



Deft Strike

Martial, Weapon

Action: At-Will **Range:** Weapon

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

Target: One creature

Special: You can move 2 squares before the attack.

Attack: DEX vs. AC

Hit: 1(W)+DEX damage. Increase to 2(W)+DEX damage at 21st level.

A final lunge brings you into an advantageous position.

Rogue Attack 1

Quindia Studios



Piercing Strike

Martial, Weapon

Action: Standard **Range:** Weapon

Requirements: You must be wielding a light blade.

Target: One creature

Attack: DEX vs. REF

Hit: 1(W)+DEX damage. Increase to 2(W)+DEX damage at 21st level.

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

Rogue Attack 1

Quindia Studios



Positioning Strike

Martial, Weapon

Action: Standard **Range:** Weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: DEX vs. REF

Hit: 1(W)+DEX damage, and you slide the target 1 square.

Hit (Artful Dodger): 1(W)+DEX damage, and you slide the target CHA squares.

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

Rogue Attack 1

Quindia Studios



Torturous Strike

Martial, Weapon

Action: Standard **Range:** Weapon

Requirements: You must be wielding a light blade.

Target: One creature

Attack: DEX vs. AC

Hit: 2(W)+DEX damage

Hit (Brutal Scoundrel): 2(W)+DEX+STR damage

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

Rogue Attack 1

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Tumble

Martial

Action: Move **Range:** Personal

Prerequisites: You must be trained in Acrobatics.

Effect: You can shift a number of squares equal to 1/2 your speed.

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

Rogue Utility 2

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Crimson Edge

Martial, Weapon

Action: Standard **Range:** Weapon

Requirements: You must be wielding a light blade.

Target: One creature

Attack: DEX vs. FOR

Hit: 2(W)+DEX damage, and the target takes ongoing damage 5+STR 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

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