

# PLAYER'S HANDBOOK

## RAIN OF BLOWS, PAGE 79

### Rain of Blows Fighter Attack 3

You become a blur of motion, raining a series of blows upon your opponent.

**Encounter** ♦ **Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC, two attacks

**Hit:** 1[W] damage.

**Weapon:** If you're wielding a flail, a light blade, or a spear and have Dexterity 15 or higher, make the attack a third time against either the target or a different creature.

## FORGOTTEN REALMS PLAYER'S GUIDE

## RIGHTEOUS RAGE OF TEMPUS PAGE 136

**Prerequisites:** Channel Divinity class feature, must worship Tempus

**Benefit:** You can invoke the power of your deity to use *righteous rage of Tempus*.

### Channel Divinity: Feat Power Righteous Rage of Tempus

*Tempus guides your arm and lends weight to your strike.*

**Encounter** ♦ **Divine**

**Minor Action** **Personal**

**Effect:** If you hit with the next weapon attack that you make before the end of your next turn and it isn't a critical hit, you roll the extra damage dice that you would roll if you scored a critical hit and deal the result as extra damage. If the attack is a critical hit, its extra damage is maximized.

**Special:** You must take the Righteous Rage of Tempus feat to use this power.

## MARTIAL POWER

### BATTLERAGER VIGOR, PAGE 6

Whenever you hit an enemy with a melee or a close attack, you gain temporary hit points equal to your Constitution modifier, plus any temporary hit points normally granted by the power.

If you use an invigorating fighter attack power and miss every target with it, you gain temporary hit points equal to your Constitution modifier.

When wearing light armor or chainmail, you gain a +1 bonus to damage rolls with melee and close weapon attacks whenever you have temporary hit points. This bonus increases to +2 if you're wielding an axe, a hammer, a mace, or a pick.

# MARTIAL POWER (CONT.)

## DUAL STRIKE, PAGE 7

### Dual Strike Fighter Attack 1

You lash out quickly and follow up faster, delivering two small wounds.

**At-Will** ♦ **Martial, Weapon**

**Standard Action** **Melee weapon**

**Requirement:** You must be wielding two melee weapons.

**Primary Target:** One creature

**Primary Attack:** Strength vs. AC (main weapon)

**Hit:** 1[W] damage.

**Effect:** Make a secondary attack.

**Secondary Target:** One creature other than the primary target

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

**Hit:** 1[W] damage.

*Level 21:* 2[W] damage per attack.

## GUILEFUL SWITCH, PAGE 107

### Guileful Switch Warlord Utility 6

You spring a trap on your opponents, surprising them with your clever stratagem.

**Encounter** ♦ **Martial**

**Free Action** **Personal**

**Requirement:** You must use this power during your turn before you take any other actions.

**Effect:** You and one ally you can see switch places in the initiative order. Your turn ends when you use this power, and the ally takes his or her next turn immediately, even if he or she has already acted during this round. You then act when your ally would have acted.

## DWARF STONEBLOOD, PAGE 133

**Prerequisites:** Dwarf, fighter, Battlerager Vigor class feature

**Benefit:** You gain a +2 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 4 at 11th level and 6 at 21st level.

## IMPROVED VIGOR, PAGE 136

**Prerequisites:** Fighter, trained in Endurance

**Benefit:** You gain a +1 feat bonus to the number of temporary hit points you gain from using an invigorating power. The bonus increases to 2 at 11th level and 3 at 21st level.