

MELEE BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON** Melee weapon
STR vs AC **TA** **FA** 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 **KEYWORDS**

Standard Action **ON** Ranged weapon
DEX vs AC **TA** **FA** 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**

CAREFUL ATTACK

Martial, Weapon **KEYWORDS**

Standard Action **ON** Melee or Ranged weapon
STR+2 or DEX+2 vs AC **TA** **FA** One creature

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength + 2 vs. AC (melee) or Dexterity + 2 vs. AC (ranged).

Hit: 1[W] damage (melee) or 1[W] damage (ranged). Increase damage to 2[W] (melee) or 2[W] (ranged) at 21st level.

You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.

Ranger Attack 1 PHB-105

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

HIT AND RUN

Martial, Weapon **KEYWORDS**

Standard Action **ON** Melee weapon
STR vs AC **TA** **FA** One creature

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

Effect: If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.

Ranger Attack 1 PHB-105

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

NIMBLE STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** Ranged weapon
DEX vs AC **TA** **FA** One creature

Special: Shift 1 square before or after you attack.

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

You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.

Ranger Attack 1 PHB-105

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

TWIN STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** Melee or Ranged weapon
STR or DEX vs AC **TA** **FA** One or two creatures

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] damage per attack. Increase damage to 2[W] at 21st level.

If the first attack doesn't kill it, the second one might.

Ranger Attack 1 PHB-105

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION		RANGE
ATTACK	vs DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**



DUNGEONS
& DRAGONS



RANGER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS



RANGER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS



RANGER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS



RANGER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS



RANGER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS



RANGER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS



RANGER
ENCOUNTER EXPLOIT



DUNGEONS
& DRAGONS



RANGER
ENCOUNTER EXPLOIT

DIRE WOLVERINE STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** Close burst 1

STR vs AC **ATTACK** Each enemy in burst you can see

Requirement: You must be wielding two melee weapons.

Hit: 1[W] + Strength modifier damage.

Enemies surround you—much to their chagrin, as you slash them to pieces with the ferocity of a wounded dire wolverine.

Ranger Attack 1

PHB-105

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

EVASIVE STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** Melee or **R** Ranged weapon

STR or DEX vs AC **ATTACK** One creature

Special: You can shift a number of squares equal to 1 + your Wisdom modifier either before or after the attack.

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

You confound enemies by weaving through the battlefield unscathed as you make your attacks.

Ranger Attack 1

PHB-105

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

FOX'S CUNNING

Martial, Weapon **KEYWORDS**

Immediate Reaction **ON** **R** Melee or **R** Ranged weapon

ATTACK **TARGET**

Trigger: An enemy makes a melee attack against you.

Attack: You can shift 1 square, then make a basic attack against the enemy.

Special: Gain a power bonus to your basic attack roll equal to your Wisdom modifier.

Using the momentum from your enemy's blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his composure.

Ranger Attack 1

PHB-105

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

TWO-FANGED STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** Melee or **R** Ranged weapon

STR or DEX vs AC **ATTACK** One creature

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wisdom modifier.

You sink two arrows or both of your blades into the flesh of your enemy, causing it to howl in pain.

Ranger Attack 1

PHB-105

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CRUCIAL ADVICE

Martial **KEYWORDS**

Immediate Reaction **ON** **R** Ranged 5

ATTACK **TARGET**

Trigger: An ally within range that you can see or hear makes a skill check using a skill in which you're trained.

Effect: Grant the ally the ability to reroll the skill check, with a power bonus equal to your Wisdom modifier.

You are wise in all things. The sooner your friends realize this, the safer and better off they'll be.

Ranger Utility 2

PHB-106

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

UNBALANCING PARRY

Martial, Weapon **KEYWORDS**

Immediate Reaction **ON** **R** Melee 1

ATTACK **TARGET**

Trigger: An enemy misses you with a melee attack.

Effect: Slide the enemy into a square adjacent to you and gain combat advantage against it until the end of your next turn.

You deftly block your enemy's strike and turn his momentum against him, causing him to stumble to the side.

Ranger Utility 2

PHB-106

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

YIELD GROUND

Martial **KEYWORDS**

Immediate Reaction **ON** **R** Personal

ATTACK **TARGET**

Trigger: An enemy damages you with a melee attack.

Effect: You can shift a number of squares equal to your Wisdom modifier. Gain a +2 power bonus to all defenses until the end of your next turn.

Even as your foe connects, you leap backward, out of the way of further harm.

Ranger Utility 2

PHB-106

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CUT AND RUN

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** Melee or **R** Ranged weapon

STR or DEX vs AC **ATTACK** One or two creatures

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks.

Special: After the first or the second attack, you can shift a number of squares equal to 1 + your Wisdom modifier.

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack.

You attack twice while maneuvering yourself into the most advantageous position possible.

Ranger Attack 3

PHB-106

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

DISRUPTIVE STRIKE

Martial, Weapon

Immediate Interrupt \downarrow Melee or \curvearrowright Ranged weapon

STR or DEX vs AC The attacking creature

Trigger: You or an ally is attacked by a creature.

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier.

You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.

Ranger Attack 3

PHB-106

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

SHADOW WASP STRIKE

Martial, Weapon

Standard Action \downarrow Melee or \curvearrowright Ranged weapon

STR or DEX vs REF One creature that is your quarry

Attack: Strength vs. Reflex (melee) or Dexterity vs. Reflex (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

You strike quickly, like a shadow wasp flying out of the darkness, hitting where your foe is most vulnerable.

Ranger Attack 3

PHB-107

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

THUNDERTUSK BOAR STRIKE

Martial, Weapon

Standard Action \downarrow Melee or \curvearrowright Ranged weapon

STR or DEX vs AC One or two creatures

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wisdom modifier.

You attack twice, causing your foes to stagger backward.

Ranger Attack 3

PHB-107

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

WEAVE THROUGH THE FRAY

Martial

Immediate Interrupt \curvearrowright Personal

ATTACK TARGET

Trigger: An enemy moves adjacent to you.

Effect: You can shift a number of squares equal to your Wisdom modifier.

You dodge through the thick of the fight, denying your foes a chance to pin you down in one spot.

Ranger Utility 6

PHB-108

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

CLAWS OF THE GRIFFON

Martial, Weapon

Standard Action \downarrow Melee weapon

STR vs AC One or two creatures

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 2[W] + Strength modifier damage (main weapon) and 1[W] + Strength modifier damage (off-hand weapon).

Your steel blades flash menacingly as you taunt your foes with parries and cut deep wounds into their flesh.

Ranger Attack 7

PHB-108

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

HAWK'S TALON

Martial, Weapon

Standard Action \downarrow Melee or \curvearrowright Ranged weapon

STR or DEX vs AC One creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged). Gain a power bonus to this attack equal to your Wisdom modifier. Ignore any penalties from cover or concealment (but not superior cover or total concealment).

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged).

Like the hawk, you strike with calculated precision.

Ranger Attack 7

PHB-108

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

SPIKES OF THE MANTICORE

Martial, Weapon

Standard Action \curvearrowright Ranged weapon

DEX vs AC One or two creatures

Attack: Dexterity vs. AC, one attack per target.

Hit: 2[W] + Dexterity modifier damage (first shot) and 1[W] + Dexterity modifier damage (second shot).

You unleash two arrows in rapid succession.

Ranger Attack 7

PHB-108

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

SWEEPING WHIRLWIND

Martial, Weapon

Standard Action \curvearrowright Close burst 1

STR vs AC

Requirement: You must be wielding two melee weapons.

Hit: 1[W] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier and it is knocked prone.

You slash and stab at surrounding foes with unbound fury, knocking them off balance with thrusts and leg sweeps.

Ranger Attack 7

PHB-108

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

EXPEDITIOUS STRIDE

Martial **KEYWORDS**

Minor Action **ON** **RA** **Personal**
ATTACK **TARGET**

Effect: Until the end of your next turn, your speed increases by 4, and when you shift, you can shift 1 additional square.

Like a gazelle, you startle allies and enemies alike with your sudden swiftness.

Ranger Utility 10

PHB-108

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

ARMOR SPLINTER

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** **Melee weapon**
ATTACK **TARGET** **One creature**

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 1[W] + Strength modifier damage per attack. If one attack hits, the target takes a penalty to AC equal to your Wisdom modifier until the end of your next turn. If both attacks hit, the target takes a penalty to AC equal to 2 + your Wisdom modifier until the end of your next turn.

You attack the weak spots in your opponent's armor, not only dealing damage but also leaving your prey vulnerable to later attacks.

Ranger Attack 13

PHB-109

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

KNOCKDOWN SHOT

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** **Ranged weapon**
ATTACK **TARGET** **One creature of your size or smaller**

Hit: 2[W] + Dexterity modifier damage, and the target is knocked prone.

One shot topples your foe.

Ranger Attack 13

PHB-109

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

NIMBLE DEFENSE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** **Melee weapon**
ATTACK **TARGET** **One creature**

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 1[W] + Strength modifier damage per attack. If you hit with either attack, you gain a power bonus to AC equal to 2 + your Wisdom modifier until the end of your next turn.

Between strikes, you use both of your weapons to deflect incoming blows.

Ranger Attack 13

PHB-109

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

PINNING STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** **Melee or Ranged weapon**
ATTACK **TARGET** **One or two creatures**

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks.

Hit: 1[W] + Strength modifier damage (melee) or 1[W] + Dexterity modifier damage (ranged) per attack. The target is immobilized until the start of your next turn.

With a well-aimed attack, you pin your foe to the ground or to a nearby wall.

Ranger Attack 13

PHB-109

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

ARROW OF VENGEANCE

Martial, Weapon **KEYWORDS**

Immediate Reaction **ON** **R** **Ranged weapon**
ATTACK **TARGET** **The attacking creature**

Trigger: A creature within range attacks your ally.

Attack: Dexterity vs. AC, and gain a power bonus to this attack equal to your Wisdom modifier.

Hit: 2[W] + Dexterity modifier damage.

You point your bow at the villain who just wounded your friend and loose a vengeful arrow.

Ranger Attack 17

PHB-110

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CHEETAH'S RAKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** **Close burst 1**
ATTACK **TARGET** **Each enemy in burst you can see**

Requirement: You must be wielding two melee weapons.

Hit: 1[W] + Strength modifier damage, and the target is immobilized and knocked prone until the end of your next turn.

You whirl around with blades outstretched, slashing your foes across the legs and causing them to fall to the ground in mewling heaps.

Ranger Attack 17

PHB-110

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

TRIPLE SHOT

Martial, Weapon **KEYWORDS**

Standard Action **ON** **R** **Ranged weapon**
ATTACK **TARGET** **One, two, or three creatures**

Attack: Dexterity vs. AC, three attacks.

Hit: 1[W] + Dexterity modifier damage per attack.

You launch a volley of three arrows, which streak across the battlefield with whispered threats of oblivion.

Ranger Attack 17

PHB-111

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

TWO-WEAPON EVisCERATE

Martial, Weapon

Standard Action **Melee** weapon
STR vs AC **One creature**

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 1[W] + Strength modifier damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is weakened until the end of your next turn.

You swing your blades in lethal arcs, dousing the battlefield in your enemy's blood.

Ranger Attack 17

PHB-111

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

SAFE STRIDE

Martial

Move Action **Personal**
ATTACK **TARGET**

Effect: Shift a number of squares equal to your Wisdom modifier.

You deftly maneuver around your foes as the battle rages on.

Ranger Utility 22

PHB-111

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

BLADE WARD

Martial, Weapon

Immediate Interrupt **Melee** weapon
STR vs AC **The attacking creature**

Trigger: A creature makes a melee attack against you.

Hit: 1[W] + Strength modifier damage.

Effect: Until the end of your next turn, the target's attack rolls against you take a penalty equal to your Wisdom modifier.

Your enemy strikes, and as you defend yourself with one blade, you drive the other deep into his gullet.

Ranger Attack 23

PHB-112

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CLOAK OF THORNS

Martial, Weapon

Standard Action **Melee** weapon
STR vs AC **One or two creatures**

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 2[W] + Strength modifier damage per attack. If one attack hits, the target takes a -2 penalty to attack rolls until the end of your next turn. If both attacks hit the same target, this penalty worsens to -4.

Effect: If any adjacent creature makes an attack against you and misses before the start of your next turn, make a melee basic attack against it with both your main weapon and your off-hand weapon as an immediate reaction.

You stab and slash enemies that come close to you.

Ranger Attack 23

PHB-112

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

HAMMER SHOT

Martial, Weapon

Standard Action **Ranged** weapon
DEX vs FORT **One creature**

Hit: 4[W] + Dexterity modifier damage, and you push the target a number of squares equal to 2 + your Wisdom modifier.

You test the strength of your bowstring as you pull an arrow back as far as it will go and unleash it upon your unsuspecting foe.

Ranger Attack 23

PHB-112

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

MANTICORE'S VOLLEY

Martial, Weapon

Standard Action **Ranged** weapon
DEX vs AC **One creature**

Attack: Dexterity vs. AC, three attacks.

Hit: 1[W] + Dexterity modifier damage per attack. If two attacks hit, deal an extra 1[W] damage. If all three attacks hit, deal an extra 2[W] damage.

You pepper your foe with arrows.

Ranger Attack 23

PHB-112

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

DEATH REND

Martial, Weapon

Standard Action **Melee** weapon
STR vs AC **One creature**

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 2[W] + Strength modifier damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is stunned until the end of your next turn.

You plunge your blades into your opponent and rip them out with the ferocity of a tiger, leaving your prey gasping for life.

Ranger Attack 27

PHB-112

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

HAIL OF ARROWS

Martial, Weapon

Standard Action **Ranged** weapon
DEX vs AC **Each enemy in range**

Hit: 1[W] + Dexterity modifier damage.

You launch a barrage of arrows that strike all enemies before you.

Ranger Attack 27

PHB-113

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

LIGHTNING SHOT

Martial, Weapon **KEYWORDS**

Immediate Reaction **RA** Ranged weapon

DEX vs AC **ATTACK** The creature that took damage

Trigger: One creature you can see has just taken damage.

Hit: 2[W] + Dexterity modifier damage, or 3[W] + Dexterity modifier damage if the target is bloodied.

As an enemy reels from a terrible wound, you quickly loose an arrow to finish him off.

Ranger Attack 27

PHB-113

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

WANDERING TORNADO

Martial, Weapon **KEYWORDS**

Standard Action **RA** Close burst 1

STR vs AC **ATTACK** Each enemy in burst you can see

Hit: 1[W] + Strength modifier damage.

Effect: You can shift a number of squares equal to 1 + your Wisdom modifier, and make another close burst 1 attack (as above).

You strike your enemies in all directions. Then, like a tornado, you weave through the battlefield and unleash a second onslaught of whirling steel.

Ranger Attack 27

PHB-113

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

COMBINED FIRE

Martial, Weapon **KEYWORDS**

Immediate Reaction **RA** Ranged weapon

DEX vs AC **ATTACK** One creature attacked by your ally

Trigger: An ally makes a ranged attack or an area attack.

Hit: 3[W] + Dexterity modifier damage.

You combine fire with one of your allies to take down a troublesome foe.

Battlefield Archer Attack 11

PHB-114

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

ARCHER'S GLORY

Martial **KEYWORDS**

Free Action **RA** Personal

ATTACK **TARGET**

Trigger: One of your ranged attacks drops an enemy to 0 hit points or fewer

Effect: You gain an action point that you must spend before the end of your next turn.

One enemy falls, and those that remain are about to learn what heroism is all about.

Battlefield Archer Utility 12

PHB-114

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

PINPOINTING ARROW

Martial, Weapon **KEYWORDS**

Standard Action **RA** Ranged weapon

DEX vs AC **ATTACK** One creature designated as your quarry

Special: Ignore penalties for cover (but not superior cover), concealment, and total concealment. You can attack an invisible target as if it wasn't invisible.

Hit: 2[W] + Dexterity modifier damage.

Your shot is undeterred by obstructions and magical veils.

Beast Stalker Attack 11

PHB-114

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

WRONG STEP

Martial, Weapon **KEYWORDS**

Immediate Interrupt **RA** Melee weapon

STR vs AC **ATTACK** The enemy

Trigger: An adjacent enemy shifts or moves.

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

Your enemy steps unwittingly into your trap, and you catch him by surprise with a sudden, paralyzing thrust.

Pathfinder Attack 11

PHB-115

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

CLEARING THE GROUND

Martial, Weapon **KEYWORDS**

Standard Action **RA** Close burst 1

STR vs AC **ATTACK** Each enemy in burst you can see

Requirement: You must be wielding two melee weapons.

Hit: 1[W] + Strength modifier damage, and you push the target 1 square.

You sweep your blades in mighty arcs around you, cutting foes that get too close and thrusting them back.

Stormwarden Attack 11

PHB-115

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

THROW CAUTION TO THE WIND

Martial, Stance **KEYWORDS**

Minor Action **RA** Personal

ATTACK **TARGET**

Effect: You take a -2 penalty to all defenses and gain a +2 bonus to attack rolls.

Aw, what the hell. You only live once.

Stormwarden Utility 12

PHB-115

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

**DUNGEONS
& DRAGONS**

RANGER
DAILY EXPLOIT

**DUNGEONS
& DRAGONS**

RANGER
DAILY EXPLOIT

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**DUNGEONS
& DRAGONS**

RANGER
DAILY EXPLOIT

HUNTER'S BEAR TRAP

Martial, Weapon

Standard Action \downarrow Melee or \curvearrowright Ranged weapon
STR or DEX vs AC One creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged), and the target is slowed and takes ongoing 5 damage (save ends both).

Miss: Half damage, no ongoing damage, and the target is slowed until the end of your next turn.

A well-placed shot to the leg leaves your enemy hobbled and bleeding.

Ranger Attack 1

PHB-106

DAILY EXPLOIT

DUNGEONS & DRAGONS

JAWS OF THE WOLF

Martial, Weapon

Standard Action \downarrow Melee weapon
STR vs AC One creature

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 2[W] + Strength modifier damage per attack.

Miss: Half damage per attack.

You use your weapons to hedge in your foe and trick him into exposing a weak spot, at which point you strike.

Ranger Attack 1

PHB-106

DAILY EXPLOIT

DUNGEONS & DRAGONS

SPLIT THE TREE

Martial, Weapon

Standard Action \curvearrowright Ranged weapon
DEX vs AC Two creatures within 3 squares of each other

Attack: Dexterity vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

Hit: 2[W] + Dexterity modifier damage.

You fire two arrows at once, which separate in mid-flight to strike two different targets.

Ranger Attack 1

PHB-106

DAILY EXPLOIT

DUNGEONS & DRAGONS

SUDDEN STRIKE

Martial, Weapon

Standard Action \downarrow Melee weapon
STR vs AC One creature

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (off-hand weapon)

Hit: 1[W] damage (off-hand weapon).

Effect: You shift 1 square and make a secondary attack against the target.

Secondary Attack: Strength vs. AC (main weapon)

Secondary Hit: 2[W] + Strength modifier damage (main weapon), and the target is weakened until the end of your next turn.

You hold your weapons blade-down and slash your foe across the face with one of them. As he spins away and drops his guard, you roll to one side, spring to your feet, and plunge your other blade into his back.

Ranger Attack 1

PHB-106

DAILY EXPLOIT

DUNGEONS & DRAGONS

EXCRUCIATING SHOT

Martial, Weapon

Standard Action \curvearrowright Ranged weapon
DEX vs AC One creature

Hit: 3[W] + Dexterity modifier damage, and the target is weakened (save ends).

Miss: Half damage, and the target is not weakened.

One well-placed arrow leaves your enemy hunched over and howling in pain.

Ranger Attack 5

PHB-107

DAILY EXPLOIT

DUNGEONS & DRAGONS

FRENZIED SKIRMISH

Martial, Weapon

Standard Action \downarrow Melee weapon
STR vs AC One or two creatures

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Special: Before or after these attacks, you can move your speed without provoking opportunity attacks.

Hit: 1[W] + Strength modifier damage per attack. If an attack hits, the target is dazed until the end of your next turn. If both attacks hit the same target, it is dazed and slowed until the end of your next turn.

You leap into the fray and unleash a torrent of steel upon your unsuspecting foes, staggering them with the ferocity of your attacks.

Ranger Attack 5

PHB-107

DAILY EXPLOIT

DUNGEONS & DRAGONS

SPLINTERING SHOT

Martial, Weapon

Standard Action \curvearrowright Ranged weapon
DEX vs AC One creature

Hit: 3[W] + Dexterity modifier damage, and the target takes a -2 penalty to attack rolls until the end of the encounter.

Miss: Half damage, and the target takes a -1 penalty to attack rolls until the end of the encounter.

Your arrow burrows into flesh and shatters, sending splinters of wood deep into the wound.

Ranger Attack 5

PHB-107

DAILY EXPLOIT

DUNGEONS & DRAGONS

TWO-WOLF POUNCE

Martial, Weapon

Standard Action \downarrow Melee weapon
STR vs AC One creature

Requirement: You must be wielding two melee weapons.

Special: You can shift 2 squares before making this attack.

Attack: Strength vs. AC, two attacks (main weapon and offhand weapon)

Hit: 2[W] + Strength modifier damage (main weapon) and 1[W] + Strength modifier damage (off-hand weapon).

Effect: After attacking the primary target, you can shift 2 squares and make a secondary attack.

Secondary Attack: Target one creature other than the primary target. Strength vs. AC (off-hand weapon) 2[W] damage (off-hand weapon).

You set upon a foe with weapons bared, then weave to the side and deal a wound to another adversary.

Ranger Attack 5

PHB-107

DAILY EXPLOIT

DUNGEONS & DRAGONS

EVASIVE AMBUSH

Martial **KEYWORDS**

No Action **ON TARGET** **RANGED SIGHT** Ranged sight

Effect: At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Wisdom modifier to avoid being surprised.

You are the eyes and ears of the group, always alert for the telltale signs of an ambush.

Ranger Utility 6

PHB-107

DAILY EXPLOIT

DUNGEONS & DRAGONS

SKILLED COMPANION

Martial **KEYWORDS**

Minor Action **ON TARGET** **RANGED 10** Ranged 10
One ally

Effect: Any ally within 10 squares of you who attempts an untrained check with a skill in which you are trained gains a power bonus to checks with a single skill of your choice equal to your Wisdom modifier. The ally must be able to see or hear you to gain this bonus. The benefit lasts until the end of the encounter or for 5 minutes.

Your allies benefit from the things that you have learned.

Ranger Utility 6

PHB-107

DAILY EXPLOIT

DUNGEONS & DRAGONS

ATTACKS ON THE RUN

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** **MELEE OR RANGED WEAPON** Melee or Ranged weapon
STR or DEX vs AC **ONE OR TWO CREATURES** One or two creatures

Attack: You can move your speed. At any point during your move, you can make two Strength vs. AC attacks with a melee weapon or two Dexterity vs. AC attacks with a ranged weapon.

Hit: 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged) per attack.

Miss: Half damage per attack.

Without breaking stride, you make two attacks against a single foe or two different targets.

Ranger Attack 9

PHB-108

DAILY EXPLOIT

DUNGEONS & DRAGONS

CLOSE QUARTERS SHOT

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** **RANGED 1** Ranged 1
DEX vs AC **ONE ADJACENT ENEMY** One adjacent enemy

Attack: Dexterity vs. AC. This attack does not provoke opportunity attacks.

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Though menaced by fangs and claws, you calmly unload an arrow into the creature's gaping maw—mere inches from your outstretched arm.

Ranger Attack 9

PHB-108

DAILY EXPLOIT

DUNGEONS & DRAGONS

SPRAY OF ARROWS

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** **CLOSE BLAST 3** Close blast 3
DEX vs AC **EACH ENEMY IN BLAST YOU CAN SEE** Each enemy in blast you can see

Requirement: You must be wielding a ranged weapon.

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

You fire repeatedly with a short draw, showering arrows at each enemy in front of you.

Ranger Attack 9

PHB-108

DAILY EXPLOIT

DUNGEONS & DRAGONS

SWIRLING LEAVES OF STEEL

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** **CLOSE BURST 1** Close burst 1
STR vs AC **EACH ENEMY IN BURST YOU CAN SEE** Each enemy in burst you can see

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC, one attack per target.

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

You spin around with blades outstretched, using momentum and skill to slice through enemy defenses.

Ranger Attack 9

PHB-108

DAILY EXPLOIT

DUNGEONS & DRAGONS

OPEN THE RANGE

Martial **KEYWORDS**

Immediate Interrupt **ON TARGET** **PERSONAL** Personal

Trigger: An enemy moves adjacent to you.

Effect: You can shift 1 square and then move a number of squares equal to 1 + your Wisdom modifier. You can't end your move adjacent to the triggering enemy.

You keep your distance from an approaching adversary, backpedaling easily away from him.

Ranger Utility 10

PHB-109

DAILY EXPLOIT

DUNGEONS & DRAGONS

UNDAUNTED STRIDE

Martial, Stance **KEYWORDS**

Minor Action **ON TARGET** **PERSONAL** Personal

Effect: Your movement is not hindered by difficult terrain.

You expertly navigate through difficult terrain.

Ranger Utility 10

PHB-109

DAILY EXPLOIT

DUNGEONS & DRAGONS

BLADE CASCADE

Martial, Weapon

Standard Action  Melee weapon
STR vs AC One or more creatures

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC. Alternate main and off-hand weapon attacks until you miss or until you make five attacks. As soon as an attack misses, this attack ends.

Hit: 2[W] + Strength modifier damage per attack.

Time seems to slow down as your weapons fall upon your hapless foes like rain from an ominous sky.

Ranger Attack 15

PHB-109

DAILY EXPLOIT

DUNGEONS & DRAGONS

BLEEDING WOUNDS

Martial, Weapon

Standard Action  Ranged weapon
DEX vs AC One, two, or three creatures

Attack: Dexterity vs. AC, three attacks.

Hit: 1[W] + Dexterity modifier damage per attack, and ongoing 5 damage (save ends). A target hit twice takes ongoing 10 damage (save ends). A target hit three times takes ongoing 15 damage (save ends).

Miss: Half damage per attack, and no ongoing damage.

Your arrows puncture flesh, and from these wounds blood flows in crimson streams.

Ranger Attack 15

PHB-109

DAILY EXPLOIT

DUNGEONS & DRAGONS

CONFOUNDING ARROWS

Martial, Weapon

Standard Action  Ranged weapon
DEX vs AC One, two, or three creatures

Attack: Dexterity vs. AC, three attacks.

Hit: 1[W] + Dexterity modifier damage per attack. A target hit once is dazed (save ends). A target hit twice is stunned (save ends). A target hit three times is stunned (save ends) and takes +2[W] damage.

Miss: The target is dazed (save ends).

Your targets won't know what hit them.

Ranger Attack 15

PHB-109

DAILY EXPLOIT

DUNGEONS & DRAGONS

STUNNING STEEL

Martial, Weapon

Standard Action  Melee weapon
STR vs FORT One or two creatures

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. Fortitude (main weapon and off-hand weapon), two attacks.

Hit: 1[W] + Strength modifier damage per attack. If one attack hits, the target is stunned (save ends). If both attacks hit, the target is stunned and immobilized (save ends both).

Miss: Half damage per attack, and the target is not stunned or immobilized.

You fight past your enemies' shields and armor and deal nasty cuts that leave them reeling and unable to react.

Ranger Attack 15


PHB-110

DAILY EXPLOIT

DUNGEONS & DRAGONS

EVADE THE BLOW

Martial

Immediate Interrupt  Personal
ATTACK TARGET

Trigger: An enemy hits you with a melee attack.

Effect: Shift 1 square away from the enemy.

When your enemy launches his attack, you leap out of the way, leaving your foe to hit nothing but air.

Ranger Utility 16


PHB-110

DAILY EXPLOIT

DUNGEONS & DRAGONS

LONGSTRIDER

Martial, Stance

Minor Action  Personal
ATTACK TARGET

Effect: Your speed increases by 2.

You have an uncanny knack for being in the right place at the right time.

Ranger Utility 16


PHB-110

DAILY EXPLOIT

DUNGEONS & DRAGONS

MOMENTARY RESPITE

Martial

Standard Action  Personal
ATTACK TARGET

Effect: Shift a number of squares equal to your Wisdom modifier and make a saving throw. You are no longer marked by any enemy.

Amid the chaos of combat, you're able to calm yourself for an instant and recover from a harmful effect.

Ranger Utility 16


PHB-110

DAILY EXPLOIT

DUNGEONS & DRAGONS

CRUEL CAGE OF STEEL

Martial, Weapon

Standard Action  Melee weapon
STR+2 vs AC One, two, or three creatures

Requirement: You must be wielding two melee weapons.

Attack: Strength + 2 vs. AC, three attacks.

Hit: 2[W] + Strength modifier damage (first attack; main), 2[W] + Strength modifier damage (second attack; offhand), and 1[W] + Strength modifier (third attack; main). A target hit once is dazed until the end of your next turn. A target hit twice is stunned until the end of your next turn. A target hit three times is weakened and stunned until the end of your next turn.

Miss: Half damage per attack, and the target is not dazed, stunned, or weakened.

Effect: After the first attack and after the second attack, you can shift 1 square.

You move swiftly around your enemies, weaving back and forth and delivering a vicious slash with each soft step.

Ranger Attack 19

PHB-111

DAILY EXPLOIT

DUNGEONS & DRAGONS

GREAT RAM ARROW

Martial, Weapon

Standard Action  Ranged weapon

DEX vs AC  One creature

Hit: 3[W] + Dexterity modifier damage. In addition, you push the target a number of squares equal to your Strength modifier, and it is knocked prone.

Miss: Half damage, and you push the target 1 square and it is knocked prone.

You loose an arrow that pierces your foe, hurls him back, and knocks him off his feet.

Ranger Attack 19

PHB-111


DAILY EXPLOIT

DUNGEONS & DRAGONS

TWO-IN-ONE SHOT

Martial, Weapon

Standard Action  Ranged weapon

DEX vs AC  One creature

Attack: Dexterity vs. AC, two attacks. If the first attack hits, you gain a +5 bonus to the attack roll for the second attack. If the first attack misses, make the second attack normally.

Hit: 2[W] + Dexterity modifier damage per attack.

Miss: Half damage per attack.

The first shot is always the toughest.

Ranger Attack 19

PHB-111


DAILY EXPLOIT

DUNGEONS & DRAGONS

WOUNDING WHIRLWIND

Martial, Weapon

Standard Action  Close burst 1

STR vs AC  Each enemy in burst you can see

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks per target.

Hit: 1[W] + Strength modifier damage per attack. If you hit a target with one weapon, it takes ongoing 5 damage (save ends). If you hit a target with both weapons, it takes ongoing 10 damage (save ends).

Miss: Half damage per attack, and no ongoing damage.

Crimson droplets splatter as you slash into all nearby foes.

Ranger Attack 19


PHB-111

DAILY EXPLOIT

DUNGEONS & DRAGONS

FOREST GHOST

Illusion, Martial

Standard Action  Personal

Standard Action  Personal

Effect: When it is not your turn, enemies treat you as invisible if you have cover or concealment from them. An enemy still knows the square you occupy if it saw you in that square at any point during a round. This effect lasts until the end of the encounter or for 5 minutes.

You vanish into your surroundings with such speed and skill that your enemies can't even begin to guess where you might be.

Ranger Utility 22

PHB-111


DAILY EXPLOIT

DUNGEONS & DRAGONS

HIT THE DIRT

Martial

Immediate Interrupt  Personal

Immediate Interrupt  Personal

Trigger: You are hit by an area attack or a close attack.

Effect: Shift a number of squares equal to your Wisdom modifier.

You throw yourself to the ground, tumble a safe distance, and spring to your feet no worse for wear.

Ranger Utility 22

PHB-111


DAILY EXPLOIT

DUNGEONS & DRAGONS

MASTER OF THE HUNT

Martial, Stance

Minor Action  Personal

Minor Action  Personal

Effect: You gain a bonus to damage rolls equal to your Wisdom modifier.

You take careful aim with every shot.

Ranger Utility 22

PHB-111

DAILY EXPLOIT

DUNGEONS & DRAGONS

BLOODSTORM

Martial, Weapon

Standard Action  Melee or R Ranged weapon

STR or DEX vs AC  One creature

Requirement: You must be wielding two melee weapons or a ranged weapon.

Attack: Strength vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks.

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged) per attack.

Miss: Half damage per attack.

Effect: After making these attacks, you can shift a number of squares equal to your Wisdom modifier.

With bow or blades, you rain a series of deadly blows on your opponent.

Ranger Attack 25


PHB-112

DAILY EXPLOIT

DUNGEONS & DRAGONS

TIGER'S REFLEX

Martial, Stance

Minor Action  Personal

Minor Action  Personal

Effect: You can make a basic attack against an enemy you choose as an immediate interrupt if it attacks you.

You counter your opponent's attack with a ferocious strike of your own.

Ranger Attack 25

PHB-112

DAILY EXPLOIT

DUNGEONS & DRAGONS

UNSTOPPABLE ARROWS

Martial, Weapon

Standard Action Close blast 5
DEX vs AC Each enemy in blast

Requirement: You must be wielding a ranged weapon.

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

You loose a volley of arrows with such force that they skewer several nearby enemies.

Ranger Attack 25

PHB-112

DAILY EXPLOIT

DUNGEONS & DRAGONS

FOLLOW-UP BLOW

Martial, Stance, Weapon

Minor Action Personal
ATTACK TARGET

Requirement: You must be wielding two melee weapons.

Effect: You can use your off-hand weapon to make a melee basic attack with a -2 penalty against each enemy you hit using a melee attack power.

You follow every strike with a backhanded swipe that breaks through your enemy's defenses.

Ranger Attack 29

PHB-113

DAILY EXPLOIT

DUNGEONS & DRAGONS

THREE-IN-ONE SHOT

Martial, Weapon

Standard Action Ranged weapon
DEX vs AC One creature

Attack: Dexterity vs. AC, three attacks. If the first attack hits, you gain a +5 bonus to the second and third attack rolls. If the first attack misses, roll the second and third attacks normally.

Hit: 2[W] + Dexterity modifier damage per attack.

Miss: Half damage per attack.

If you can hit with the first arrow, the others will follow.

Ranger Attack 29

PHB-113

DAILY EXPLOIT

DUNGEONS & DRAGONS

WEAVE A WEB OF STEEL

Martial, Weapon

Immediate Interrupt Melee weapon
STR vs AC The triggering enemy

Trigger: An enemy hits you with a melee attack.

Requirement: You must be wielding two melee weapons.

Attack: Strength vs. AC, two attacks (main weapon and offhand weapon).

Hit: 3[W] + Strength modifier damage (main weapon) and 1[W] + Strength modifier damage (off-hand weapon). If both attacks hit, the target's attack misses.

Miss: Half damage with your main weapon, and no damage with your off-hand weapon.

Crossing your blades, you form a defense as solid as a mighty shield, ready to riposte if your enemy isn't lucky.

Ranger Attack 29

PHB-113

DAILY EXPLOIT

DUNGEONS & DRAGONS

QUARRY'S BANE

Martial, Weapon

Standard Action Ranged weapon
DEX vs AC Each enemy designated as your quarry

Hit: 3[W] damage.

Miss: The target is knocked prone as it dodges your attack.

You have multiple quarries in your sights, so you unleash a deadly volley of shots at each of them.

Battlefield Archer Attack 20

PHB-114

DAILY EXPLOIT

DUNGEONS & DRAGONS

HUNTER'S GRACE

Martial

No Action Personal
ATTACK TARGET

Effect: Make a Stealth check and use that as your initiative check result. If you get the first turn in the encounter, you can shift up to your speed as a free action before taking any other actions.

Even as your allies take stock of the enemies pouring in around them, you move into position and set your plans into motion.

Beast Stalker Utility 12

PHB-114

DAILY EXPLOIT

DUNGEONS & DRAGONS

BEAST STALKER'S TARGET

Martial, Weapon

Standard Action Ranged weapon
DEX vs AC One creature

Hit: 4[W] + Dexterity modifier damage.

Effect: The target is designated as your quarry until the end of the encounter, and you can designate one additional creature as a quarry following the normal Hunter's Quarry rules.

"This foe is my prey!"

Beast Stalker Attack 20

PHB-114

DAILY EXPLOIT

DUNGEONS & DRAGONS

ACT TOGETHER

Martial

Immediate Reaction Personal
ATTACK TARGET

Trigger: An ally spends an action point to take an extra action.

Effect: You gain an action point that you must spend before the end of your next turn.

You find it within yourself to capitalize on your comrade's latest act of daring.

Pathfinder Utility 12

PHB-115

DAILY EXPLOIT

DUNGEONS & DRAGONS

SLASHER'S MARK

Healing, Martial, Weapon

Standard Action **Melee weapon**
STR vs AC One creature

Requirement: You must be wielding two melee weapons.

Special: You can spend a healing surge before attacking.

Attack: Strength vs. AC (main weapon)

Hit: 3[W] + Strength modifier damage (main weapon).

Effect: The target is marked until the end of the encounter. Make a secondary attack.

Secondary Attack: Target one creature other than the primary target. Strength vs. AC (off-hand weapon) 2[W] + Strength modifier damage (off-hand weapon). The target is marked until the end of the encounter.

You fortify yourself, raise your weapons, and carve scarring wounds into the flesh of your enemies.

Pathfinder Attack 20

PHB-115

DAILY EXPLOIT



COLD STEEL HURRICANE

Martial, Weapon

Standard Action **Close burst 1**
STR vs AC Each enemy in burst you can see

Requirement: You must be wielding two melee weapons.

Special: Before you attack, shift a number of squares equal to your Wisdom modifier.

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks per target.

Hit: 1[W] + Strength modifier damage per attack.

Effect: You regain your second wind if you have already used it during this encounter.

You rush into the midst of your enemies and, like a freezing wind, flay them alive.

Stormwarden Attack 20

PHB-115

DAILY EXPLOIT



KEYWORDS

USED

ACTION	+	↗	RANGE
VS	←	*	
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL PAGE

DAILY EXPLOIT



KEYWORDS

USED

ACTION	+	↗	RANGE
VS	←	*	
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL PAGE

DAILY EXPLOIT



KEYWORDS

USED

ACTION	+	↗	RANGE
VS	←	*	
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL PAGE

DAILY EXPLOIT



KEYWORDS

USED

ACTION	+	↗	RANGE
VS	←	*	
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL PAGE

DAILY EXPLOIT



KEYWORDS

USED

ACTION	+	↗	RANGE
VS	←	*	
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL PAGE

DAILY EXPLOIT



KEYWORDS

USED

ACTION	+	↗	RANGE
VS	←	*	
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL PAGE

DAILY EXPLOIT

