

RALLYING ATTACK

Martial, Weapon

Standard Action **RA** **W** **Melee weapon**
STR vs AC **ATTACK** **TARGET** One creature

Hit: 2[W] + Strength modifier damage, and your allies gain a +2 power bonus to attack rolls against the target until the end of your next turn.

As you lay into your foe with another powerful swing, the ring of steel and your mighty war cry show your allies that victory is yours for the taking.

Purple Dragon Knight Attack 11 FRPG-60

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

RALLYING CRY

Martial

Minor Action **RA** **C** **Close burst 5**
You and each ally in burst

Effect: Until the end of your next turn, all targets gain a +2 power bonus to speed and a +1 power bonus to saving throws.

You shout an inspiring war cry, and your voice rings above the din of battle. Your allies surge into the fight.

Purple Dragon Knight Utility 12 FRPG-60

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

STRIKE TERROR

Fear, Martial, Weapon

Standard Action **RA** **W** **Melee weapon**
STR or DEX vs REF **ATTACK** **TARGET** One creature

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 **RA** **Personal**
ATTACK **TARGET**

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	←	*	
ATTACK	DEFENSE	TARGET	
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.			
CLASS	LEVEL	PAGE	

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

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ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

FOR CORMYR!

Fear, Martial

Standard Action **Close burst 5**
CHA+5 vs WILL Each enemy in burst

Hit: You push the target 2 squares. The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Miss: The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Effect: Each ally in the burst gains 25 temporary hit points.

Your battle cry becomes a chant as one after another of your allies join in. The enemy recoils in fear.

Purple Dragon Knight Attack 20 FRPG-60

KEELHAUL

Martial, Weapon

Standard Action **Melee 1**
STR vs AC 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

KEYWORDS USED

ACTION RANGE

VS DEFENSE TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

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CLASS LEVEL PAGE

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