RALLYING ATTACK	RALLYING CRY	STRIKE TERROR	NERVES OF STEEL
Martial, Weapon ORDS	MartiaL YWORDS	Fear, Martial, Weapon RDS	Martial YWORDS
Standard Action R 4 Melee weapon	Minor Action	Standard Action N R 4 Melee weapon	Free Action RA & Personal
STR vs ACACK TA POne creature	ATTACK You and each ally in burst	STR or DEX vs REF One creature	ATTACK TARGE
Hit: 2[W] + Strength modifier damage, and your al- lies gain a +2 power bonus to attack rolls against the target until the end of your next turn.	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.	Hit: 2[W] + Strength or Dexterity modifier damage, and you push the target 5 squares.	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.
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.	You shout an inspiring war cry, and your voice rings above the din of battle. Your allies surge into the fight.	You attack with a bloodcurdling cry. Your enemy gives ground in fear.	You are irrepressible. When others would fold up, you shake off your despair and fear.
Purple Dragon Knight Attack 11 FRPG60	Purple Dragon Knight Utility 12 FRPG60	Sword Coast Corsair Attack 11 FRPG.66	Sword Coast Corsair Utility 12 FRPG-66
ENCOUNTER EAPLOID	UNGEONS OF AGONS	ENCOUNTER EXPLOIT DUNGEONS & DRAGONS	ENCOUNTER EXPLOIT DUNGEONS & DRAGONS
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ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.	ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.	ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.	ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
CLASS LEVEL PAGE	CLASS LEVEL PAGE	CLASS LEVEL PAGE	CLASS LEVEL PAGE
ENCOUNTER EXPLOIT DUNGEONS & DRAGONS	ENCOUNTER EXPLOIT DUNGEONS & DRAGONS	ENCOUNTER EXPLOIT DUNGEONS & DRAGONS	ENCOUNTER EXPLOIT DUNGEONS DRAGONS

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His Signal phe larget 2 gaugets The target takes as plorable for target 2 gaugets for the target takes as plorable for target 2 gaugets for the target takes as plorable for target 2 gaugets for target must remain adjacent to you.         Miss The target takes as plorable to target 2 gaugets for target must remain adjacent to you.         Miss The target takes as plorable to target 2 gaugets for target must remain adjacent to you.         Miss The target takes as plorable to target 2 gaugets for target must remain adjacent to you.         Miss The target takes as plorable to target 2 gaugets for targets and you do not shift, nor do you.         Miss The target takes as plorable to target 2 gaugets for targets and you do not shift, nor do you.         Miss The target takes as plorable to target 2 gaugets for targets and you do not shift, nor do you.         Miss The target takes as plorable target 2 gaugets for the target.         Miss The target takes as plorable to target plorable targets 2 gaugets for targets and you do not shift, nor do you.               Autow must remain adjacent to target plorable targets and you do not shift, nor do you.              Autow must remain adjacent targets and you do not shift, nor do you.              Autow must remain adjacent target targets and you do not shift, nor do you.              Autow must remain adjacent targets and you do not shift, nor do you.              Autow must remain adjacent targets and you do not shift, nor do you.              Autow must remain adjacent targets and you do not shift, nor do you.              Autow must remain adjacent targets and you do not shift, n				
Miss hard target takes a penalty to state with targets away throws endow     Niss half damage, and you do not shift, nor do you     Image: market target takes a penalty to state with targets away throws endow     Image: market target takes a penalty to state with targets away throws endow     Image: market target takes a penalty to state with target.     Image: market target takes a penalty to state with target.     Image: market target takes a penalty to state target targets target targets target targets targets target targets target targets target targets targets target targets targets targets targets target targets target targets target targets target targets target targets targets target target targets target targets target target target targe	Hit: You push the target 2 squares. The target takes a -2 penalty to attack rolls, all defenses, and sav-	shift 3 squares while pulling the target 3 squares.	VS ATTACK DEFENSE TARGET	VS ATTACK DEFENSE TARGET
Effect: Each ally in the burst galas 25 temporary fit points.     Vour barle crybecomes addant tes one effer anelter dyr Datur bergtor     Vour station of the comp receive for with your wayon and dag the creater barles gain. The comp receive for the comp receive for with your wayon and dag the creater barles gain. The comp receive for the comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain. The comp receive for with your wayon and dag the creater barles gain and gain the comp receive for with your wayon and the treater art new of the gain of the comp receive for with your wayon and the treater art new of the gain of the second for the gain of the comp receive for with your wayon and dag the creater art new of the gain	Miss: The target takes a -2 penalty to attack rolls,	Miss: Half damage, and you do not shift, nor do you		
	Effect: Each ally in the burst gains 25 temporary			
Ally Spin In. The energy records in fact.   Purple Dragon Knigk Attack 20   DALY EXPLOT   DILY EXPLOT   DIL			ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.	ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
Purple Dagon Knight Attack 20         Burd Coast Corsair Attack 20         Durg Coast         Durg Coast S (Drain Attack 20)		You staple your foe with your weapon and drag the creature behind you as you bull your way across the battlefield	Long Long	
DAILY EXPLOIT     DUINCEONS & DEACONS     DAILY EXPLOIT     DUINCEONS & DEACONS     DAILY EXPLOIT     DUINCEONS & DEACONS       RIVENES     UND     IVENES     UND     IVENES     UND     IVENES     UND       RIVENES     UND     IVENES     UND     IVENES     UND     IVENES     UND       ACTION     IVENES     UND     IVENES     UND     IVENES     UND       ACTION     IVENES     IVENES     IVENES     IVENES     IVENES     IVENES       ACTION     IVENES     IVENES     IVENES     IVENES     IVENES <tdi< td=""><td>And B</td><td>1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1</td><td>CLASS - LEVEL PAGE</td><td>CLASS - LEVEL PAGE</td></tdi<>	And B	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	CLASS - LEVEL PAGE	CLASS - LEVEL PAGE
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ACTION + + + + + + + + + + + + + + + + + + +			and a start of	and the second sec
ACTION & X RANGE ACTION	KEYWORDS USED	KEYWORDS	KEYWORDS USED	KEYWORDS USED
VS     VS     VS       ATTACK     DEFENSE     TARGET     TARGET     TARGET     TARGET     TARGET     TARGET     TARGET     TARGET				
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC. ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC. ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.	VS	VS	VS	vs
	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET	ATTACK DEFENSE TARGET
CLASS LEVEL PAGE CLASS LEVEL PAGE CLASS LEVEL PAGE CLASS LEVEL PAGE	ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.	ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.	ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.	ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.
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