

SHADOW HAND ATTACK

Martial, Weapon

Standard Action **Melee weapon**
DEX vs AC

Special: When you make this attack, also roll a Thievery check opposed by the target's Perception check. If either the opposed check or the attack roll is successful, you hit.

Hit: 2[W] + Dexterity modifier damage. If both the attack roll and the Thievery check succeeded, increase the damage to 4[W].

Your blade is everywhere and nowhere at once, and your enemy dies without knowing what hit it.

Ghost of Eventide Attack 11 FRPG-55

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

STRIKE TERROR

Fear, Martial, Weapon

Standard Action **Melee weapon**
STR or DEX vs REF

Hit: 2[W] + Strength or Dexterity modifier damage, and you push the target 5 squares.

You attack with a bloodcurdling cry. Your enemy gives ground in fear.

Sword Coast Corsair Attack 11 FRPG-66

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

NERVES OF STEEL

Martial

Free Action **Personal**

Effect: Make a saving throw against a condition affecting you that a save can end. If it is a fear effect, you gain a +5 power bonus to the saving throw.

You are irrepensible. When others would fold up, you shake off your despair and fear.

Sword Coast Corsair Utility 12 FRPG-66

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	+ - *	RANGE
VS		TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	+ - *	RANGE
VS		TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	+ - *	RANGE
VS		TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	+ - *	RANGE
VS		TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	+ - *	RANGE
VS		TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

TWILIGHT ESCAPE

Martial **KEYWORDS**

Immediate Reaction **RANGE** Personal
ATTACK **TARGET**

Trigger: When an enemy enters a square adjacent to you.

Effect: Shift up to your speed.

The enemy approaches you, but only shadows await its murderous blow. You're long gone.

Ghost of Eventide Utility 12 FRPG-55

DAILY EXPLOIT **DUNGEONS & DRAGONS**

ROBED IN SHADOW

Martial, Weapon **KEYWORDS**

Standard Action **RANGE** Melee weapon
ATTACK **TARGET** One creature

Hit: 4[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, whenever you end your turn adjacent to an enemy, you become invisible to that enemy until the start of your next turn.

You summon a cloak of velvet shadow to hide you from sight. To your foes, you seem to disappear like a wisp of smoke in the wind.

Ghost of Eventide Attack 20 FRPG-55

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEELHAUL

Martial, Weapon **KEYWORDS**

Standard Action **RANGE** Melee 1
ATTACK **TARGET** One creature

Hit: 5[W] + Strength modifier damage, and you shift 3 squares while pulling the target 3 squares. The target must remain adjacent to you.

Miss: Half damage, and you do not shift, nor do you pull the target.

You staple your foe with your weapon and drag the creature behind you as you bull your way across the battlefield.

Sword Coast Corsair Attack 20 FRPG-66

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**
ATTACK **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**
ATTACK **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**
ATTACK **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**
ATTACK **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**
ATTACK **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY EXPLOIT **DUNGEONS & DRAGONS**