

DAILY EXPLOIT | DUNGEONS & DRAGONS

Feinting Flurry

Martial, Weapon

Standard Action | Melee or Ranged weapon

DEX vs WILL | One creature

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

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.

A series of clever feints throws your foe off his game and makes him an easy target.

Rogue Attack 19 — PHB-124

DAILY EXPLOIT — DUNGEONS & DRAGONS

Flying Foe

Martial, Weapon

Standard Action | Melee weapon

DEX vs FORT | One creature

Requirement: You must be wielding a light blade.

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.

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

Rogue Attack 19 — PHB-124

DAILY EXPLOIT — DUNGEONS & DRAGONS

Snake's Retreat

Martial, Weapon

Standard Action | Melee or Ranged weapon

DEX vs AC | One creature

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

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.

After striking boldly, you frustrate your foe by shifting away just as he's about to attack you.

Rogue Attack 19 — PHB-124

DAILY EXPLOIT — DUNGEONS & DRAGONS

Hide from the Light

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.

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

Rogue Utility 22 — PHB-125

DAILY EXPLOIT — DUNGEONS & DRAGONS

Biting Assault

Martial, Weapon

Standard Action | Melee or Ranged weapon

DEX vs FORT | One creature

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

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).

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

Rogue Attack 25 — PHB-125

DAILY EXPLOIT — DUNGEONS & DRAGONS

Ghost on the Wind

Martial, Weapon

Standard Action | Melee weapon

DEX vs WILL | One creature

Requirement: You must be wielding a light blade.

Hit: 6[W] + Dexterity modifier damage, and you become invisible. You shift 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.

You vanish, then strike out of nowhere!

Rogue Attack 25 — PHB-125

DAILY EXPLOIT — DUNGEONS & DRAGONS

Hamstring

Martial, Weapon

Standard Action | Melee or Ranged weapon

DEX vs AC | One creature

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

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).

You hobble your opponent with a ruthless slash across the legs, leaving him barely able to walk.

Rogue Attack 25 — PHB-126

DAILY EXPLOIT — DUNGEONS & DRAGONS

Assassin's Point

Martial, Weapon

Standard Action | Melee or Ranged weapon

DEX vs AC | One creature

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

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.

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

Rogue Attack 29 — PHB-126

DAILY EXPLOIT — DUNGEONS & DRAGONS

Immobilizing Strike

Martial, Weapon

Standard Action   ⊹ Melee or ↗ Ranged weapon

DEX vs FORT   One creature

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

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.

With terrifying ease, you slash at your enemy's exposed tendons and leave him immobilized and whimpering in pain.

Rogue Attack 29   PHB-126

DAILY EXPLOIT   DUNGEONS & DRAGONS

Moving Target

Martial

Immediate Interrupt   ⊹ Melee or ↗ Ranged weapon

CHA vs WILL   The attacking creature

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.

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.

An attack meant for you hits another creature instead.

Rogue Attack 29   PHB-126

DAILY EXPLOIT   DUNGEONS & DRAGONS

Redirected Death

Martial, Weapon

Immediate Interrupt   ⊹ Melee weapon

DEX vs REF   The enemy that hit you

Trigger: An enemy hits you with a melee attack and can reach another enemy.

Requirement: You must be wielding a light blade.

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.

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.

Cat Burglar Attack 20   PHB-127

DAILY EXPLOIT   DUNGEONS & DRAGONS

Meditation of the Blade

Martial, Weapon

Minor Action   ✋ Personal

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

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

Daggermaster Utility 12   PHB-127

DAILY EXPLOIT   DUNGEONS & DRAGONS

Deep Dagger Wound

Martial, Weapon

Standard Action   ⊹ Melee weapon

DEX vs AC   One creature

Requirement: You must be wielding a dagger.

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.

Your dagger springs forward, plunging deep into your foe.

Daggermaster Attack 20   PHB-127

DAILY EXPLOIT   DUNGEONS & DRAGONS

Painful Puncture

Martial, Weapon

Standard Action   ⊹ Melee or ↗ Ranged weapon

DEX vs AC   One creature

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

Hit: 3[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).

Miss: Half damage, and no ongoing damage.

Your weapon bites deep, puncturing your enemy and leaving a lingering wound.

Master Infiltrator Attack 20   PHB-128

DAILY EXPLOIT   DUNGEONS & DRAGONS

Bad Idea, Friend

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.

The first time an enemy attacks you, that opponent discovers just how bad an idea that is.

Shadow Assassin Utility 12   PHB-128

DAILY EXPLOIT   DUNGEONS & DRAGONS

Final Blow

Martial, Weapon

Standard Action   ⊹ Melee or ↗ Ranged weapon

DEX vs REF   One bloodied creature

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

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.

Your enemy is wounded. This shot will finish it off.

Shadow Assassin Attack 20   PHB-128

DAILY EXPLOIT   DUNGEONS & DRAGONS