

Power Pack

*Heroic Rogue*

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# Power Pack : Heroic Rogue

## Introduction

Everyone loves options, especially in Dungeons and Dragons where character building is half the fun of the game and this is what the Power Packs are about: Options.

This power pack for Rogues introduces a slew of At-Wills, Encounter, Utility, and Daily powers. All of these powers are designed to work with existing builds and also help shape out the game where the Rogue may be lacking in a particular play style.

These powers will allow you to play the Rogue how you want to play them!

## At-Wills Powers

When designing At-Will powers, what was kept in mind was the fact that player's rely on At-Wills as a backup and also as a first-strike method in any combat to test the waters. In our opinion of 4th edition, At-Wills are the most important power to a character as they define what the class does best in any situation.

For the Rogue, we delved into some interesting options such as attacks as minor actions, team-based striker attacks, and some sinister traps that delay and harm enemies who cross your path.

## Special Notes

You may see some Keywords in abilities that you may not recognize. These are meant to enhance the flavor, realism, and ability of the powers they are in.

**Trap:** Traps are powers that usually stay in one square and harm enemies who cross their square. Allies and enemies always know where traps are.

**Formation:** Powers with the Formation Keyword involve giving the power benefits to allies who stay within a certain distance of the rogue.

**TeamWork:** Powers with the TeamWork Keyword are more powerful if used after an ally's attack.

**Assault:** Powers that repeatedly attack a target.

## Back to Back Strike

Rogue Attack 1

*After the enemy is wounded by an ally, you dart in to take advantage of their weakened state, delivering an even more lethal strike.*

**At-Will** ♦ **TeamWork, Weapon, Martial**

**Standard Action**

**Melee**

**Target:** One enemy within reach

**Attack:** Dexterity or Strength vs AC

**Hit:** Deal 1W+strength mod. If completed after an ally attacks that same enemy, you deal 2W+strength mod.

**Brawny Rogue:** You may push the enemy 1 square or knock them prone.

**Trickster Rogue:** You may apply your sneak attack damage if completed after an ally attacks the same enemy.

**Paragon:** Deal 2W+strength mod.

**Epic:** You may perform an additional basic melee attack on the target if completed after an ally attacks that same enemy.



## **Surrounded!**

Rogue Attack 1

*With your allies and yourself completely surrounding an opponent, it can only mean certain death.*

**At-Will** ♦ **Martial, Weapon, Formation**

**Standard Action**                      **Melee 1**

**Target:** One enemy within reach that is surrounded on all four sides by your allies

**Attack:** Strength or Dexterity vs AC

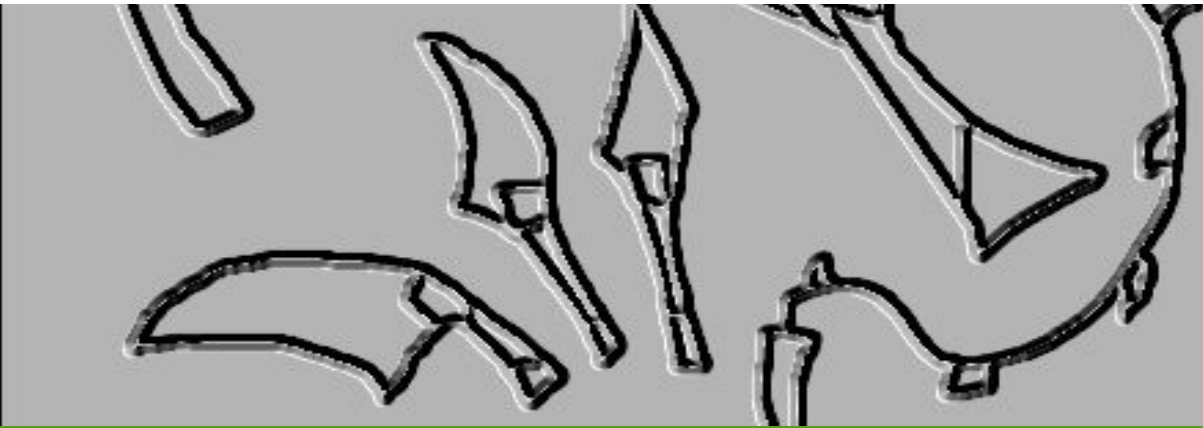
**Hit:** You critically hit your opponent. You may apply sneak attack damage to this attack.

**Brawny Rogue:** Increase your sneak attack damage die is increased by 1 size ( ex: d6 to d8)

**Trickster Rogue:** The enemy is knocked unconscious.

**Paragon:** Instead of a double damage critical hit, you deal triple damage on criticals with this attack.

**Epic:** This attack counts as a coup de grace.



## **Lay Caltrops**

Rogue Attack 1

*You throw down a patch of sharp caltrops, stinging and slowing enemies who step on them.*

**At-Will** ♦ **Trap, Martial**

**Minor Action**                      **Melee 1**

**Target:** One square within reach

The affected square is now trapped, all enemies and allies know it is trapped. If any enemy or ally crosses the trap, they receive 1 damage and are slowed until the end of their next turn. You can have a number of trap powers active equal to your intelligence modifier.

**Brawny Rogue:** The caltrops deal ongoing 1 point of damage ( save ends)

**Trickster Rogue:** The caltrops knock the enemy prone.

**Paragon:** The caltrops deal d4 damage. You may have an additional 2 traps active.

**Epic:** The caltrops slide targets 1 square.



## Poisoned Sting

Rogue Attack 1

*You deliver a sharp injection of poison between the opponents vitals, spreading pain as they slowly die.*

**At-Will** ♦ **Poison, Martial, Weapon, TeamWork**

**Standard Action**                      **Melee 1**

**Target: One enemy within reach**

**Attack:** Strength or Dexterity vs Reflex

**Hit:** Deal 1W+dexterity modifier as well as ongoing intelligence modifier in poison damage. If completed after an ally attacks that same enemy, ongoing damage is intelligence mod+ 5. ( Save Ends)

**Brawny Rogue:** You have a -2 to hit with this attack, but deal +1W damage.

**Trickster Rogue:** The poison causes the enemy to be Dazed ( Save Ends)

**Paragon:** Increase ongoing poison damage by 10.

**Epic:** Every time the enemy fails a save against the poison, they receive a -2 to all rolls ( save ends).



## Roll of Weapons

Rogue Attack 1

*You move quickly, delivering a dozen quick attacks on an opponent, overwhelming them.*

**At-Will** ♦ **Assault, Martial, Weapon,**

**Standard Action**                      **Melee 1**

**Target: One enemy within reach**

**Attack:** Strength or Dexterity vs AC

You may shift 1 before or after each of your attacks

**Hit:** Deal your dexterity modifier in damage. You may perform this attack again with a cumulative -2 penalty. ( The second attack receives a -2 penalty, the third receives a -4..ect)

**Brawny Rogue:** You may add your strength modifier to the damage of each attack.

**Trickster Rogue:** Instead of you shifting before or after each attack, you may slide your opponent 1 before or after each attack.

**Paragon:** Each of your attacks now deals +1W.

**Epic:** For each attack you succeed on , your enemy gains 5 Damage Vulnerability( this only stacks for this attack, any future damage vulnerability must exceed this amount or does not stack) ( Save Ends)



## Encounter Powers

When designing Encounter powers, it was important to remember that these powers were both renewable but only useable once per combat encounter.

For the Rogue we felt that the roles of striker and support were important to emphasize. Also for encounters, we wanted to present some new mechanics that allowed powers to be felt long after they were spent since some combat encounters can get lengthy.

Also, we wanted to play with the fact that although heroic encounters were often replaced with paragon encounters, we thought that presenting the upgradeable options for these powers in paragon and epic were an interesting idea since some players like to build trademark maneuvers with their rogues.



### **Steeled Gauntlet**

Rogue Attack 1

*You deliver a devastating clout from your weapon while unleashing a flurry of daggers/shurikens into the heels of all your opponents. You have them right where you want them.*

**Encounter** ♦ **Formation, Martial, Weapon**

**Standard Action**                      **Melee**

**Target:** One enemy within reach

**Attack:** Dexterity vs Reflex

**Hit:** deal 2W-strength mod to enemy. You cannot move or shift until the end of your turn. Create a close burst 2 effect that negates any enemy's ability to move or shift while in the zone until the end of your next turn. If any ally steps within the burst effect, it effect ends.

**Brawny Rogue:** Opponents take ongoing damage equal to your strength modifier (Save Ends)

**Trickster Rogue:** Allies may shift through the close burst effect without ending it.

**Paragon:** All opponents within burst take 1W damage.

**Epic:** Allies may move and shift through the close burst effect.

## Springing Spear Trap

Rogue Attack 3

*You throw down a trap that will impale any enemy who crosses it with a hooked spear.*

**Encounter** ♦ **Trap, Martial,**

**Standard Action**

**Melee**

**Target: One square**

The affected square is now trapped, all enemies and allies know it is trapped. If any enemy or ally crosses the trap, they receive 2d8 damage and are immobilized (Save Ends). You can have a number of trap powers active equal to your intelligence modifier.

**Brawny Rogue:** The trap deals ongoing damage 10 (Save Ends)

**Trickster Rogue:** The enemy grants combat advantage while immobilized.

**Paragon:** If this power is expended, you regain this power whenever one of your Traps is triggered.

**Epic:** The trap deals 3d10 and the immobilization effect takes two successful saves to end.



## The Perfect Stab

Rogue Attack 7

*With utmost precision, you gore your opponents most precious vital point..with the help of your allies, they are even more defenseless.*

**Encounter** ♦ **Formation, Martial, Weapon**

**Standard Action**

**Melee**

**Target: One enemy within reach**

**Attack: Dexterity or Strength vs AC**

**Hit:** Deal 3W+strength. For each ally adjacent to you, increase the damage by 1W.

**Brawny Rogue:** For each ally adjacent to you increase the damage by d6

**Trickster Rogue:** The enemy is stunned ( Save Ends).

**Paragon:** You may critically hit with this attack on a 18-20.

**Epic:** You may spend an action point to make the enemy bloodied ( before damage) if this is the 1<sup>st</sup> attack against them.

## Utility Powers

Utility powers are a very unique section for every class. Utility powers are meant to not only exist for powers that allow a character to get out of a sticky situation but also powers that are useful outside of combat as well.

For the Rogue, this meant him getting to enemies that matter most in combat, letting his allies get to the enemies that mattered most, and turning his allies into strikers.

### Double Switch

Rogue Utility 2

*You deftly distract an enemy, slip by him, and move to the heart of the combat.*

**At-Will** ♦ **Martial**

**Minor Action**

**Melee 1**

**Target:** One adjacent enemy.

You switch places with an enemy adjacent to you.

**Brawny Rogue:** Your next attack gets a +2 to its damage roll.

**Trickster Rogue:** Your next attack can target AC or Reflex defenses.

**Paragon:** After your first switch, you may switch places with another enemy adjacent to you.

**Epic:** You may shift through an enemy on your next shift this turn.

### Unknown Movements

Rogue Utility 6

*You fling a variety of noisy distractions and by presenting a threat, the enemies ignore your allies long enough for them to move.*

**Encounter** ♦ **Formation, Martial**

**Standard Action**

**Range 10**

**Target:** Burst 5

You grant all allies ( and yourself if within the Burst) an immediate movement action.

**Brawny Rogue:** All of your allies within the Burst ( and yourself if within the Burst) get a +4 to their next damage roll this round.

**Trickster Rogue:** All of your allies within the Burst( and yourself if within the Burst) gain concealment until the end of your next turn.

**Paragon:** All of your allies gain your sneak attack bonus to their next damage roll if they have combat advantage.

**Epic:** All of your allies next attacks can critical on an 18-20.

## They Must Perish

Rogue Utility 10

*You position yourself amidst your enemies, allowing your allies precious time for a crippling blow.*

**Daily** ♦ **Formation, Martial**

**Standard Action**

**Close Burst 3**

**Target: All allies within Burst**

All allies within burst are allowed to make an attack against any enemy you are adjacent to with any power they have (even if they have already used it)

**Brawny Rogue:** Any allies who use a power with melee range, get a +4 to attack and damage rolls for their next attack.

**Trickster Rogue:** Any allies who use a power with range greater than melee, get a +4 to attack and damage rolls for their next attack.

**Paragon:** Allies may retain the chosen power they used if they remove another similar power (ex: if they want to keep the encounter power they used, they must give up another encounter power).

**Epic:** If any allies score a critical hit with the chosen power, they receive an action point.

## Daily Powers

Daily Power are considered to be the most powerful of all the abilities at a character's disposal and also represent the peak of a class's efforts to make a group work.

For the Rogue this meant the most damaging inflicting maneuvers along with maneuvers that worked off the synergy of his/her allies for maximizing their damage.

## Momentum of Melee

Rogue Attack 1

*After your allies pummel your target, you deliver the finishing touch with a burst of attacks.*

**Daily** ♦ **Assault, Martial, Weapon, TeamWork**

**Standard Action**

**Melee**

**Target: One enemy within reach**

**Attack: Strength or Dexterity vs Reflex or AC**

**Hit:** deal 3W+strength modifier damage. For each ally that attacked the enemy before you did, you may perform an additional basic melee attack on that enemy with a -2 cumulative modifier (The second attack receives a -2 penalty, the third receives a -4..ect)

**Miss:** Shift 2

**Brawny Rogue:** Any sneak attack damage you do against the target is maximized.

**Trickster Rogue:** For each ally that attacked the enemy before you did, the enemy has -1 to all defenses (Save Ends).

**Paragon:** All additional basic melee attacks only have -1 cumulative modifier now.

**Epic:** If all additional attacks are successful on target, you gain an action point.



**Rogue's FireTrap**

Rogue Attack 5

*You place a volatile pressure sensitive flask on the ground that will detonate in a thick cloud of poisonous smoke that eats at flesh like acid.*

**Daily** ♦ **Trap, Martial,****Standard Action****Melee****Target: One square**

The affected square is now trapped, all enemies and allies know it is trapped. If any enemy or ally crosses the trap, they receive 4d10 poison damage and are blinded(Save Ends). A Close Burst 2 effect is created that inflicts ongoing 5 poison damage(save ends) if anyone steps into the effect. You can have a number of trap powers active equal to your intelligence modifier.

**Brawny Rogue:** Each time anyone fails a save against the ongoing poison damage, they receive poison vulnerability 5 ( Save ends and the effect will stack with itself)

**Trickster Rogue:** Anyone who steps into the Close Burst 2 effect is Slowed and Blinded ( Save ends both effects)

**Paragon:** If this power is expended, you regain this power whenever one of your Traps is triggered.

**Epic:** Poison damage is now 4d20 and ongoing poison damage is 20.

**Blinded Barrage**

Rogue Attack 9

*Attack after attack after Attack after attack after Attack after attack, you maim your opponent without regard to anything else.*

**Daily** ♦ **Assault, Martial, Weapon, TeamWork****Standard Action****Melee****Target: One enemy within reach****Attack: Dexterity vs Reflex**

**Hit:** Perform a number of basic melee attacks on an opponent equal to your dexterity mod. For each ally that attacked the enemy before you, you get a +2 to all attack rolls until the beginning of your next turn. You receive a -2 to all defenses until the end of your next turn.

**Brawny Rogue:** For each successful attack, the enemy has damage vulnerability 3 ( this only stacks for this attack, any future damage vulnerability must exceed this amount or does not stack) ( Save Ends)

**Trickster Rogue:** For each successful melee attack choose 1 effect : Dazed, Slowed, Slide 1, Knocked Prone, ongoing damage 5(Save Ends all effects from this attack)).

**Paragon:** You may reroll a number of attacks equal to half your strength modifier( rounded down)

**Epic:** If used against a bloodied opponent, you deal double damage with every successful attack.

## Alternative Builds

Alternative Builds is a section that builds upon some of the new keywords that you saw in the powers section. These are all very optional and should be approved by your DM just like the extra powers presented.

The Rogue is a striker that needs the ability to shape the battlefield by what he attacks, which should definitely help if filled out by a secondary role such as controller, leader, or support. The new builds presented here are the **Hidden One** and **Executer**. These alternate builds are chosen instead of a **Brawny Rogue** or **Trickster Rogue**.

### The Brawny Rogue

The Brawny Rogue deals with problems much like his fighter brethren except he will use any end to accomplish it; traps, poisons, sneak attacks, or even a push off a cliff, it all gets the enemy where he needs to be : dead. The brawny Rogue is always much larger than other Rogues and often pick fights with others much bigger than themselves just for fun and cruelty. They are a mean-streaked bunch who often have a path of bodies behind them. Many if not all are outlaws in one kingdom or all lands.

#### Bonuses for playing a Brawny Rogue:

**(Brawn over Brains)** As mentioned, the Brawny Rogue favors a more direct approach to problems as opposed to his more "elegantly" trained brothers. The Brawny Rogue can use his Strength modifier on any roll that would require Dexterity.

**(Mutilating Attacks)** The Brawny Rogue's attacks are always much more vicious ( and messier) than other Rogue's attacks that kill without much evidence. What the Brawny Rogue lacks in subtlety he more than makes up for in power and sheer intimidation. The Brawny Rogue gets +2 to all intimidation checks and +4 if bloodied. Also, whenever the Brawny Rogue uses a power with the keyword Assault in it, he can spend an action point to cause a terrible wound that deals ongoing damage 10 that takes two succesful saves to end. This wound happens whether or not the attack hits.

### The Trickster Rogue

The Trickster Rogue is the prosaic rogue type who is hardly seen or heard unless he means to be. He does any deed and does it quietly and without disturbing too many folks on the way. Tricksters prefer misdirecting, bribing, and incapacitating opponents rather than stay and fight the local army if anyone is alerted to his presence. Tricksters are charming and fun to be around but one should always know that everything is a game to them and they do not take well to losing.

#### Bonuses for playing a Trickster Rogue

**(No Time Like the Present)** Trickster Rogues are masters of seizing an opportunity. If any opponent is on the verge of giving into a demand, emotion, or other situation , the trickster gets a +4 bonus to diplomacy, bluff, and intimidation. If an enemy provokes an attack of opportunity from the Trickster Rogue, he/she may apply their sneak attack damage to it even if the enemy does not grant combat advantage.

**(The Best Trick)** Trickster Rogues are geniuses when it comes to developing how to best dupe the next opponent into giving them what they want : whether that is ignoring them or a material item. A Trickster Rogue can make an opposed Bluff check as a standard action against the nearest opponent. If he succeeds, he receives a +20 to his next Stealth or Thievery check until the end of his next turn against that opponent.

### **Hidden One**

The Hidden One is from a sect of rogues that are the masters of appearances and getting to where they need to be. As part of their apprenticeship they must become the doppelganger of a person they assassinate within a small town, mimicking their mannerisms perfectly. As such, it is said that some Hidden Ones play the rolls of advisors or even Kings to this day and no one can tell the difference. Some even say that the Hidden Ones are magically altered to be able to perform such believable acting, but none can ever oust the offenders.

**(Imitation is Perfection)** The Hidden One can become much like their Mark. All Hidden Ones gain +5 to bluff and diplomacy skills if they are imitating another being or person and are disguised like them. The Hidden One can also craft disguises cheaply with as little as 10 gold.

**(Performance of Greatness)** The Hidden One can often imitate any roll that is necessary, even one of leaders or peasants alike. This makes him an excellent team player as allies believe his intentions are solid. When the Hidden One uses any power with the keyword Formation or TeamWork in it, any allies that helped contribute to the power's effects receive a +2 to all attack rolls until the end of their next turn ( this effect does not stack).

### **Executer**

If Brawny Rogues deal in murder to solve their problems, then Executers do this on a mass scale and can make their allies maximize their killing potential. Executers are often special forces teams that kingdoms rely on for damage control in enemy territory by means of espionage or guerilla warfare or inflicting rebellion. Executers are exceptional individuals who almost never live long as they cannot trust anyone but must trust everyone to get their job done without being killed, abandoned, or sold out as scape goats by the kingdoms they serve. If you love to indulge in political intrigue, then the Executer is your role to play.

**(Win by Attrition)** Executers are often sent with a lone handful of trusted officials or other mercenaries. From there they inflict damage at the heart of a kingdom by inciting anarchy or by more insidious means. Executers receive a +4 bonus to all diplomacy, bluff, and thievery skills if it will make a person betray their previous loyalty. Furthermore, allies who are within 5 squares of the Executer receive a +2 to all damage rolls against bloodied opponents.

**(Mass Murder)** An Executer who is often on the verge of losing his position in a guerilla war or is in the midst of a rebellion that is being thwarted by military will often convince his allies to fight their hardest before they all fall. An Executer can spend an action point to grant himself and his allies the ability to critically hit on an 18-20 attack roll and re-roll 1's and 2's on all damage dice. The Executer must be bloodied to use this ability.

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