	Hammer and Anvil Warlord Attack 1	4
Encounter	 Martial, Weapon 	\sim
Target: One Attack: Str Hit: 1[W] + 5	vs. Ref Str damage. One ally adjacent to the	Str vs. Ref
	s a melee basic attack against it as a The ally adds your Charisma modifier ge.	Damage
		Damage Bonus
	inging blow against your foe, inspiring a y ally to strike a blow of his own.	



Aid the Injured Warlord Utility 2

Encounter + Healing, Martial Standard Action Melee touch Target: You or one adjacent ally Effect: The target can spend a healing surge.

Your presence is both a comfort and an inspiration.



Encounter + Martial, Healing

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.

Minor Action Close burst 5 (10 at 11th level, 15 at 21st level) Target: You or one ally in burst

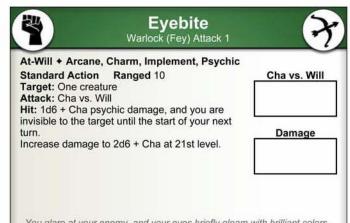
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

The ammount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level and 6d6 at 26th level.

Add. Hit Points

You call out to a wounded ally and offer inspiring words of courage and determination that help that ally heal.

° (ommander's Str Warlord Attack 1	ike
basic attack against	Melee weapon re our choice makes a melee	Bonus Damage



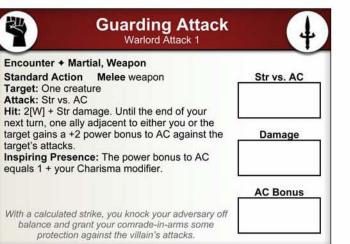
You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

Dragon Breath Dragonborn Racial	e 😔
Encounter + Acid, Cold, Fire Lightning, or Poiso	'n
Minor Action Close blast 3	+ vs. Ref
Target: All creatures in the area	
Attack: Str, Dex, or Con +2 vs. Ref	
Hit: 1d6 + Con damage. Increase to +4 bonus and 2d6 + Constitution	
modifier damage at 11th level, and to +6 bonus	Damage
and 3d6 + Constitution modifier damage at 21st level.	Damage
Special: When you create your character,	
choose the damage type and the ability score to	
use for attacks.	Туре
As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.	

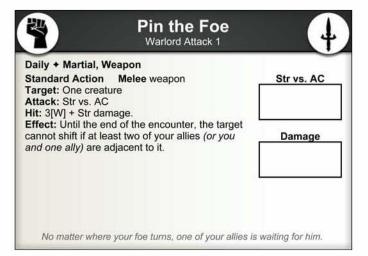
	Warlord Attack 1	
Target: One cre Special: Before adjacent to eithe	n Melee weapon ature you attack, you let one ally er you or the target shift 1 square	Str vs. AC
s a free action. Attack: Str vs. / Att: 1[W] + Str c Increase to 2[W	AC	Damage
Step by	step, you and your friends surround th	e enemv.

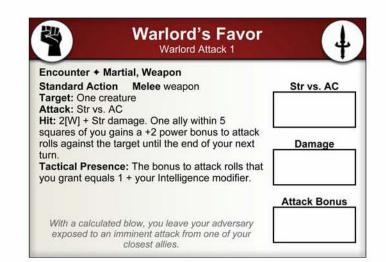
Bastion of Defense Warlord Attack 1	4
Daily + Martial, Weapon	<u> </u>
Standard ActionMelee weaponTarget: One creatureAttack: Str vs. ACHit: 3[W] + Str damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.Effect: Allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma 	Str vs. AC
	Hit Points
Honorable warriors never fall!	

	Lead the Attack Warlord Attack 1	4
Daily + Martia	I, Weapon	\sim
Target: One cr Attack: Str vs. Hit: 3[W] + Str	AC damage. Until the end of the	Str vs. AC
you gain a pow the target equa Miss: Until the	and each ally within 5 squares of er bonus to attack rolls against I to 1 + your Intelligence modifier. end of the encounter, you and 5 squares of you gain a +1 power	Damage
bonus to attack	rolls against the target.	Attack Bonus
Under your d	rection, arrows hit their marks and blades drive home.	



Warlord	Attack 1
ncounter + Martial, Weapon	
Standard Action Melee weapor Farget: One creature Attack: Str vs. AC Hit: 2[W] + Str damage. You or an	
the target swaps places with the	
Like a leaf caught in the autumn will battle. Your fierce attacks	



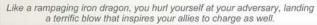


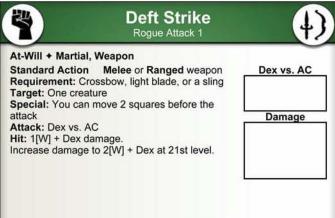
*	Viper's Strike Warlord Attack 1	
At-Will + Mart	ial, Weapon	
Target: One c Attack: Str vs. Hit: 1[W] + Str	AC damage.	Str vs. AC
Effect: If the ta	V] + Str at 21st level. arget shifts before the start of your vokes an opportunity attack from choice.	Damage
You trick yo	ur adversary into making a tactical erro comrade a chance to strike.	r that gives your

	Steel Monsoon Warlord Attack 3	4
Encounter +	Martial, Weapon	
Target: One of Attack: Str vs		Str vs. AC
	u can shift a number of squares our Intelligence modifier.	Damage
You lean into	the fray with a wild, whirling attack	Squares
but your me	the may with a wild, wrining attack — overments are carefully calculated to enemies and give your allies a chance to move into position.	

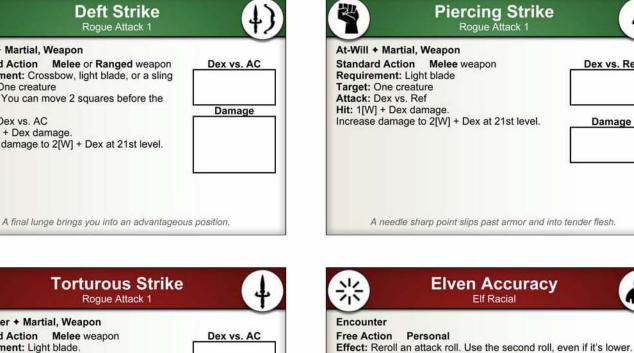
Daily + Martial, Weapon	
Standard Action Melee w	eapon Str vs. AC
Target: One creature	
Attack: Str vs. AC	vou alida an
Hit: 3[W] + Str damage, and y adjacent ally 1 square. Until the square of the structure of the square of the structure of th	
encounter, whenever you or a	
squares of you makes a succ	
attacker slides an adjacent al	y 1 square.
Miss: Choose one ally within	
the end of the encounter, the	
	successful attack.

Daily + Martial, Weapon	
Standard Action Melee weapon Farget: One creature Attack: Str vs. AC Iit: 3[W] + Str damage. Effect: Until the end of the encounter, as an	Str vs. AC
mediate reaction, an ally of your choice within squares of you can charge a target that you harge.	Damage





	Martial, Weapon	Dex vs. AC
	t: Light blade. creature	
it: 2[W] + D	vs. AC Dex damage. ndrel: You gain a bonus to the	Damage
	equal to your Str.	
If	you twist the blade in the wound just so make your enemy howl in pain	



With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Acid Arrow Wizard Attack 1

Int vs. Ref

Damage

Secondary Dmg.

Dex vs. Ref

Damage

Daily + Acid, Arcane, Implement Standard Action Ranged 20 Primary Target: One creature

Secondary Attack: Int vs. Ref

Hit: 2d8 + Int acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack. Secondary Target: Each creature adjacent to the

Hit: 1d8 + Int acid damage, and ongoing 5 acid

Miss: Half damage, and ongoing 2 acid damage to

primary target (save ends), and no secondary attack.

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Attack: Int vs. Ref

damage (save ends).

primary target

•	Second Chance Halfling Racial
Encounter	
	ot Personal tack hits you, force an enemy to roll the attack uses the second roll, even if it's lower.
Luckan	d small size combine to work in your favor

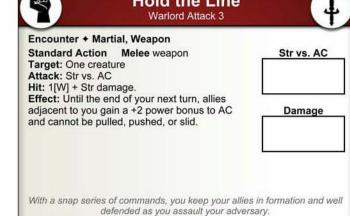
as you dodge your enemy's attack.

Effect: Teleport up to 5 squares (see "Teleportation", page 286).

Encounter + Teleportation Move Action Personal







	Warlord's Strike Warlord Attack 3	4
Encounter + Mart	ial, Weapon	
		Str vs. AC
damage rolls again Inspiring Presenc equals 1 + your Ch	e The bonus to damage rolls	Damage
		Damage Bonus
enemy's wea	ut is all you need to reveal the kness and spur your allies finishing him off.	

rget: You or or	Ranged 10	Save Bonus
	al to your Charisma modifier.	

Encounter + Martial, Weapon Standard Action Melee weapon Target: One creature Attack: Str vs. AC Hit: 2[W] + Str damage. Effect: One ally who can hear you and is within 5 squares of you makes a saving throw. Damage Damage

	Stand the Fallen Warlord Attack 5	4
Daily + Healing	ı, Martial, Weapon	\sim
Target: One cre Attack: Str vs. A Hit: 3[W] + Str d	AC	Str vs. AC
healing surge an	nd regains additional hit points narisma modifier.	Damage
		Bonus Healing
lifts the spi	denied victory! A determined strike rits of your beleaguered allies stores their fighting spirit.	

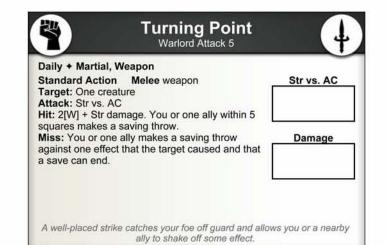
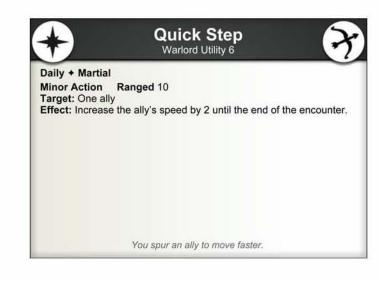
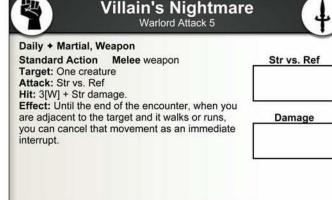


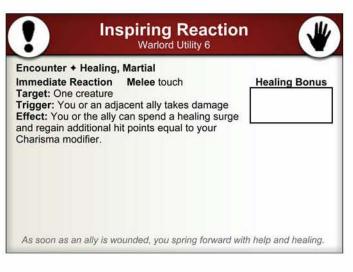
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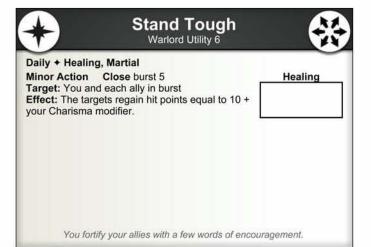


*	Lion's Roar Warlord Attack 7	4
Encounter + Heal	ing, Martial, Weapon	
Standard Action	Melee weapon	Str vs. AC
Target: One creatu	Jre	
Attack: Str vs. AC	2222	
Hit: 2[W] + Str dan	ally within 5 squares of you	
can spend a healin		Damage
Inspiring Presenc	e: Your ally (but not you)	
gains additional hit modifier.	points equal to your Charis	sma
		Healing Bonus
a wide, sweeping	g roar, you swing your weapoi g arc that breaks through your The blow reinvigorates you or	n in r

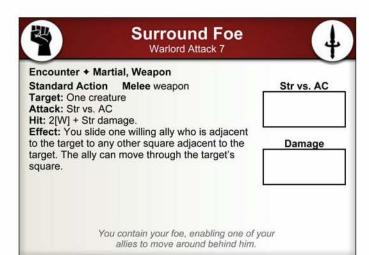


You use weapon thrusts, lunges, and parries to hedge in your adversary, preventing him from moving away from you.





*	Sunder Armor Warlord Attack 7	
Encounter + Ma	rtial, Weapon	
Target: One crea Attack: Str vs. A		Str vs. AC
	ack roll against the target can on a roll of 18-20.	Damage
	opponent's defenses and eventually reates a momentary chink in his arm	



Daily + Marti	Waanan	
Target: One c Attack: Str vs Hit: 3[W] + Str	ion Melee weapon reature AC	Str vs. AC
15 temporary to 0 hit points	hit points. If you dropped the target or fewer with this attack, add your lifier to the temporary hit points	Damage

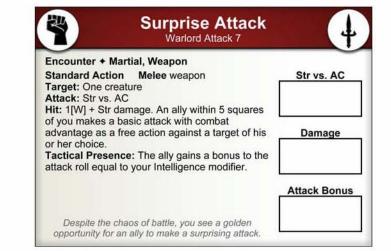


Ease Suffering Warlord Utility 10

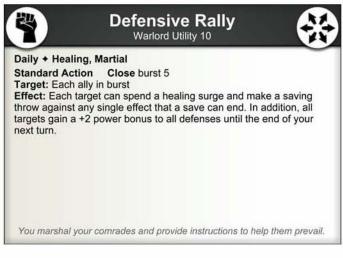


Daily + Martial

Minor Action Personal Effect: Allies ignore ongoing damage on any turn they start adjacent to you, neither taking ongoing damage nor making saving throws to end it. This effect persists until the end of the encounter or for 5 minutes.



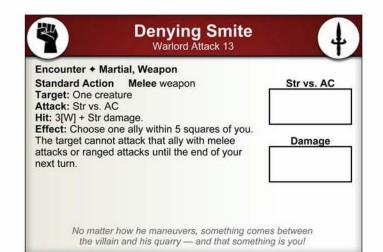
Daily + Martial, Weapon	
Standard Action Melee weapon Target: One creature Attack: Str vs. AC Hit: 3[W] + Str damage, and the target is knocked prone. Every ally within 10 squares of	Str vs. AC
you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target porne on a hit. Miss: Half damage, and the target is knocked prone.	Damage
The rhythm of your enemies hitting the ground is r	nusic to your pars



!	Tactical Shift Warlord Utility 10	(
Daily + Martial		
ranged attack	Ranged 10 s your ally with a melee or ift a number of squares gence modifier.	Squares
	y of battle tactics and stem com to move an ally out of harm's w	

Your nearby presence	is enough to ease	the suffering of your allies
----------------------	-------------------	------------------------------

Encounter + Martial, Weapon	
Standard Action Melee weapon	Str vs. Fort
Target: One creature Attack: Str vs. Fort	
Hit: 2[W] + Str damage, and the target is knocked prone. Every ally within 5 squares of	
you makes a basic attack on one target of his or	Damage
her choice as a free action. These attacks deal no damage but knock a target prone on a hit.	
Tactical Presence: Your allies gain a bonus to	
the attack rolls granted by this power equal to your Intelligence modifier.	Attack Bonus
your mengence mouner.	Allack Bonus
You sweep the legs from under your adversary and	



Fury of the Sirocco Warlord Attack 13		Make Them Bleed Warlord Attack 15	4
Encounter + Martial, Weapon Standard Action Close burst 1 Target: Each enemy in burst you can see Attack: Str vs. AC Hit: 1[W] + Str damage, and you slide the target	Str vs. AC	Daily + Martial, Weapon Standard Action Melee weapon Target: One creature Attack: Str vs. AC Hit: 3(W) + Str damage, and ongoing 5 damage	Str vs. AC
1 square.	Damage	(save ends). Effect: Until the end of the encounter, when you or an ally hits the target, that attack also deals ongoing 5 damage (save ends).	Damage
The sirocco drives the desert sands in a thousan So too does your furious attack scatter your and drive them where you want them to	enemies	You bleed your foe with a wicked strike, exposing a fail	al flaw in its armor.

	Warlord Attack 15	
Daily + Martial, W	leapon	
Standard Action Target: One creat		Str vs. AC
Attack: Str vs. AC		
Hit: 4[W] + Str dar		
and damage rolls a encounter. When t of your choice with to your Intelligence	ains a +2 bonus to attack rolls against you until the end of the he target attacks you, an ally hin a number of squares equal e modifier can make a basic	Damage
attack against the interrupt.	target as an immediate	Range
time he lunges at	dversary with a bold stroke. Each you, he recklessly sets up your rces for victorv.	

~
of your

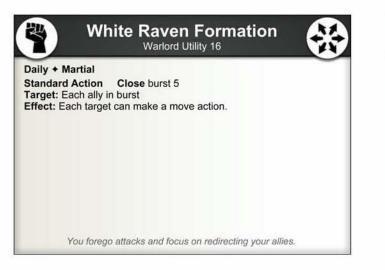
Renew the Troops Warlord Attack 15 Daily + Healing, Martial, Weapon Standard Action Melee weapon Str vs. AC Target: One creature Attack: Str vs. AC Hit: 3[W] + Str damage. Each ally who has line of sight to you regains hit points as if he or she had spent a healing surge. Add your Charisma Damage modifier to the hit points regained. Miss: Each ally who has line of sight to you regains hit points equal to 10 + your Charisma modifier. Healing Seeing the beast quail before your onslaught gives your allies the courage to fight on.

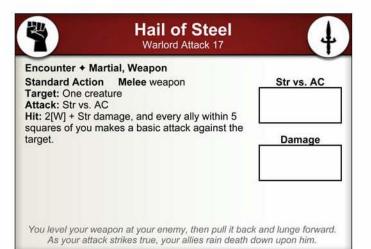


Hero's Defiance Warlord Utility 16

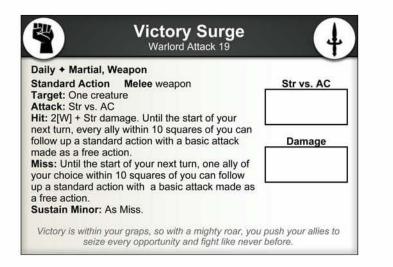
Daily + Martial Standard Action Ranged 10 Target: You or one ally. Effect: The target succeeds on a saving throw.

You rally your closest troops before sending them into battle.





*	Warlord's Rush Warlord Attack 17	
Encounter + Ma	rtial, Weapon	
Target: One crea Attack: Str vs. A		Str vs. AC
Tactical Presen	nove their speed. ce: One ally who has line of <i>r choice)</i> can move his or her	Damage
	illd, terrible storm, you hurl yourself al les are swept along on the force of yo	



	Battle On Warlord Attack 17	4
Encounter + Martia	al, Weapon	
	e age, and every ally within 5	Str vs. AC
	es a saving throw. : Your allies gain a bonus to ual to your Charisma	Damage
		Save Bonus
	rces with a battle cry and a own a second	

	Thunderous Fury Warlord Attack 17	4
Encounter +	Martial, Weapon	\sim
Target: One Attack: Str v Hit: 3[W] + S	s. AC tr damage, and the target is dazed	Str vs. AC
Tactical Pre turn, your alli	of your next turn. sence: Until the end of your next es gain a power bonus to attack the target equal to your Intelligence	Damage
		Attack Bonus
The fer	ocity of your blow quiets the storm of battle for a moment.	

Daily + Martial, W	Warlord Attack 19	
Standard Action Target: One creatu Attack: Str vs. AC Hit: 4[W] + Str dan	Melee weapon are	Str vs. AC
your next turn, you interrupt to move 4 basic attack agains damage, the target roll equal to your Ir	can use an immediate squares and make a melee st the target. If you deal takes a penalty to its attack ttelligence modifier. e effect continues until the rn.	Damage

	Windmill of Doo Warlord Attack 19	m 🕴
Daily + Mar	tial, Weapon	\sim
Target: One Attack: Str v Hit: 3[W] + S		Str vs. AC
attack again: Miss: One a	st it as a free action. Ily of your choice adjacent to the s a melee basic attack against it as	a Damage
	maneuver your adversary into a perfe e deciding blow, your surrounding allie sides.	



Heart of the Titan Warlord Utility 22



Dmg/Healing

Daily + Martial Standard Action Ranged 10 Target: You or one ally Effect: The target gains temporary hit points qual to his or her healing surge value + your Charisma modifier. Until the target loses as many temporary hit points as he or she gained from this power the target adds your Charisma modifer to damage rolls and can't be dazed, immobilized, pulled pushed restrained slid cloued strunged

pulled, pushed, restrained, slid, slowed, stunned, or weakened.

Effect: You slide each target a number of squares equal to your Intelligence modifier.

You level your weapon at your enemies and utter a grim threat that leaves them fearing for their lives. With great words, you turn yourself or an ally into a battle-hardened juggernaut.

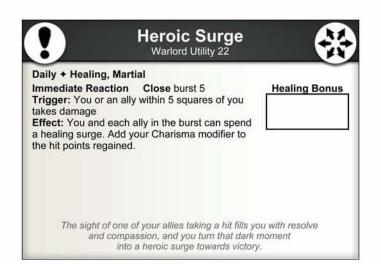
Own the Battlefield Warlord Utility 22 Daily + Martial **Standard Action** Close burst 10 Target: Each enemy in burst you can see



Like a puppet master, you position your enemies exactly where you want them.

	Pillar to Post Warlord Attack 23	
Encounter +	Martial, Weapon	
Target: One c Attack: Str vs Hit: 3[W] + Str	damage, and the ally can make a	Str vs. AC
action. If the a secondary atta	tack against the target as a free ly's attack hits, you make a ick against the target. tack: Str vs. AC damage.	Damage
		Secondary D
into a v	your foe and send him careening raiting ally, who sends the foe Imbling back toward you.	

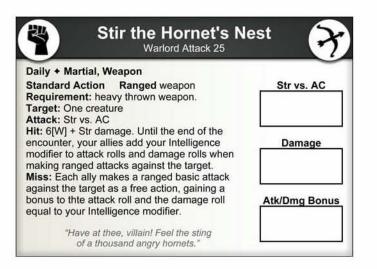
	Sudden Assault Warlord Attack 23	4
Encounter + Ma	artial, Weapon	
Target: One creater Attack: Str vs. A	n Melee weapon ature flakned by you and an ally C amage, and an ally of your	Str vs. AC
	quares of you takes a standard	Damage
bonus to attack r you equal to you	ce: Your ally gains a power olls against targets adjacent to r Intelligence modifier. This	
	ly to attack rolls made using the granted by this power.	Attack Bonus
Your slashing	g blow spurs an ally into action.	



	Great Dragon War C Warlord Attack 23	ry
Standard Act Target: One of Attack: Str vs		Str vs. AC
weakened unt Inspiring Pre encounter, yo	il the end of your next turn. sence: Until the end of the ur allies gain a power bonus to their ainst weakened enemies equal to	Damage
		Attack Bonus
	a terrifying battle cry as you attack. s of your foes run cold whenever your allies strike.	

Encounter + Mar	tial, Weapon	
Attack: Str vs. AC Hit: 4[W] + Str dar	ure flakned by you and an ally	Str vs. AC

	Relentless Assault Warlord Attack 25	
Daily + Martial, V		
or an ally scores a	ure	Str vs. AC
by a clo	r weapon down hard, and your enen ud of crimson mist. A fierce battle cry rour allies into a blood-stoked frenzy.	/ throws

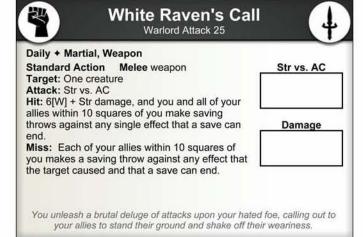


Chimera Battlestrike Warlord Attack 27

Str vs. Ref

Damage

Squares



Encounter + Martial, Weapon		
Standard Ac Target: One Attack: Str v Special: You	tion Melee weapon creature s. AC must charge as part of t	
next turn, any gains a bonu Charisma mo	tr damage. Until the end v ally who has line of sigh s to damage rolls equal t difier when he or she ma attack as part of a charge	nt to you Damage o your akes a
		Damage Bor

	Warlord's Doom Warlord Attack 27	
Encounter + Mar	tial, Weapon	
Standard Action Target: One create Attack: Str vs. AC Hit: 4[W] + Str dar	ure	Str vs. AC
	choose an effect currently on get fails its next saving throw	Damage
You break y	your adversary's resolve with a feroci	ious strike.

	Stand Invincible Warlord Attack 29	
Daily + Martial, V	Veapon	
Standard Action Target: One creat Attack: Str vs. AC Hit: 7[W] + Str da	ure	Str vs. AC
Effect: You and e gain a +4 power b 5 to all damage un	ach ally within 5 squares of you onus to all defenses and resist ntil the end of your next turn. he effect continues.	Damage
	hing you have at the enemy and beco enght and perseverance for your allie	

With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.

Encounter + Martial, Weapon Standard Action Close burst 1

Attack: Str vs. Ref

2 squares.

modifier.

Target: Each enemy in burst you can see

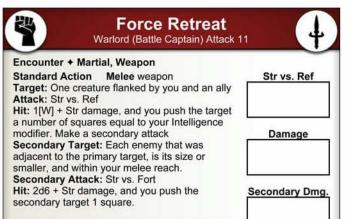
Tactical Presence: You slide the target a

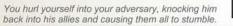
Hit: 3[W] + Str damage, and you slide the target

number of squares equal to 1 + your Intelligence

Warlord Attack 27	
ncounter + Martial, Weapon tandard Action Melee weapon	Str vs. AC
arget: One creature ttack: Str vs. AC lit: 4[W] + Str damage, and each ally in your line f sight gains 20 temporary hit points. spiring Presence: You grant each ally dditional temporary hit points equal to your charisma modifier.	Damage
You deliver a massive blow to your enemy and usher your allies ever closer toward victory. Your words and deeds raise their spirits and inspire them to new acts of heroism	Hit Points

!	Defy Death Warlord Attack 29	
Daily + Healing, M	lartial, Weapon	
Trigger: A creature Target: The attacki Special: As part of		Str vs. AC
provoking opportun Attack: Str vs. AC		Damage
half damage if it hit	diate reaction, the ally can	
You leap to you	r ally's side and spare him from the	iaws of death.







Bolt of Genius Warlord (Battle Captain) Utility 12

Daily + Martial, Weapon Standard Action Ranged 5 Target: One ally Effect: The target regains an encounter power he or she has already used.

You share a moment of brilliant clarity with a close comrade.



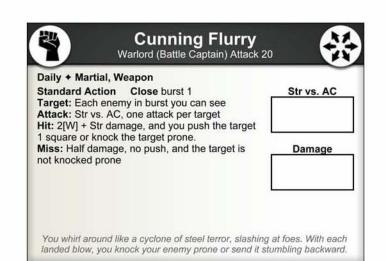
Encounter + Martial

Immediate Interrupt Ranged10 Trigger: An enemy within range and in your line of sight misses you with an attack

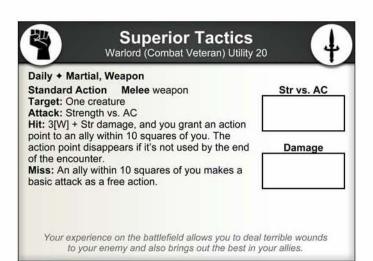
Effect: The enemy grants combat advantage to each ally who has line of sight to it until the start of its next turn.

You dodge an enemy's attack, then look at him as though he were already dead.

ncounter + Martial, Weapon	
Standard Action Melee weapon 'arget: One creature tttack: Str vs. AC Iit: 3[W] + Str damage. Effect: After making the attack, you push all djacent enemies 1 square.	Str vs. AC



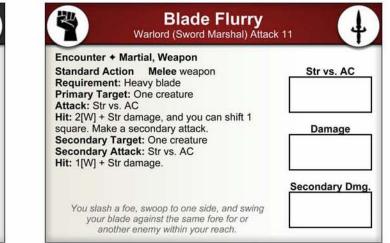
incounter + Mart	and an an and the second se	
azed until the end ou slide the targe	ure	Str vs. Ref
ou slide the targe squares of you s	t 2 squares, and an ally within	Damage

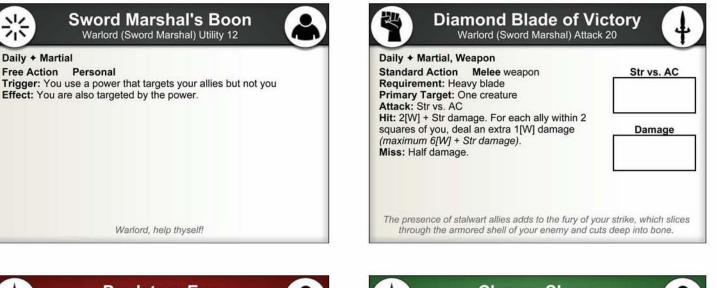


€	Break Their Nerve Warlord (Knight Commander) Utility 12
Encounter + N	Nartial
Minor Action Target: One en Effect: The targ	
You	u make your enemy second-quess its decision

to face you and your comrades in battle.

Daily + Martial, Weapon	
Standard Action Melee weapon Target: One creature Attack: Str vs. AC Hit: 3[W] + Str damage.	Str vs. AC
Effect: All of your enemies within 5 squares of you are marked until the end of your next turn. All enemies take ongoing damage equal to your Charisma modifier while the mark lasts.	Damage
	Ongoing Dama
You dominate the field of battle to the extent that enemies find your mere presence overwhelming.	







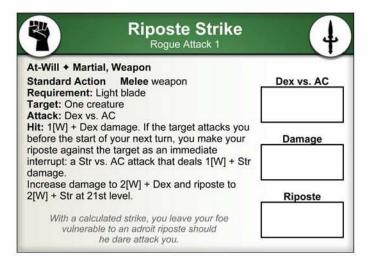
+	Darkfire Drow Racial	Ì
Encounter		
Minor Action	Ranged 10	+ vs. Ref
Target: One crea		
Attack: Int +2, W	is +2 or Cha +2 vs. Ref	
Increase to +4 bo	nus at 11th level and +6 bonus	
at 21st level.		
	of your next turn, all attacks	
	have combat advantage, and	
	benefit from invisibility or	
concrealment.		
	ou create your character,	
	to use when making attack	
rolls with this pow	/er.	

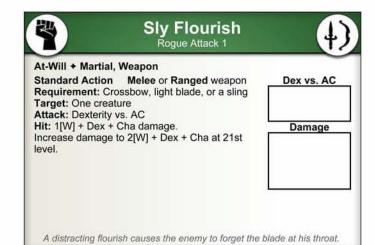
Daily + Martial

Personal

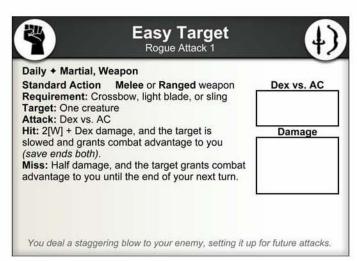
Free Action

ncounter	-
inor Action Personal fect: If you have combat advantage against a rget, you deal +1d6 damage on the next attack u make against that target. You must apply this nus before the end of your next turn. crease extra damage to +2d6 at 11th level and d6 at 21st level.	
You maneuver into an advantageous pos strike your foe with ruthless determine Cloud of Darknes Drow Racial	nation
Accounter inor Action Close burst 1 fect: This power creates a cloud of darkness th til the end of your next turn. The cloud blocks li eatures except you. Any creature except you er uld is blinded	ine of sight for all





 King's Castle
 Image: Comparison of the state of th



	Trick Strike Rogue Attack 1	4)
Daily + Martial, V	Veapon	
		Dex vs. AC
1 square. Effect: Until the e	amage, and you slide the target nd of the encounter, each time you slide it 1 square.	Damage
)	
Throug	h a series of feints and lures, you ma your foe right where you want him.	neuver

 Dazing Strike

 Rogue Attack 1

 Encounter + Martial, Weapon

 Standard Action
 Melee weapon

 Requirement: Light blade

 Target: One creature

 Attack: Dex vs. AC

 Hit: 1[W] + Dex damage, and the target is dazed

 until the end of your next turn.

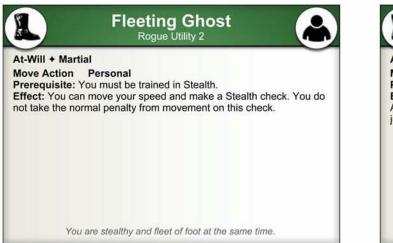
 Damage

 An expert strike catches your foe by surprise and leaves him reeling from the pain.

	Positioning Strike Rogue Attack 1	
Encounter + Ma	urtial, Weapon	
Requirement: Li Target: One crea Attack: Dex vs.	ature Will	Dex vs. Will
target 1 square.	damage, and you slide the You slide the target a number of your Cha.	Damage
		Squares
	nd a shove place the enemy exactly here you want him.	

8	Blinding Barrage Rogue Attack 1	×
Daily + Martial, W	leapon	
or sling. Target: Each ener	ossbow, light thrown weapon, ny in blast you can see	Dex vs. AC
blinded until the er	C image, and the target is id of your next turn. e, and the target is not blinded.	Damage
A ranid	barrage of projectiles leaves your er	nomios

clearing the blood from their eyes.

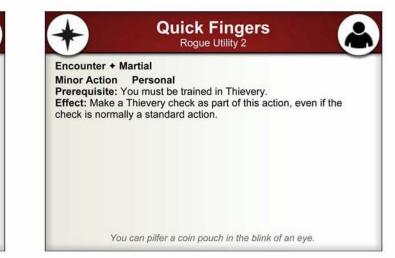






Master of Deceit Rogue Utility 2

Encounter + Martial Free Action Personal Trigger: You roll a Bluff check and dislike the result Prerequisite: You must be trained in Bluff. Effect: Reroll the Bluff check. You decide whether to make the reroll before the DM announces the result.



The line between truth and deception is thin, and you cross it with ease.

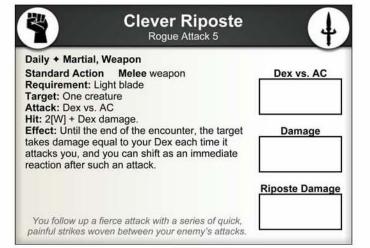


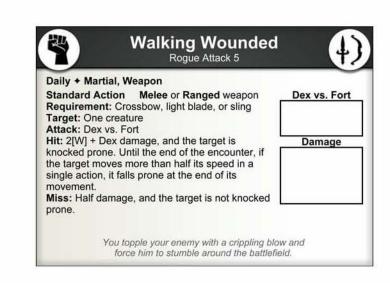
*	Setup Strike Rogue Attack 3	4
Encounter + Martia	l, Weapon	
Standard Action Requirement: Light Target: One creature Attack: Dex vs. AC	blade. e	Dex vs. AC
	age, and the target grants you until the end of your	Damage
You land a coloulat	ed blow that causes your enemy	to drap his quard
	him vulnerable to subsequent a	

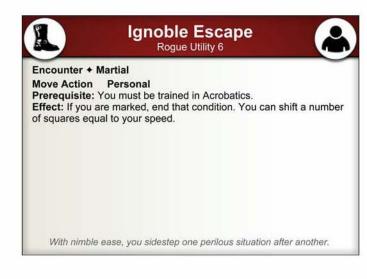
8	Bait and Switch Rogue Attack 3	4
Encounter + Mart	ial, Weapon	
Standard Action Requirement: Ligh Target: One creatu Attack: Dex vs. Wi	nt blade. ire II	Dex vs. Will
	mage. In addition, you switch get and can then shift 1	Damage
Artful Dodger: Yo squares equal to yo	u can shift a number of our Cha.	
		Squares
forward so t	eave, causing your foe to lurch hat you can duck around d slip into his space.	

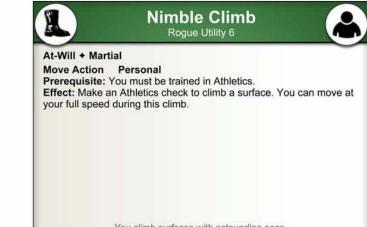
	Topple Over Rogue Attack 3	4
Encounter + Mart Standard Action Requirement: Ligi Target: One creati	Melee weapon nt blade.	Dex vs. AC
attack roll equal to	You gain a bonus to the	Damage
Balance and mome	ntum are your allies as you lunge i	forward, strike deftly

	Trickster's Blade Rogue Attack 3	
Encounter + Mart	tial, Weapon	
Target: One create Attack: Dex vs. AC	ssbow, light blade, or sling ore C	Dex vs. AC
Hit: 2[W] + Dex da AC until the start o	mage. Add your Cha to your f your next turn.	Damage
You land an expe	rt blow and follow up with a clever s	eries of feints the









 Deep Cut Rogue Attack 5
 Deep Cut Logue Attack 5

 Daily + Martial, Weapon Standard Action Melee weapon Requirement: Light blade Target: One creature Attack: Dex vs. Fort Hit: 2[W] + Dex damage, and ongoing damage equal to 5 + your Str (save ends). Miss: Half damage, and no ongoing damage.
 Dex vs. Fort

 Damage
 Damage

 Damage
 Damage



Immediate Interrupt Personal

Trigger: You are hidden and lose cover or concealment against an opponent

Prerequisite: You must be trained in Stealth.

Each drop of blood is another

nail in your enemy's coffin.

Effect: Make a Stealth check. Until the end of your next turn, you remain hidden if a creature that has a clear line of sight to you does not beat your check result with its Perception check. If at the end of your turn you do not have cover or concealment against a creature, that creature automatically notices you.

You blend into your surroundings.



Mob Mentality Rogue Utility 6



Encounter + Martial

 Standard Action
 Close burst 10

 Prerequisite:
 You must be trained in Intimidate.

 Targets:
 You and each ally in burst

 Effect:
 The targets gain a +2 power bonus to Cha based skill and ability checks until the end of your next turn

When it comes to lying, cajoling, or persuading others, your allies follow your lead.

You climb surfaces with astounding ease.

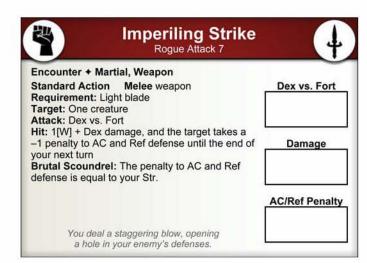
Slippery Mind Rogue Utility 6



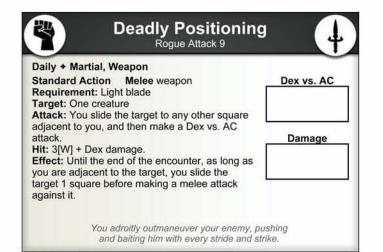
Encounter + Martial

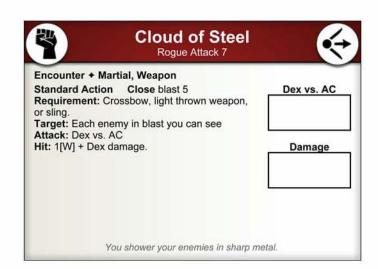
Immediate Interrupt Personal Trigger: You are hit by an attack against your Will defense Prerequisite: You must be trained in Bluff. Effect: Gain a +2 power bonus to your Will defense against the triggering attack.

You cloud your mind with vague thoughts that shield you against a sudden mental attack.



Encounter + M	artial, Weapon	
Requirement: L Target: One cre Attack: Dex vs.	ature Ref	Dex vs. Ref
	damage, and the target is end of your next turn.	Damage

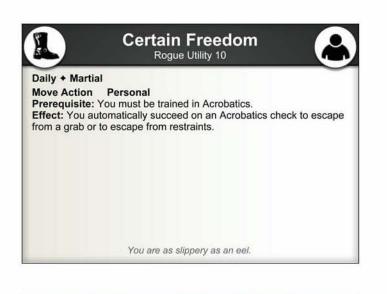




	Rogue's Luck	(†)
Encounter + Mart	ial, Weapon	
		Dex vs. AC
Hit: 2[W] + Dex da		Damage
	ondary attack against the	
arget. Secondary Attack	: Dex vs. AC	
Artful Dodger: Yo	u gain a bonus to the attack any attack equal to your Cha.	
Hit: 1[W] + Dex da	mage.	Secondary
A gifted rogue	can turn failure into fortune.	

Daily + Martial,	Weapon	
Standard Action Requirement: Li Farget: One creat Attack: Dex vs. F	Melee weapon ght blade ture Fort	Dex vs. Fort
ongoing damage combat advantag	amage, and the target takes equal to 5 + your Str and grants e to you (save ends both) ge, and no ongoing damage.	5 Damage
		Ongoing Damag

	Knockout Rogue Attack 9	4
Daily + Martial,	Weapon	\sim
Standard Actio Requirement: L Target: One cre Attack: Dex vs.	ature	Dex vs. Fort
knocked uncons unconscious tary longer unconsci	age, and the target is dazed until	Damage
A we	all-placed blow takes your foe out of th	e fight.









Daily + Martial

Move Action Personal

Prerequisite: You must be trained in Acrobatics.

Effect: Move into the space of an adjacent creature larger than you and at least Large in size. (It gets its usual opportunity attack against you as you leave an adjacent square.) You gain combat advantage against the creature, and it takes a -4 penalty to attack rolls against you. When the creature moves, you move along with it, staying in the same portion of the creature's space. The creature can make a Str or Dex vs. Ref attack (as a standard action with no penalty) to slide you into an adjacent square and end this effect.

Special: Allies of the target creature can attack you without penalty.

You take cover beneath a much larger creature, making it harder for the creature to hit you.



Dangerous Theft Rogue Utility 10

Encounter + Martial

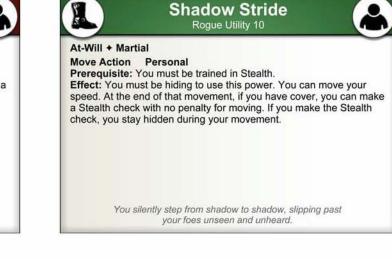
 Free Action
 Personal

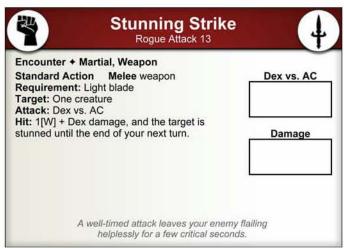
 Prerequisite: You must be trained in Thievery.
 Effect: On your next action, ignore the -10 penalty when you make a Thievery check to pick a pocket during combat.

You snatch an item from an enemy during combat.

	Fool's Opportuni Rogue Attack 13	ty
ncounter + M	lartial, Weapon	
Requirement: L arget: One cre Attack: Dex vs.	eature Will	Dex vs. Will
s own melee b	akes damage as if it were hit by asic attack. If you have combat nst the target, you can add your amage.	Damage
You	bait your foe into attacking you, and	then turn

Tornado Strike Rogue Attack 13	4
tial, Weapon	
ossbow, light blade, or sling vo creatures C, one attack per target	Dex vs. AC
u slide the target a number of + your Cha.	Damage
	Squares
attacks against two foes,	





1	Unbalancing At Rogue Attack 13	Lack
Encounter + N	lartial, Weapon	
Requirement: Target: One cro Attack: Dex vs	eature AC	Dex vs. AC
shift until the er provokes an op the start of you the attack roll a	damage, and the target cann d of your next turn. If the targe portunity attack from you befor next turn, you gain a bonus to nd damage roll with the	et Damage
	ck equal to your Str, and you t prone on a hit.	OA Bonus
	aving, you land a decisive blow e and sets it up for a tripping att	

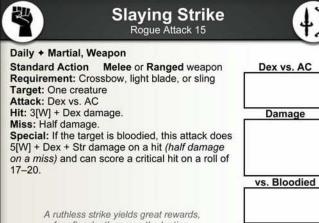


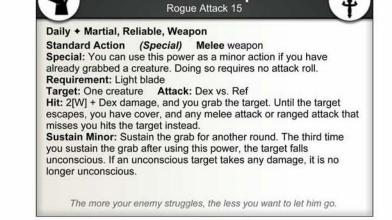
Bloody Path Rogue Attack 15

Daily + Martial, Weapon Standard Action Personal

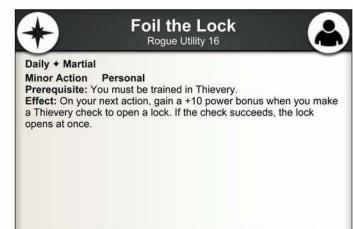
Effect: You can move your speed. Every enemy that can make an opportunity attack against you as a result of this movement attacks itself with its opportunity attack, rather than you. Any enemy that can make an opportunity attack against you during this movement must do so. It cannot refrain from making the attack to avoid harming itself.

> You dash across the battlefield, leaving bewildered and bleeding enemies in your wake.

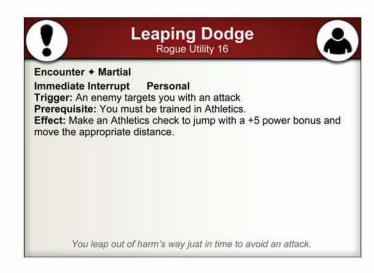




Garrote Grip



You tug on a lock a certain way, and just like that, it snaps open.



Encounter + Ma	rtial, Weapon	
		Dex vs. For
Hit: 3[W] + Dex of before the start of it again as an imit + Dex damage if Brutal Scoundre	damage. If the target attacks you f your next turn, you can attack mediate interrupt and deal 2[W]	Damage
roll equal to your		Interrupt Dm

for after death comes the looting.



Hide in Plain Sight Rogue Utility 16

Encounter + Martial

Minor Action Personal Prerequisite: You must be trained in Stealth. Effect: You must already be hidden to use this power. You are

invisible until you leave your current square. No other action that you perform makes you visible.

> You stand unseen in the midst of the battle, striking from your place of hiding.



Raise the Stakes Rogue Utility 16



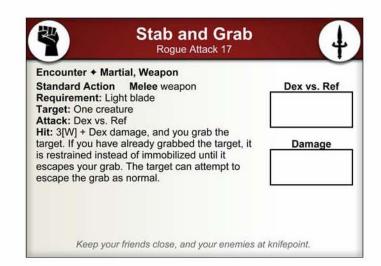
Daily + Martial

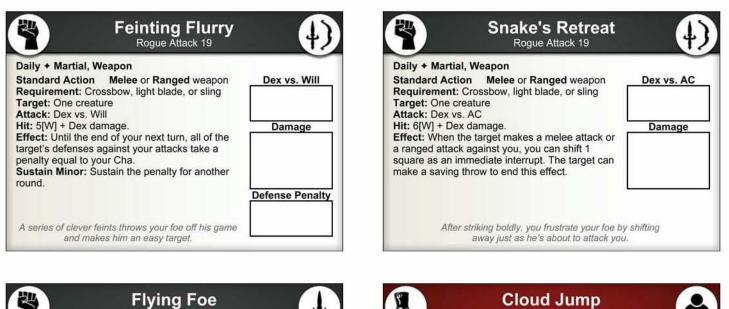
Minor Action Personal Prerequisite: You must be trained in Bluff.

Effect: Until the end of your next turn, any of your attacks can score a critical hit on a roll of 17-20, and any attack against you can score a critical hit on a roll of 19-20.

> You focus on the precision of your attacks, at the expense of hiding the chinks in your own armor

	Hounding Strike Rogue Attack 17	ŧ
Encounter + Mart	ial, Weapon	~
		Dex vs. Will
next turn, you gain target and a +1 por against its attacks.	mage. Until the end of your combat advantage against the wer bonus to all defenses e power bonus is equal to your	Damage
ona.		Defense Bonu
bites deep	ocity, you attack. Your weapon into your enemy's flesh, his heart with doubt.	





	Rogue Attack 19	Ť
Daily + Martial, Wea	apon	<u> </u>
Standard Action Requirement: Light Target: One creature Attack: Dex vs. Fort Hit: 4[W] + Dex dam	blade	Dex vs. Fort
squares. If an obstact arrests the slide, both take 1d6 damage an	the (including a creature) In the target and the obstacle Id the target ends its lare it occupied before it	Damage
Miss: Slide the targe damage from obstac	t Str squares, and no les.	Squares
	r foe's reactions allows m about like a rag doll.	

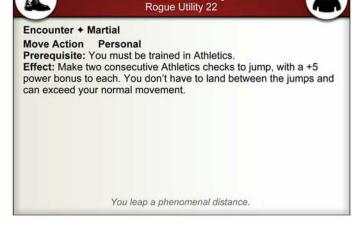


Dazzling Acrobatics Rogue Utility 22



Move Action Personal

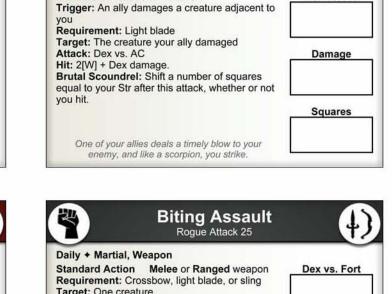
Prerequisite: You must be trained in Acrobatics **Effect:** You can shift twice your speed. You can climb at full speed as part of this move. If an enemy attacks you while you shift, you gain a +4 bonus to AC against that attack.



itealth. use this power. You are
use this power. You are
use this power. You are or until you end the effect by
or by making any attack othe
by making any attack othe

With nearly inhuman speed and percision, you slip away from a foe's attack.

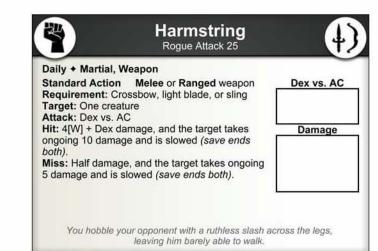
	Knave's Gambit Rogue Attack 23		Scorpi Rogue
	+ Martial, Weapon Action Melee or Ranged weapon	Dex vs. AC	Encounter + Martial, Weapon Immediate Reaction Melee 1
	nt: Crossbow, light blade, or sling ne creature		Trigger: An ally damages a crea you Requirement: Light blade
Miss: The t	Dex damage. arget makes a melee basic attack as n against an adjacent target other	Damage	Target: The creature your ally da Attack: Dex vs. AC Hit: 2[W] + Dex damage.
than you. Yo Artful Dodg	ou choose the target of its attack. ger: The attack you cause with a miss us to the attack roll and the damage	Atk/Dmg Bonus	Brutal Scoundrel: Shift a numbe equal to your Str after this attack you hit.
You make a	a decisive attack. Failing that, you cause d enemy to strike at another nearby foe.		One of your allies deals a time! enemy, and like a scorpion,



pion Strike gue Attack 23

Dex vs. AC

Encounter + Martial, Weapon Standard Action Close blast 5 Dex vs. Fort Requirement: Crossbow, light thrown weapon, Target: One creature Target: Each enemy in blast you can see Attack: Dex vs. Fort Attack: Dex vs. Fort Hit: 3[W] + Dex damage, and the target takes Damage Hit: 3[W] + Dex damage, and the target is immobilized until the end of your next turn. Damage ongoing 10 damage and is weakened (save ends both). Miss: Half damage, and the target takes ongoing 10 damage (save ends). Glittering blades pin your foes in place before any of them have a chance to blink, let alone run away. You strike with deadly ferocity to sap your foe's strength.



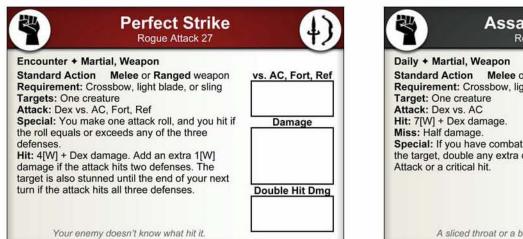
Encounter +	Martial, We	eapon		
Standard Ac Requiremen Target: One Attack: Dex Brutal Scou the attack rol Hit: 5[W] + D	t: Light blad creature vs. AC ndrel: The a I equal to yo	e ttack gains a bor ur Str.	nus to	ex vs. AC Damage

Daily + Martia	I. Weapon	
Standard Acti Requirement: Target: One ci Attack: Dex vs	on Melee weapon Light blade eature s. Will	Dex vs. Will
invisible. You r the target and turn. You have target until the Miss: Half dan	x damage, and you become nove into any square adjacent to reappear at the start of your next combat advantage against the end of your next turn. nage, you can shift 1 square to adjacent to the target, and you	Damage

Steel Entrapment Rogue Attack 23

or sling.

Dex vs. AC
Damage
Attack Bonus



Dex vs. Fort

Damage



Immobilizing Strike Rogue Attack 29

Daily + Martial, Weapon

Standard Action Melee or Ranged weapon Requirement: Crossbow, light blade, or sling Target: One creature

Attack: Dex vs. Fort

Hit: 5[W] + Dex damage, and the target is immobilized (save ends). If the target succeeds on its saving throw, it is slowed (save ends). Saving throws against these effects take a –5 penalty.

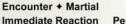
Miss: Half damage, and the target is slowed (*save ends*). Saving throws against this effect take a –5 penalty.

With terrifying ease, you slash at your enemy's exposed tendons and leave him immobilized and whimpering in pain.

counter + Marti	al, Weapon	
andard Action	Melee weapon	Dex vs. AC
quirement: Ligh		
rget: One creatu	re hift 3 squares before maki	na
attack.	into squares before man	
tack: Dex vs. AC		Damage
t: 3[W] + Dex dar		
rect: Shift to any	square adjacent to the targ	get.

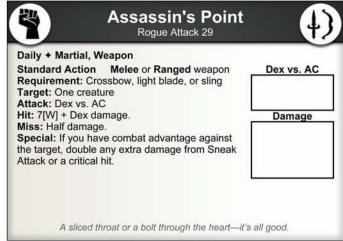
yourself for either certain glory or imminent doom.



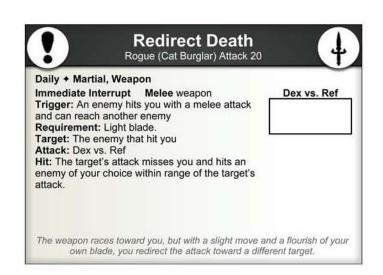


Immediate Reaction Personal Trigger: You become immobilized, restrained, or slowed

Effect: You end any of the above conditions that currently afflict you. Then you can shift 2 squares.



Trigger: A creatu ranged attack ag Requirement: C Target: The attac Attack: Cha vs. N Hit: Instead of at creature you cho must choose a cr attack. Miss: The target	rupt Melee or Ranged weapon ire makes a melee attack or a ainst you rossbow, light blade, or sling cking creature	Cha vs. Wil



T	Critical Opportunit Rogue (Daggermaster) Attack 17	
	Martial, Weapon	
Requirement: and have score against an ene	Melee weapon You must be wielding a dagger ad a critical hit with a dagger my during this turn. Ime creature you hit with a critical	Dex vs. AC
hit Attack: Dex vs Hit: 3[W] + Dex	. AC	Damage
		I
	aux first attack dasts a artifical unund a	
1	our first attack deals a critical wound, s follow the attack with another strike.	

With supreme effort, you escape.



Meditation of the Blade Rogue (Daggermaster) Utility 12

Daily + Martial, Weapon Minor Action Personal Effect: Until the end of the encounter, your dagger's damage die increases by one size.

 Deep Dagger Wound Rogue (Daggermaster) Attack 20

 Daily • Martial, Weapon

 Standard Action Melee weapon

 Requirement: Dagger.

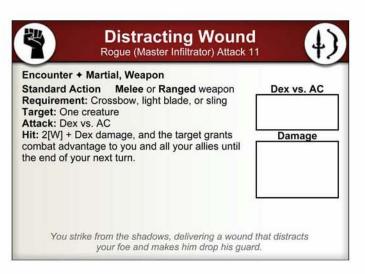
 Target: One creature

 Attack: Dex vs. AC

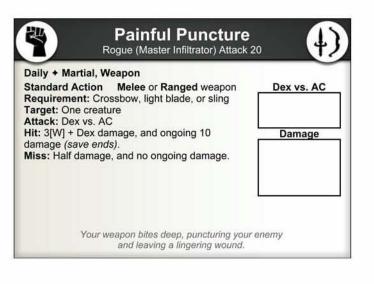
 Hit: 4[W] + Dex damage, and ongoing 10 damage (save ends). On a critical hit, ongoing 20 damage (save ends)

 Miss: 2[W] + Dex damage, and no ongoing damage.

 Your dagger springs forward, plunging deep into your foe.



With a moment of concentration, you focus your will into the point of your blade.





Bad Idea, Friend Rogue (Shadow Assassin) Utility 12



Daily + Martial

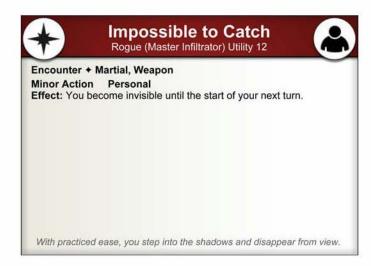
Immediate Interrupt Personal

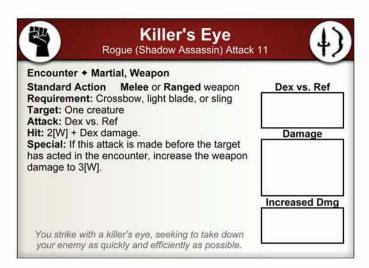
Trigger: An adjacent enemy makes a melee attack against you for the first time during this encounter

Special: If you are granting combat advantage, you cannot use this power.

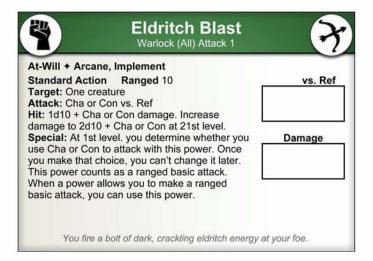
Effect: Gain a +10 power bonus to all defenses against the enemy's attack. If the attack misses, the enemy takes double your Shadow Assassin's Riposte damage.

The first time an enemy attacks you, that opponent discovers just how bad an idea that is.





Daily + Martial, Weapon	
Standard Action Melee or Ranged weapon Requirement: Crossbow, light blade, or sling Target: One bloodied creature Attack: Dex vs. Ref	Dex vs. Ref
Hit: 5[W] + Dex damage, and you shift a number of squares equal to your Cha. You must end this movement adjacent to an enemy. Miss: Half damage, and no shift.	Damage
	Squares





level.

Hellish Rebuke Warlock (Infernal) Attack 1

Standard Action Ranged 10 Target: One creature Attack: Con vs. Ref

Hit: 1d6 + Con fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Con fire damage. Increase damage and extra damage to 2d6 + Con at 21st

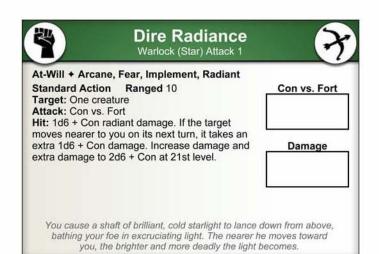


Con vs. Ref

You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.

*	Dreadful Wor Warlock (Star) Attack	
Encounter +	Arcane, Fear, Implement, Psy	chic
Target: One c Attack: Cha v Hit: 2d8 + Cha	s. Will a psychic damage, and the targ	
your next turn. Star Pact: The	halty to Will defense until the en e penalty to Will defense is equi gence modifier.	Damage
		Will Penalty
	one word of an unthinkable cosm your foe. His mind reels in terror.	nic

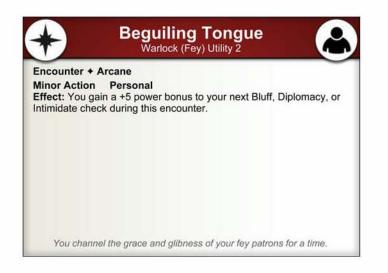
	Witchfire Warlock (Fey) Attack 1	R
Encounter + Arca	ne, Fire, Implement	\sim
	ure of damage, and the target takes	Cha vs. Ref
next turn.	ack rolls until the end of your alty to attack rolls is equal to 2 modifier.	Damage
brilliant white flame and body. Rivulets of from his eyes, mout	nergy of the Feywild, you draw a and set it in your enemy's mind f argent fire stream up into the air h, and hands; agony disrupts his rery thoughts.	Attack Penalty



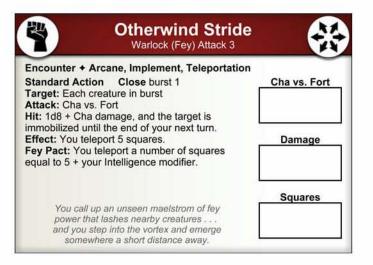
	Diabolic Grasp Warlock (Infernal) Attack 1	F
Encounter +	Arcane, Implement	\sim
Target: One c Attack: Con v Hit: 2d8 + Cor	ion Ranged 10 reature of size Large or smaller s. Fort damage, and you slide the target	Con vs. Fort
	You slide the target a number of to 1 + your Intelligence modifier.	Damage
		Squares
great talon of s enemy. It rakes	r hand into the shape of a claw, and a sulfurous darkness forms around your s fiercely at him and drags him a short nee before dissipating again.	

*	Vampiric Embrace Warlock (Infernal) Attack 1	~
Encounter + A	rcane, Implement, Necrotic	
	ature Will necrotic damage, and you gain 5	Con vs. Will
	ints. You gain temporary hit points r Intelligence modifier.	Damage
		Hit Points
	ng darkness streams from your hand earl, feeding on his vital force as you grow stronger.	

Daily + Arcane, Charm, Implement, Psychic	
Standard Action Ranged 10 Target: One creature Attack: Cha vs. Will Hit: 3d8 + Cha psychic damage, and you slide the target 3 squares.	Cha vs. Will
Sustain Minor: You slide the target 1 square,	Damage
whether you hit or miss (save ends).	
You inflict a waking nightmare upon your enemy so l tell what is real and what exists only in his mind. Ur staggers about, trying to avoid falling from imaginary	nder its influence he

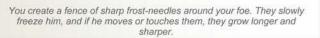




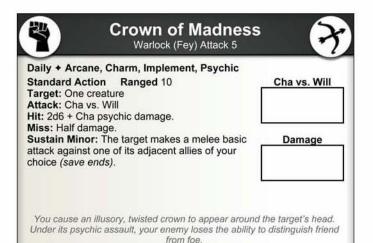




Effect: If the target moves for any reason, it takes 1d8 cold damage (*save ends*). If the target saves, you cannot sustain this power. Sustain Minor: The target takes 2d8 cold damage.



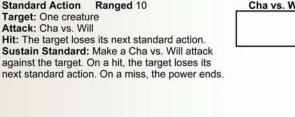
Damage



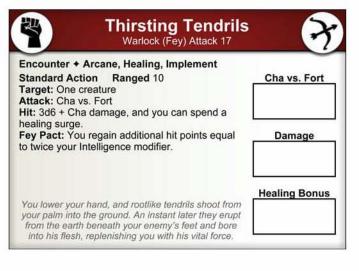
 Mire the Mind Watock (Fey) Attack 7
 Image: Comparison of the state of the st

Encounter + Arcane, Charm, Implement		
Target: One c Attack: Cha v Hit: Until the e treats all creat opportunity att opportunity att Fey Pact: The	s. Will and of your next turn, the targe ures as enemies for the purpo acks and must take every	se of

Curse of the Golden Mist Warlock (Fey) Attack 15



You lull your enemy into a waking dream. He sees himself in a realm of eldritch beauty, and perceives the real world as a ghostly shadow of itself.





Raven's Glamor Warlock (Fey) Utility 22

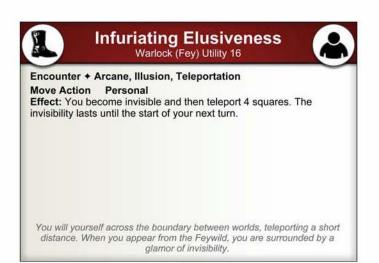
Encounter + Arcane, Illusion, Teleportation

Move Action Personal

Effect: You become invisible until the start of your next turn and teleport 20 squares. You leave behind an illusory image of yourself that persists as long as you are invisible. This image stands in place, takes no actions, and uses your defenses if it is attacked. If the illusion is touched or takes any damage, it dissolves into a pile of dead leaves. If you make an attack, you become visible. Sustain Standard: You remain invisible as long as you don't make an attack.

You teleport yourself away from imminent danger, but you leave an illusion of yourself behind, distracting and confusing your foes.

Daily + Arcane, Illusion, Implement, Psychic	
Standard Action Ranged 5	Cha vs. Wil
Target: One creature	
Attack: Cha vs. Will	
Hit: 4d10 + Cha psychic damage. Until the end of the encounter, every time you take damage, you make a	
Cha vs. Will attack against the target; if the attack	Demons
nits, you take half damage and the target takes the	Damage
other half.	
Effect: Until the end of the encounter, whenever you are adjacent to the target, the images of you both	
begin to flow together, such that anyone who attacks	
one has a 50% chance of accidentally hitting the	
other instead.	



Daily + Arcane, Charm, Implement	t i i i i i i i i i i i i i i i i i i i
Standard Action Ranged 10 Target: One creature Attack: Cha vs. Will Hit: On its next turn, the target uses its : action to make a basic attack against th creature to attack you since your last tur attacked you since your last turn or if the unable to attack, the target loses its star Sustain Minor: When you sustain this p can repeat the attack against the target, you can no longer sustain the power.	e last n. If no one e target is idard action. sower, you

	Warlock (Fey) Attack 23	3
Encounter +	Arcane, Implement, Poison	
Target: One c Attack: Cha v Hit: 3d8 + Cha	s. Fort a poison damage, and the target	
Ref defense u Fey Pact: The	nd takes a -2 penalty to AC and ntil the end of your next turn. a penalty to AC and Ref defense our Intelligence modifier.	Damage

Curse of the Fey Kir Warlock (Fey) Attack 27	^{1g}
Encounter + Arcane, Implement	-
Standard Action Ranged 10 Target: One creature Attack: Cha vs. Will Hit: 3d10 + Cha damage. In addition, the first	Cha vs. Will
time the target rolls a d20 on its next turn, you can steal that result. The target rerolls, and you use the stolen result for your next d20 roll. Fey Pact: You gain a bonus to the stolen result equal to your Intelligence modifier.	Damage
	Roll Bonus
You invoke the power of a mighty fey spirit. A shimmering emerald coil of eldritch power disrupts your foe and steals from him the luck of his next few moments. It's yours if you want it.	

Curse of the Dark Delirium	Armor of Agathys Warlock (Infernal) Attack 1
Daily + Arcane, Charm, Implement Standard Action Ranged 10 Target: One creature Attack: Cha vs. Will Hit: On the target's next turn, you dictate its standard, move, and minor actions. The target cannot use immediate actions. It can't use powers other than a basic attack, and it can't take suicidal actions such as leaping off a cliff or attacking itself.	Daily + Arcane, Cold Standard Action Personal Hit Points Effect: You gain temporary hit points equal to 10 + your Intelligence modifier. Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Con cold damage. Damage
Miss: If the target is adjacent to one of its allies at the start of its next turn, it must begin its turn by using a standard action to make a melee basic attack against that ally. Sustain Standard: Repeat the attack against the target as long as the target is within range. On a miss, you can't sustain this power. You trap your enemy's mind with bewildering fey power. He sees what you want him to see, he hears what you want him to hear. Like a sinister puppeteer, you can make him do anything you wish.	You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.

You trap your enemy's mind with bewildering fey power. He sees what you want him to see, he hears what you want him to hear. Like a sinister puppeteer, you can make him do anything you wish.



Fiendish Resilience Warlock (Infernal) Utility 2

Daily + Arcane Minor Action Personal Effect: You gain temporary hit points equal to 5 + your Con.

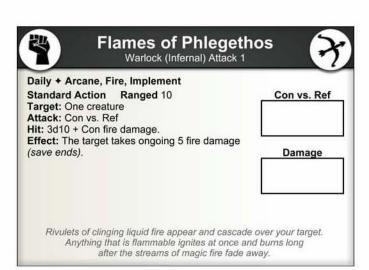
Hit Points	
	_

You call upon your patron entities to protect you with their fell power. Your flesh is infused with mystic strength, lessening the effect of enemy blows.

	Fiery Bolt Warlock (Infernal) Attack 3	-
Standard Action Target: One crea Attack: Con vs. F	ture	Con vs. Ref
damage. Infernal Pact: Cr	rget take 1d6 + Con fire eatures adjacent to the target mage equal to your Intelligence	Damage
		Splash Damag
	of golden flame and hurl it at your ling close to him is burned as well.	

aily + Arcane, Implement	
tandard Action Ranged 10	Cha vs. AC
arget: One creature ttack: Cha vs. AC	
it: 2d10 + Cha damage.	
liss: Half damage.	
ustain Minor: The target and any of your nemies adjacent to it take 1d10 damage (save	Damage
nds).	

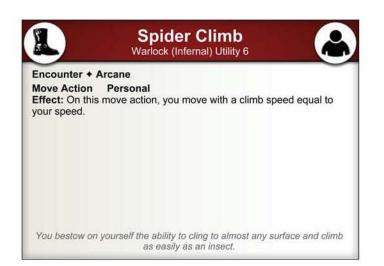
cursed.



Daily + Arcan	e, Fire, Implement	
Standard Action	on Area burst 1 within 10	Con vs. Ref
	reature in burst	
Attack: Con vs	. Ref n fire damage.	
	gets take ongoing 5 fire damage	Damage
save ends).		
		-

Daily + Arcan	e, Polymorph
Minor Action	Personal
bonus to AC ar	ange your skin into living steel. You gain a +2 power nd Fortitude defense but take a –2 penalty to speed the encounter. You can end this effect as a minor

suffers a bit, but you are much tougher and more resilient.



Infernal Moon Curse Warlock (Infernal) Attack 7

Con vs. Fort

Damage

Encounter + Arcane, Implement, Poison

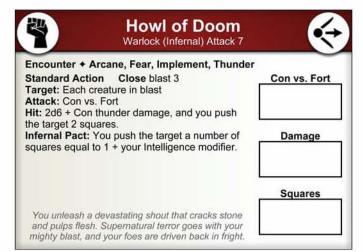
Hit: 2d8 + Con poison damage, and the target is held immobilized 5 feet off the ground until the

Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

Standard Action Ranged 10

Target: One creature Attack: Con vs. Fort

end of your next turn.



s. Ref
nage

he stands.

The shimmer of pale, ghostly silver envelops your foe and lifts him up into the air. Its sinister radiance seeps into his body, a strange and deadly poison.



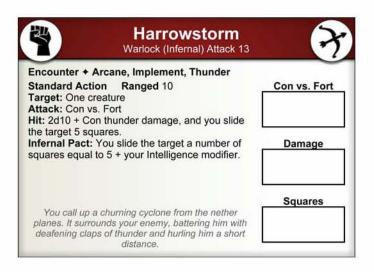
Ambassador Imp Warlock (Infernal) Utility 10

Daily + Arcane, Conjuration

Standard Action Ranged 100 miles Effect: You whisper a message into the air, and an implike presence appears next to the creature you wish to speak to and delivers your message. If the creature has a reply, the imp appears adjacent to you at the end of your next turn to utter it. If the creature has no reply or is not within range, the imp appears adjacent to you at the end of your next turn to tell you so. The imp then disappears.

You conjure forth an implike presence from the netherworld and give it a message to deliver to a far-off creature.

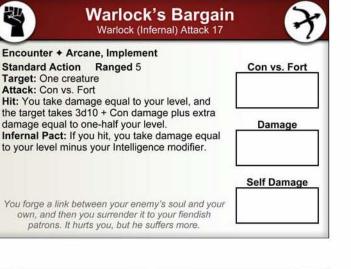
	Soul Flaying Warlock (Infernal) Attack 13	7
Encounter + A	rcane, Implement, Necrotic	
	ature	Con vs. Will
Infernal Pact: T	ihe attack deals extra damage elligence modifier.	Damage
You sear your en	emy's soul with a bolt of emerald ene him greatly for a short time.	ergy, which weaker



	Fireswarm Warlock (Infernal) Attack 15	F
Daily + Arca	ne, Fire, Implement, Poison	\sim
Target: One of Attack: Con v		Con vs. Ref
against the ta creature adjac poison damag	dard: Make a Con vs. Fort attack rget. On a hit, the target and each cent to it takes 2d10 + Con fire and ge. On a miss, you deal half he power ends.	Damage
		Sustain Attack
swarm your en	s crawl out of cracks in the ground and emy, stinging madly and spreading out ngulf other nearby creatures.	

	\sim
plement	
	Con vs. Fort
13 172627	
	Damage
	Danage
· me pointe ordeen to main and	
	Ranged 5 re rt hage, and you regain hit the amount of damage dealt. the target takes 2d8 damage ime the target takes this hit points equal to half the

With a flick of your wrist, you create a phantasmal eellike creature from your palm and hurl it at your foe. It latches itself to him and begins to drink his blood . . . and you grow stronger.

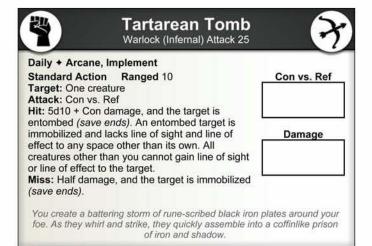


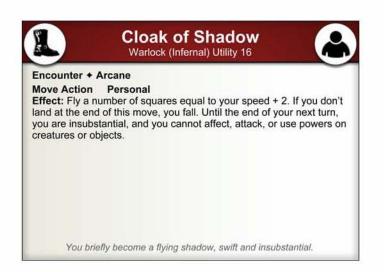
 Wings of the Fiend Warlock (Infernal) Utility 22

 Daily + Arcane, Polymorph

 Minor Action Personal

 Effect: You grow wings and gain a fly speed equal to your speed until the end of the encounter or for 5 minutes.





 Minions of Malbolge. Warlock (Infernal) Attack 19

 Daily + Arcane, Conjuration, Fire, Implement.

 Standard Action
 Personal

 Effect: You conjure flames in the shape of diabolic imps that appear at your feet. You gain 25 temporary hit points. Any enemy that enters a square adjacent to you takes 2d10 fire damage and is pushed 3 squares. This effect applies once per creature per round. It ends when you have no temporary hit points remaining.

 You bring forth fire in the shape of small, infernal imps from Malbolge, sixth of the Nine Hells. They hover close around you and hurl themselves upon

Spiteful Darts Warlock (Infernal) Attack 23 Encounter + Arcane, Implement Standard Action Close blast 5 Con vs. Ref Target: Each creature in blast Attack: Con vs. Ref Hit: 4d8 + Con damage, and you push the target 3 squares Infernal Pact: You push each target a number of Damage squares equal to 3 + your Intelligence modifier. You create scores of large, infernal darts and send Squares them streaking at your enemies. Each dart that finds flesh pushes the creature it injures out of the place where it stands, moving it to another spot of your choosing.

any enemy that dares to approach, searing with their fiery touch and driving

foes away.

	Hellfire Curse Warlock (Infernal) Attack 27	7
Encounter + A	Arcane, Fire, Implement	\sim
Target: One cr Attack: Con vs Hit: 5d10 + Con Infernal Pact: Y	. Fort	Damage
You level your o	clenched fist toward your foe and unlea black flames.	ish a terrific blast of

	Hurl through Hell Warlock (Infernal) Attack 29	R
Daily + Arcan	e, Fear, Fire, Implement, Teleporta	tion
Target: One cre Attack: Con vs. Hit: 7d10 + Con disappears into next turn. The ta left, or the neare and stunned (sa Sustain Minor: the power, the ta	Will fire damage, and the target the Nine Hells until the end of your rget returns to the same square it st unoccupied square, and is prone <i>ve ends</i>). If you spend a minor action to sustain arget's return is delayed until the end	Con vs. Will Damage
than three times Miss: Half dama disappear.	age, and the target does not	
	ing storm of rune-scribed black iron plates around hey quickly assemble into a coffinlike prison of in	

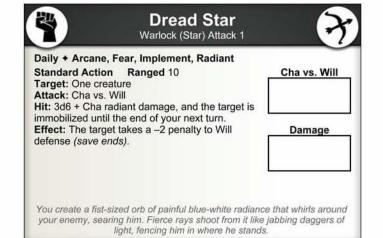
Ethereal Stride Warlock (Star) Utility 2

Effect: You can teleport 3 squares, and you gain a +2 power bonus

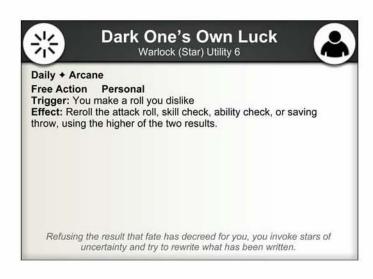
Encounter + Arcane, Teleportation

to all defenses until the end of your next turn.

Move Action Personal



*	Frigid Darkness Warlock (Star) Attack 3	•
Standard Action Target: One crea Attack: Con vs. F	ture	Con vs. Fort
grants combat ad until the end of yo Star Pact: The ta	vantage to you and your allies	Damage
a small taste of the night sky. He is un	ing black shadow around your foe, e icy darkness in the depths of the able to see well enough to defend e the shadows cling to him.	AC Penalty



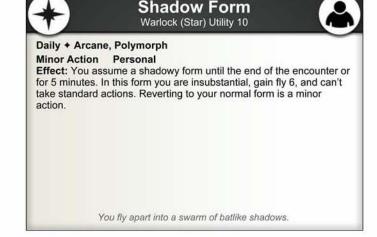
	Summons of Kh Warlock (Star) Attack	Land the second s
Daily + Arca	ne, Implement, Psychic, Telep	ortation
Target: One Attack: Con Hit: 2d10 + O teleport the ta 3 squares of Sustain Mine against the ta target to an u	vs. Will con psychic damage, and you arget to an unoccupied square wi	Damage
	me springs up from your brow as yo our enemy's mind burns with Khirac him where you wish.	

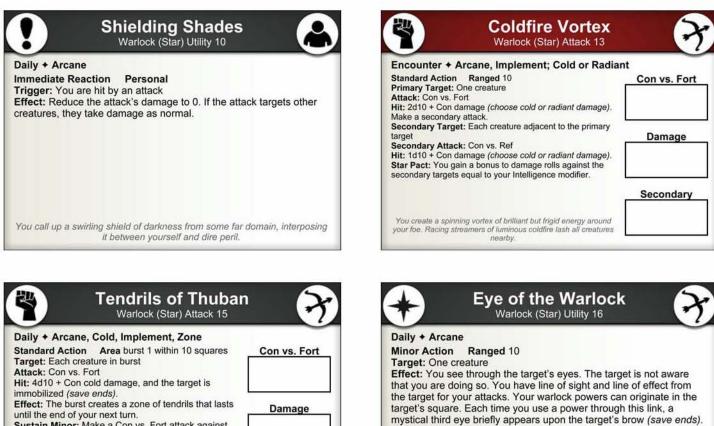
You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.

	Hunger of Hadar Warlock (Star) Attack 5	
Standard Action Effect: The burst end of your next that enter the zor	, Implement, Necrotic, Zone Area burst 1 within 10 squares creates a zone of darkness until the turn, blocking line of sight. Creatures te or start their turns there take 2d10	Zone Damage
make a secondar	Vhen you sustain the power, you y attack. et: Each creature within the zone sk: Con vs. Fort	Con vs. Fort
		Damage
filled with flying, fl	e of complete, impermeable darkness uttering, fanged shadows. The shadows / life force of creatures caught within.	

4	Sign of III Omen Warlock (Star) Attack 7	7
Encounter + Arca	ne, Implement	~
Standard Action Target: One creatu		Cha vs. Will
Attack: Cha vs. Wi	ll	
	hage, and the target must roll ack and use the lower of the	
two rolls.		Damage
	e target rolls twice, it takes a equal to your Intelligence	
		Roll Penalty
invoking misfortune i power slash across h	g rune in the air with your fingertip, ipon your enemy. Lines of eldritch is body as you draw your sign, and against him for a short time.	

F	Thief of Five Fa Warlock (Star) Attack	
Daily + Arcane	, Implement	
Target: One cre Attack: Cha vs. Hit: Until the en target makes a roll a d20 withou higher than the target's attack n saving throw fai Sustain Minor:	Will d of your next turn, whenever saving throw or an attack roll, it modifiers. If your result is target's unmodified die roll, th hisses or the target's ls. Make a Cha vs. Will attack et. On a hit, the effect continu	, you ne
	target's fortunes to five ill-omen Il sorts of mischance and bad lu	





You create upon your forehead a mystical third eye and link that eye's perception to the senses of some other creature nearby.

*)	Wrath of Acamar Warlock (Star) Attack 19	•
Daily + Arcan	e, Implement, Necrotic, Teleportati	ion
standard Acti arget: One cr	on Ranged 10 eature	Cha vs. Ref
Attack: Cha vs		
	a necrotic damage, and the target a starry realm (save ends).	
Special: While	in the starry realm, the target	Damage
	tions, cannot be targeted, and crotic damage at the start of its	
urn. On a save	e, it returns to the space it was last is occupied, the target returns to	

8	Tendrils of Thubar Warlock (Star) Attack 15	י 🖓
Daily + Arcan	e, Cold, Implement, Zone	
	Area burst 1 within 10 squares	Con vs. For
Target: Each cr Attack: Con vs.		
	cold damage, and the target is	
immobilized (sat	e ends).	<u>.</u>
Effect: The burs until the end of y	t creates a zone of tendrils that lasts	Damage
	Make a Con vs. Fort attack against	
all targets within	the zone. On a hit, the target takes	
	damage and is immobilized (save	
ends).		Sustain Attac
From the frozen	merald seas under the star Thuban, you	
call forth dozens	of glimmering green tentacles. Reaching	
	ad, they seize your enemies, draining the ir bodies and holding them immobile.	L

	Strand of Fate Warlock (Star) Attack 17	7
Encounter + An Standard Actio Target: One cre Attack: Cha vs.	ature	Cha vs. Ref
Hit: 1d8 + Cha c vulnerability 10 t next turn.	damage, and the target gains o all attacks until the end of your vulnerability increases to 10 +	Damage
		Vulnerability
lances toward y	snaking strand of distilled fate that our foe. If he can't evade it, terrible misfortune ensues.	



Entropic Ward Warlock (Star) Utility 22



Encounter + Arcane Minor Action Personal

Effect: Until the end of your next turn, anyone who attacks you must roll two dice and take the lower result. Each time an attack misses due to this effect, you gain a cumulative +1 power bonus to your next attack roll.

Fortune favors you; stars portending uncertainty lean in your favor and frown upon your foes.



Thirteen Baleful Stars Warlock (Star) Attack 25

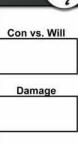
Daily + Arcane, Fear, Fire, Implement, Psychic

Standard Action Ranged 10 Target: One creature

Attack: Con vs. Will

Hit: 5d10 + Con fire and psychic damage, and the target is stunned until the end of your next

turn. Miss: Half damage, and the target is dazed until the end of your next turn.



You create thirteen tiny crimson stars that dart and whirl around your enemy, blasting him with countless pinpricks of fire and lashing him with waves of supernatural terror.

	Warlock (Star) Attack 29	
Daily + Arcane	, Cold, Fear, Implement	
Standard Action Target: One crea Attack: Con vs. F Hit: 5d10 + Con c Miss: Half damage	ture Fort sold damage.	Con vs. Fort
Sustain Standard or switch to a new attack (as above) 1d10 each time th	d: You can attack the same target v target within range. Make an and increase the cold damage by is power hits. Each time you r, you take 2d10 damage.	Damage
him. Under its uni	aft of frigid starlight strikes your enemy fr bearable touch, flesh becomes white ice a pay a price to keep Delban's deadly ligh	and steel shatters like



Accursed Shroud Warlock (Star—Doomsayer) Utility 12



Daily + Arcane Standard Action

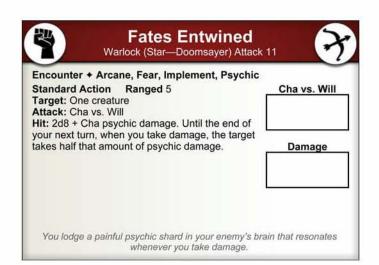
Standard Action Ranged 5 Target: One creature

Effect: You place your Warlock's Curse upon the target. In addition, it must reroll any successful attack it makes while affected by your curse and take the new result.

You envelop your enemy in an inky cloak of shadow that writhes and coils around him, twisting her attacks against you.

F
<u> </u>
Cha vs. Will
Damage
Squares

1	Banish to the Void Warlock (Star) Attack 27	-
Encounter +	Arcane, Fear, Implement, Teleporta	tion
realm. At the start of	re Il mage. The target disappears into a starry f its next turn, the target reappears in its	Con vs. Will
nearest unoccupied basic attack agains end of your next tur with respect to prov take every opportur Star Pact: The targ	at space is occupied, the target returns to the I space (<i>its choice</i>). The target makes a melee it the nearest target on its next turn. Until the n, all creatures treat the target as an enemy oking opportunity attacks, and the target must nity attack possible. et gains a power bonus to attack rolls equal to a applies only to attack rolls it makes due to	Damage
this power.	applies only to attack tons it makes due to	Attack Bonus
	reaming into the skies, and he disappears to some corner of the cosmos. When he returns, madness overwhelms him.	



ndard Action		vs. Wil
ack: Cha vs. Wi : 4d8 + Cha psyc nned until the en one.	thic damage, and the target is d of its next turn and knocked and the target is dazed until	amage

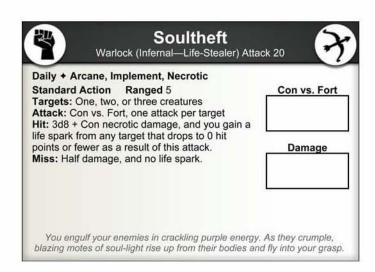
Encounter + Arcane, Charm, Implement, Psych	ic, Teleportation
Standard Action Ranged 10	Cha vs. Will
Target: One creature	
Attack: Cha vs. Will	
Hit: 2d8 + Cha psychic damage. You can	
teleport the target 5 squares, whereupon it makes a melee basic attack against an adjacent	Damage
creature of your choice.	Damage
Effect: The target is dazed until the end of its	
next turn.	

You bend your enemy's will to your whim. In a blinding flash of golden light,

the creature teleports to a location you designate and, in its madness, attacks one of its allies.



Encounter + Arc	ane, Fire, Implement, Necrotic	
	ture	Con vs. Will
as a life spark you	a possess, you can expend that an extra 10 damage to the	Damage



	Cleave Fighter Attack 1	4
At-Will + Martial,	Weapon	\sim
	ire	Str vs. AC
	o 2[W] + Str at 21st level.	Damage
		Cleave Damage
You hit one ener	my, then cleave into another.	

Whispers of the Fey Warlock (Fey—Feytouched) Attack 20 Daily + Arcane, Implement, Psychic

Standard Action Close burst 5 Target: Each enemy in burst Attack: Cha vs. Will

Hit: The target must make a basic attack against its nearest ally (*you choose the target if there are multiple possible targets*). If it can't make the

multiple possible targets). If it can't make the attack, the target takes 2d8 + Cha psychic damage.

Effect: After it makes its attack or takes psychic damage, the target is dazed (save ends).

The disquieting whispers of fey spirits surround you, filling the minds of nearby enemies with deranged thoughts and provoking them to turn on their allies.



Life Spark Summons Warlock (Infernal—Life-Stealer) Utility 12

y 12

Cha vs. Will

Damage

Daily + Arcane

Minor Action Ranged 10 Effect: Expend a life spark you possess. Place the creature from

which you received that life spark you possess. Hace the dictation form power's range. It has 10 hit points and acts on your next turn with a full set of actions as an independent creature that you control. The creature can do nothing except make basic attacks and move. It drops to 0 hit points again, dies, and fades away at the end of your next turn.

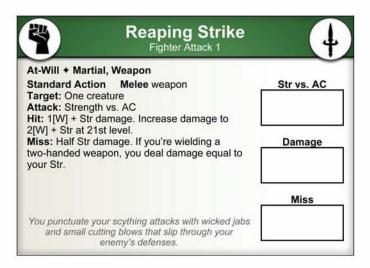
You expend one of your life sparks to fashion an effigy of the creature whose spark you' ve just released.

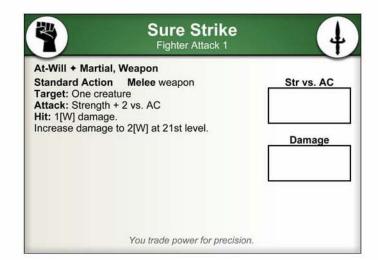


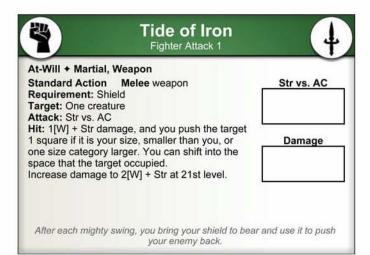
Fey Switch Warlock (Fey) Utility 6

Encounter + Arcane, Teleportation Move Action Ranged 10 Targets: You and one willing ally Effect: You and your ally trade spaces.

You step through the veils of the Feywild to the place where an ally stands and return to the world in that spot. Your ally is instantly whisked back to the place you started from.







	Passing Attack Fighter Attack 1	
Encounter + M	Aartial, Weapon	
Primary Targe Attack: Str vs. Hit: 1[W] + Str	on Melee weapon t: One creature AC damage, and you can shift 1 a secondary attack.	Str vs. AC
Secondary Ta primary target	rget: One creature other than the tack: Str + 2 vs. AC	Damage
		Secondary A
	ne foe and allow momentum to carry to a second strike against a second foe	

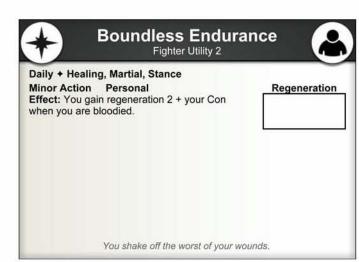
ncounter + Martial, Weapon	
tandard Action Melee weapon arget: One creature Attack: Str vs. AC lit: 2[W] + Str damage, and the target is slowed	Str vs. AC
nd cannot shift until end of your next turn.	Damage

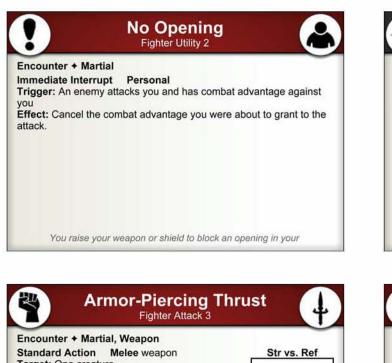


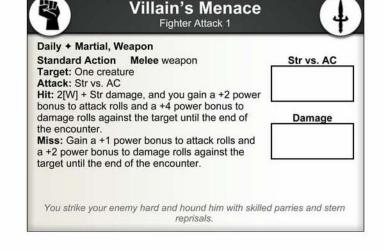
	Spinning Sweep Fighter Attack 1	
Construction and the second	Melee weapon	Str vs. AC
orone.		Damage
You spin beneath y	our enemy's guard with a long, pow	erful cut, and the

8	Brute Strike Fighter Attack 1	
Daily + Martial, R	eliable, Weapon	
Standard Action Target: One creatu Attack: Str vs. AC Hit: 3[W] + Str dan	ure	Str vs. AC
		Damage
You sh	natter armor and bone with a ringir	ig blow.

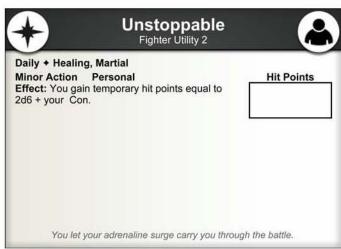
	Fighter Attack 1	
ily + Healing, M	Martial, Reliable, Weapon	
	ure	Str vs. AC
aling surge.		Damage
timolu otriko ogoi	inst a hated foe invigorates you, g	iving you the Str.a







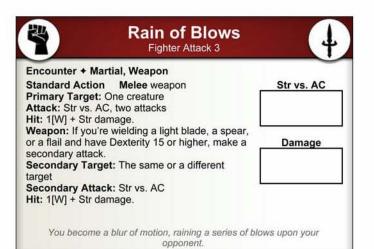
Fighter Utility 2
one of your allies into a more advantageous position.

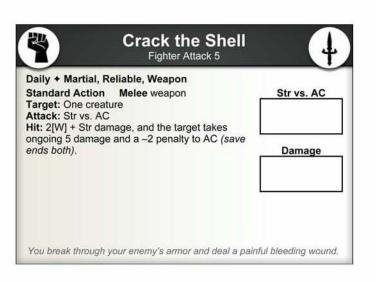


Encounter + Martial, Weapon		
Standard Action Melee weapon	Str vs. Ret	
Farget: One creature Attack: Str vs. Reflex		
Attack: Str VS. Reflex Weapon: If you're wielding a light blade or a		
spear, you gain a bonus to the attack roll equal to	,	
your Dex.	Damage	
Hit: 1[W] + Str damage.		
Neapon: If you're wielding a light blade or a spear, you gain a bonus to the damage roll equal		
o your Dex.		

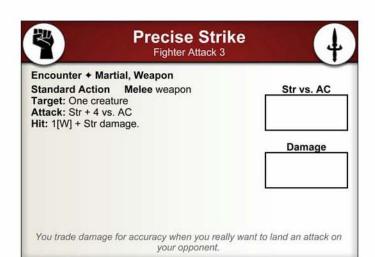
	Crushing Blow Fighter Attack 3	4
Encounter + Mar	tial, Weapon	<u> </u>
Standard Action Target: One creat Attack: Str vs. AC Hit: 2[W] + Str dat	ure mage.	Str vs. AC
	wielding an axe, a hammer, or a bonus to the damage roll	Damage
You wind up	and deliver a devastating blow with y	our weapon.

	Dance of Steel Fighter Attack 3	4
Encounter + Ma	rtial, Weapon	_
Target: One crea Attack: Str vs. A Hit: 2[W] + Str da	C amage.	Str vs. AC
	e wielding a polearm or a heavy is slowed until the end of your	Damage
Weaving your wea	pon in a graceful figure-eight, you la attack	ash out with a sudde

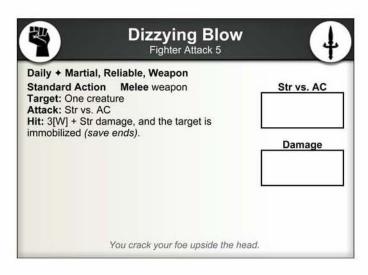




\Rightarrow	Rain of Steel Fighter Attack 5	
Daily + Martial,	Stance,Weapon	
Effect: Any ener	Personal ny that starts its turn adjacent to amage, as long as you are able nity attacks.	Damage
You constantly sv	ving your weapon about, slashing and e	cutting into neart

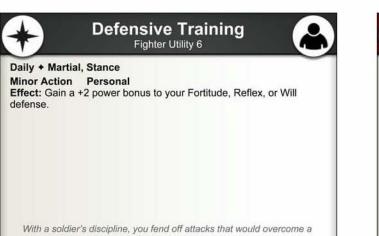


	Sweeping Blow Fighter Attack 3	
Encounter +	Martial, Weapon	
Target: Each Attack: Str vs Weapon: If yo	u're wielding an axe, a flail, a	Str vs. AC
	or a pick, you gain a bonus to the al to one-half your Str. r damage.	Damage
You put all you	r Str into a single mighty swing that strike once.	s many enemies at



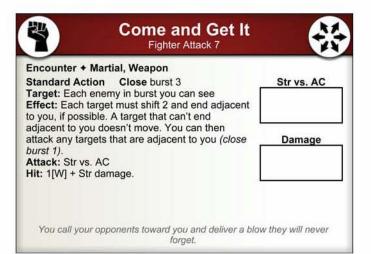
*	Battle Awareness
Daily + Mar	tial
	Personal gain a +10 bonus to your initiative check. Use this power your initiative.

No villain or monster can get the drop on you!



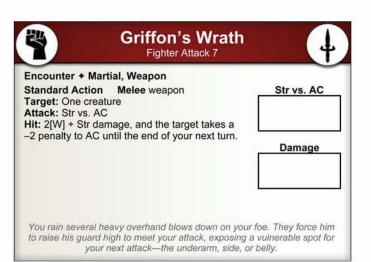
!	Unbreakable Fighter Utility 6	
Encounter + Martial		
Immediate Reaction Trigger: You are hit by Effect: Reduce the da + your Con.	Personal / an attack mage from the attack by 5	Reduction
You ste	el yourself against a brutal atta	ack.

With a soldier's discipline, you fend off attacks that would overcome a lesser person.



*	Iron Bulwark Fighter Attack 7	
Encounter + Ma	rtial, Weapon	
Target: One crea Attack: Str vs. A0 Hit: 2[W] + Str da	C mage.	Str vs. AC
	a +1 power bonus to AC (or a e using a shield) until the end of	Damage
	apon or shield to parry one blow after the satisfaction of getting in a solid hit a	

	Sudden Surge Fighter Attack 7	4
Encounter + Mart	ial, Weapon	\sim
Standard Action Target: One creatu Attack: Str vs. AC Hit: 2[W] + Str dam	ne nage.	Str vs. AC
Dex (<i>minimum 1</i>).	nber of squares equal to your	Damage
		Squares
	weight into a strike, using the the swing to surge forward.	



	Reckless Strike Fighter Attack 7	4
Encounter + Mart	ial, Weapon	\sim
Standard Action Target: One creatu Attack: Str –2 vs. / Hit: 3[W] + Str dan	ure AC	Str vs. AC
		Damage
	You trade precision for power.	

Daily + Martial, Weapon		
Attack: Str vs. AC	ny in burst you can see	Str vs. AC
Aiss: Half damage).	Damage

Daily + Marti	al, Reliable, Weapon	
Target: Each Attack: Str vs	tion Close burst 1 enemy in burst you can see s. AC r damage, and the target is slowed	Str vs. AC
,		Damage
	You sting and hinder nearby foes with a	savade
	flurry of strikes aimed at their legs	

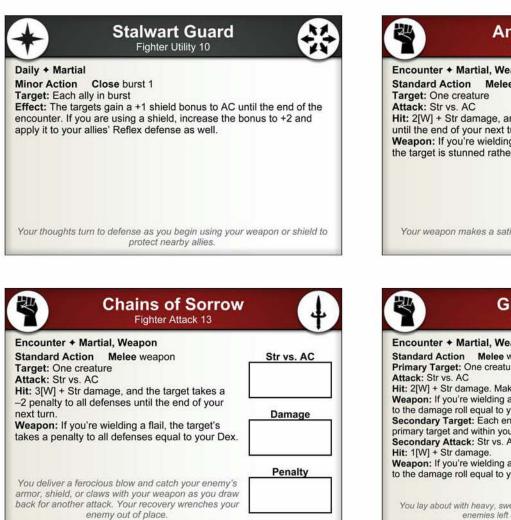


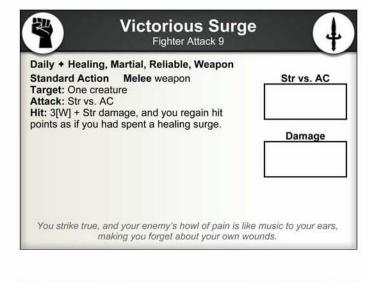
Into the Fray Fighter Utility 10



Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy.





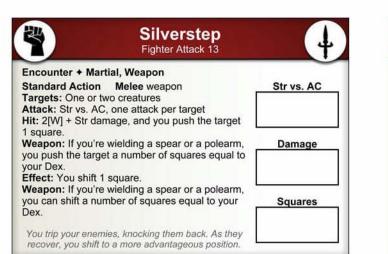


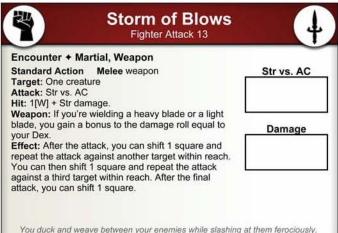
rigger: You a	errupt Personal are hit by an attack ke no damage from the attack that just hit you.
lowever, you ne end of you	are stunned and take a -2 penalty to all defenses unti r next turn.
Thanks to a co	mbination of skill and luck, you narrowly avoid an attack bu
	leave yourself perilously exposed.
2	Anvil of Doom

tandard Action Melee weapon	Str vs. AC
arget: One creature	
ttack: Str vs. AC	
lit: 2[W] + Str damage, and the target is dazed ntil the end of your next turn.	
leapon: If you're wielding a hammer or a mace,	Damage
he target is stunned rather than dazed.	

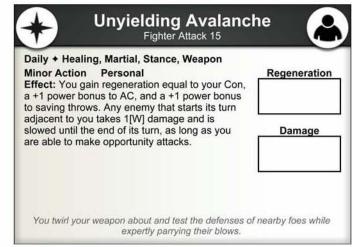
Your weapon makes a satisfying clunk as it connects with your enemy's skull.

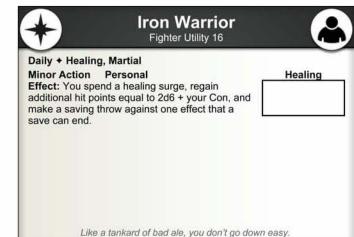
	Giant's Wake Fighter Attack 13	4
Encounter + M	Martial, Weapon	
Primary Target: Attack: Str vs. A Hit: 2[W] + Str d	C amage. Make a secondary attack.	Str vs. AC
to the damage ro Secondary Targ		Damage
Weapon: If you'	er wielding an axe, you gain a bonus oll equal to your Con.	Secondary Dmg
You lay about w	ith heavy, sweeping blows, hewing your enemies left and right.	4











Like the deadly talon of a great raptor, your steel pierces your foe and pins him in place.

Encounter + Martial, Weapon

until the end of your next turn.

Melee weapon

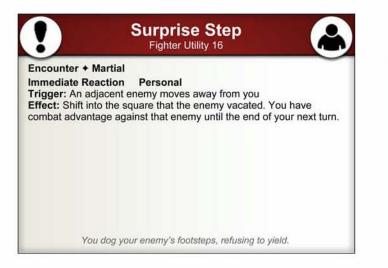
Standard Action

turn.

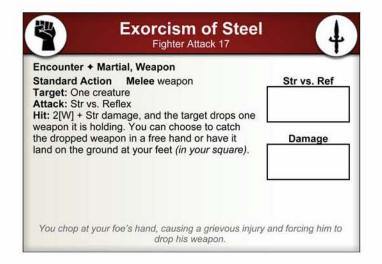
Target: One creature Attack: Str vs. AC

Daily + Martial, Weapon	
Standard Action Melee weapon farget: One creature Attack: Str vs. AC Hit: 2[W] + Str damage, and the target is	Str vs. AC
mocked prone if it is your size or smaller. Effect: After the attack, you can shift 1 square and repeat the attack against another target vithin reach. You can shift and repeat the attack up to three times against different targets.	Damage
You weave through the battlefield, striking like a hu sweeping the feet out from under your en	









counter + mart	ial, Weapon	
rget: One creatu tack: Str vs. AC t: 3[W] + Str dam	Melee weapon are hage, and you push the	Str vs. AC
fect: After the at	tack, you can shift the same ad the target. You must end t to the target.	Damage
get 3 squares. fect: After the at tance you pushe	tack, you can shift the same ad the target. You must end	Damag

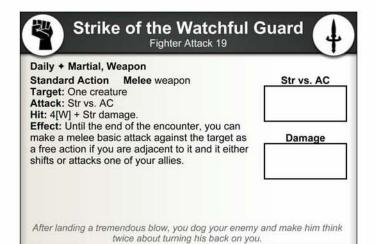
Warrior's Challenge Fighter Attack 17		
Encounter + Martial, Weapon		
Standard Action Melee weapon Target: One creature Attack: Str vs. AC Hit: 3[W] + Str damage, and you push the target	Str vs. AC	
2 squares. Special: All of your enemies within 2 squares of the target are marked until the end of your next turn.	Damage	
You land a mighty blow that causes your foe to stagge wicked grin, you hoist your weapon and flash it men enemies nearby.		

	Harrying Assault Fighter Attack 17	
Encounter + Mai	rtial, Weapon	
Standard Action Target: One crea Attack: Str vs. AC Hit: 2[W] + Str da	ture C mage.	Str vs. AC
	Ittack, you can move a number o your Dex and make a melee your move.	Damage
		Squares
	enemy, landing a calculated blow g away before he can retaliate.	

	Vorpal Tornado Fighter Attack 17	-
Encounter + I	Martial, Weapon	
Target: Each e Attack: Str vs. Hit: 1[W] + Str	on Close burst 1 enemy in burst you can see AC damage. You push the target 1 s knocked prone.	Str vs. AC
		Damage
		L
	whirling cyclone of death, spinning y foe after another, pushing them back down.	

*)	Devastation's Wake	• 👯
Daily + Martial, V	Weapon	\sim
Standard Action Primary Target: Ea Attack: Str vs. AC Hit: 3[W] + Str dam Miss: Half damage	ach enemy in burst you can see nage.	Str vs. AC
Effect: Until the sta enemies are subject Secondary Target	art of your next turn, adjacent t to a secondary attack. : Any enemy that moves adjacent urn adjacent to you	Damage
Hit: 1[W] + Str dam	nage.	Secondary Dmg
	es with a devastating array of strikes, our fury a second time against anyone left standing.	

	Reaving Strike Fighter Attack 19	
Daily + Martial, R	eliable, Weapon	
Standard Action Target: One create Attack: Str vs. AC Hit: 5[W] + Str dan 1 square.		Str vs. AC
		Damage
	pon in a terrific arc, hitting with such	force that your
rou swing your wea	stumbles backward.	nonce mai your





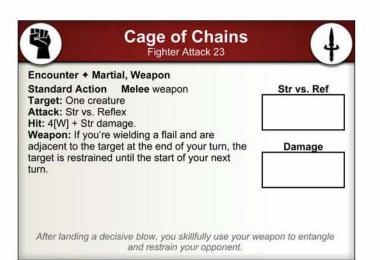
Act of Desperation Fighter Utility 22



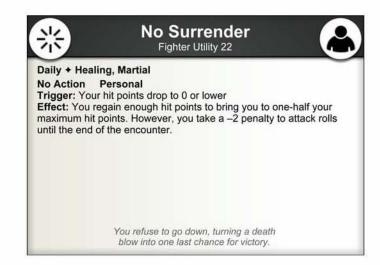
Minor Action Personal

Requirement: An ally within 10 squares is dying. Effect: You gain an action point that you must spend during your current turn.

The sight of one of your friends dying propels you into sudden action.



	Hack 'n' Slash Fighter Attack 23	
Encounter + Mai	tial, Weapon	
Target: One crea Attack: Str vs. A0 Hit: 4[W] + Str da	C mage.	Str vs. AC
	e wielding an axe, you gain a age roll equal to your Con.	Damage
	apon in deadly arcs, mercilessly hac foe's armor until finally you break thr	

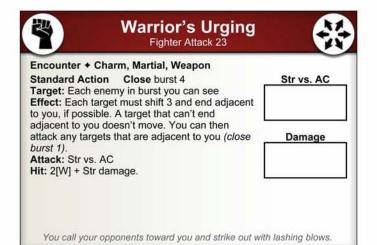


	Fangs of Steel Fighter Attack 23	4
Encounter + M	lartial, Weapon	
	One creature	Str vs. AC
you gain a bonus to Secondary Targe target and within y Secondary Attack	o the damage roll equal to your Dex. t: One creature adjacent to the primary our melee reach k: Str vs. AC	Damage
	nage wielding a light blade or a heavy blade, o the damage roll equal to your Dex.	Secondary Dmg
	and draw blood from one enemy, then spin strike another foe with deadly ferocity.	

	Paralyzing Strike Fighter Attack 23	
Encounter + Mai	tial, Weapon	
Target: One crea Attack: Str vs. AC Weapon: If you're a spear, you can		of
	mage, and the target is he end of your next turn.	Damage
You swing your we	apon in deadly arcs, mercilessly hack	king and slashir
	foe's armor until finally you break thr	

*	Skullcrusher Fighter Attack 23	
Encounter + Mart	I, Weapon	
Standard Action Target: One creat Attack: Str vs. AC Hit: 4[W] + Str dar until the end of you	ure nage, and the target is dazed	Str vs. AC
Weapon: If you're you gain a bonus t	wielding a hammer or a mace, o the damage roll equal to r enemy is blinded until the rn.	Damage

You bring your weapon down upon your enemy's skull with a loud crack that leaves him dazed and reeling.



Reaper's Stance Fighter Attack 25		
Daily + Martial, Stance, Weapon Minor Action Personal Effect: Whenever you use a fighter power, you	Damage Bonus	Daily Stand Targe
can score a critical hit on a roll of 19–20, and you gain a power bonus to damage rolls equal to your Dex. Any enemy that starts its turn adjacent to you takes 1[W] damage and ongoing 10 damage (save ends), as long as you are able to make opportunity attacks.	Damage	Attac Hit: 6 you c next t
Every enemy within your reach falls victim to the ruthle attacks and suffers bleeding wounds		Afte

	Supremacy of S Fighter Attack 25	4
Daily + Mar	tial, Reliable, Weapon	-
Target: One Attack: Str v Hit: 6[W] + S		
are basic att	acks.	Damage
Yourweapo	n blurs as you attack your foe a doze	n times in the blink of a
eye. You ha	ve an answer for every parry and every ble assault, your enemy can do little	ery counterattack. Under

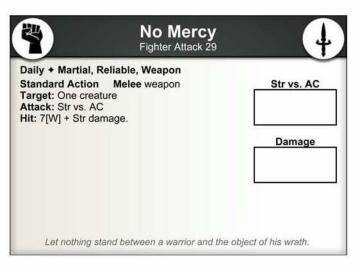
	Cruel Reaper Fighter Attack 27	
Encounter + Marti	al, Weapon	\sim
Standard Action Primary Target: Ea	Close burst 1 ach enemy in burst you can	Str vs. AC
Attack: Str vs. AC		
Hit: 2[W] + Str dam Effect: You can shi secondary attack.	age. ft 2 squares, and then make a	Damage
Secondary Target Secondary Attack		
Hit: 2[W] + Str dam	age.	
	on about, carving into adjacent foes Without warning, you slip through tl make another spinning sweep.	

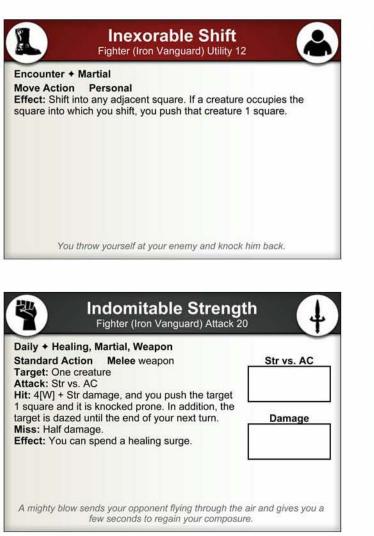


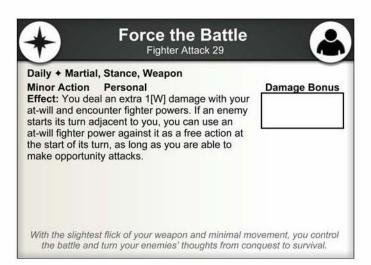
Encounter + Mar	tial Weapon		
tandard Action arget: One creat Attack: Str vs. Re lit: 4[W] + Str dat	Melee weapon		
		Damage	

counter + Martial, Weapon	
andard Action Melee weapon	Str vs. AC
quirement: Shield rget: One creature	
tack: Str vs. AC	
t: 4[W] + Str damage, and you take half mage from the target's attacks until the end of	of Damage
ur next turn.	of Damage
fect: You gain a +2 power bonus to AC until	
e end of your next turn.	

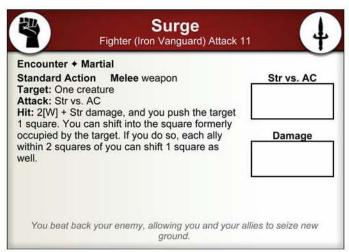
Encounter + Marti	al, Weapon		
Standard Action arget: One creatu Attack: Str vs. AC Iit: 4[W] + Str dam	re	Str vs. AC	
ffect: All of your e	nemies within 10 squares of il the end of your next turn.	Damage	





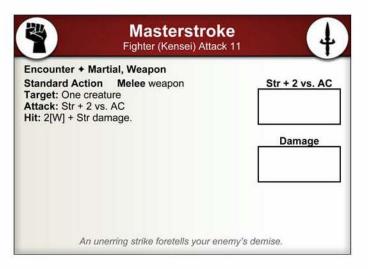


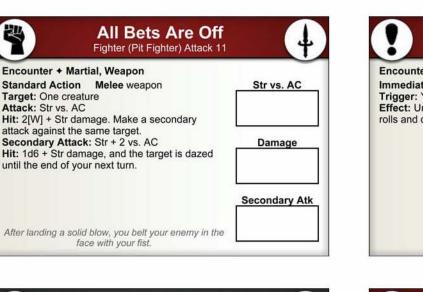
nily + Martial, We		
andard Action rgets: One or two	creatures	Str vs. AC
t: 5[W] + Str dama	one attack per target age.	
ss: Half damage.		Damage

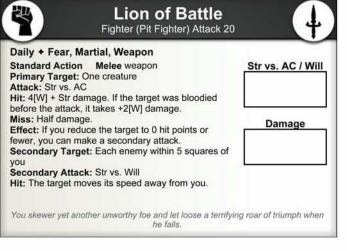


	Ultimate Pa Fighter (Kensei) Utili	
Trigger: You ta	artial ction Personal ke damage from an attack the damage by an amount	equal to your level.

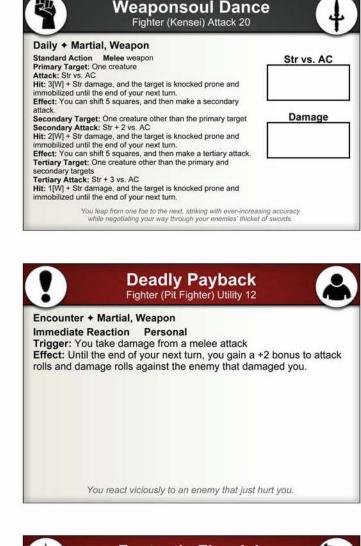
With a whirl of your weapon, you expertly deflect an enemy's attack.







ncounter + Martial, Weap
andard Action (Special) becial: This power can be portunity attack. arget: One creature ttack: Str vs. Ref tt: 3[W] + Str damage.





	Crescendo Sword Fighter (Swordmaster) Attack 2	
Daily + Marti	ial, Weapon	\sim
Requirement or a heavy bla	tion Close burst 1 t: You must be wielding a light blade ade (not a polearm). e enemy in burst you can see s AC.	Str vs. AC
Hit: 2[W] + Si Effect: If you you regain on used. If you n		Damage
	ndous roar, you swing your blade over y es at all nearby enemies. At the end of t some of your power.	







Divine Challenge Paladin Feature

At-Will + Divine, Radiant

AC-Will ← Divine, Radiant
Minor Action Close burst 5
Target: One creature in burst
Effect: You mark the target. The target remains marked until you use this power against another target,
off you fail to engage the target (see below). A creature can be subject to only one mark at a time. A
new mark supersedes a mark that was already in place.
While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a
target. Also, it takes main target age use to 3 + your Cha the first time it makes an attack that doesn't
include you as a target before the start of your next turn. The damage increases to 6 + your Cha at 11th
isevel, and to 9 + your Cha at 21st level.
On your turn, you must engage the target you challenged or challenge a different target. To engage the
advine challenge once per u.
Special: Even though this ability is called a challenge, it doesn't neitelligence or language
ability of the target. It's a majcial computision that affects the creature's behavior, regardless of the
advine challenge.

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge

	Paladin Attack 1	
	Melee weapon are C mage. If you marked the	Cha vs. AC
the end of your nex	penalty to attack rolls until t turn. o 2[W] + Cha at 21st level.	Damage
	al weapon attack leaves vour	

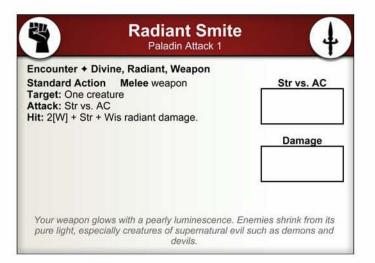
	Holy Strike Paladin Attack 1	4
At-Will + Divin	e, Radiant, Weapon	
Target: One cre Attack: Str vs. / Hit: 1[W] + Str r	AC adiant damage. If you marked	Str vs. AC
equal to your W	iain a bonus to the damage roll is. ie to 2[W] + Str at 21st level.	Damage
		Bonus Damage
You strike an ene	emy with your weapon, which ignites with holy light.	



*	Bolstering Strike Paladin Attack 1	
Target: One cre Attack: Cha vs.	n Melee weapon ature	Cha vs. AC
	ints equal to your Wis. e to 2[W] + Cha at 21st level.	Damage
		Hit Points
	foe without mercy or reprieve, and rewarded with a divine gift of vigor.	

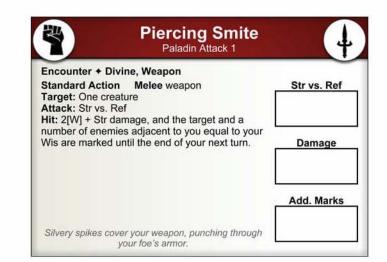
*	Valiant Strike Paladin Attack 1	
At-Will + Divine, V	Veapon	
Standard Action Target: One creatu Attack: Str + 1 per AC Hit: 1[W] + Str dan	ire enemy adjacent to you vs.	Str vs. AC
	o 2[W] + Str at 21st level.	Damage
	ou bring your weapon to bear, the or against you add Str to your attack.	odds

	Fearsome Strike Paladin Attack 1	4
Encounter + Divir	ne, Fear, Weapon	\sim
	ire	Cha vs. AC
equal to your Wis.		Damage
		Attack Penalty
	be with your weapon, the force of n to shudder and second-guess his tactics.	



Daily + Divine, Implement	
Standard Action Ranged 5 Target: One creature	Cha vs. Will
Attack: Cha vs. Will	
lit: 3d8 + Cha damage. Once per round, the arget takes 1d8 damage after making any	
Ittacks on its turn (save ends). Aiss: Half damage. Once per round, the target	Damage
akes 1d4 damage after making any attacks on	
s turn (save ends).	
You invoke a prayer that wracks your foe with term further pain whenever he makes an	

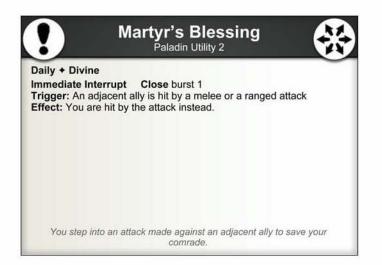
	Radiant Delirium Paladin Attack 1	7
Standard Actio		Cha vs. Ref
	Ref radiant damage, and the target is	
the target takes	a –2 penalty to AC (save ends). age, and the target is dazed until next turn.	Damage
You ei	ngulf your enemy in searing ribbons of i	radiance.

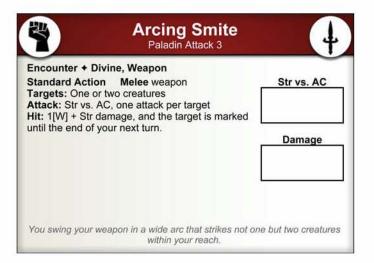


*	Shielding Smite Paladin Attack 1	
Encounter +	Divine, Weapon	
Target: One of Attack: Cha Hit: 2[W] + Cl	vs. AC ha damage.	Cha vs. AC
	he end of your next turn, one ally res of you gains a power bonus to our Wis.	Damage
		AC Bonus
	golden shield forms in front of a nearby s you attack with your weapon.	

Daily + Divine.	Healing, Weapon	
Standard Action Target: One creation Attack: Str vs. / Hit: 3[W] + Str of	n Melee weapon pature AC damage, and one ally within 5	Str vs. AC
	can spend a healing surge. within 5 squares of you can spend	Damage

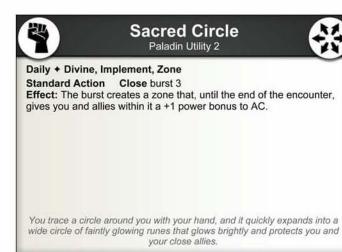
	Astral Speech Paladin Utility 2
Daily + Divine	
	Personal a +4 power bonus to Diplomacy checks until the nter.
You speak with	such compelling conviction that others find it difficult to refute your beliefs and claims.





	Righteous Smite Paladin Attack 3	4
Standard Action Target: One create Attack: Cha vs. Ac	Jre	Cha vs. AC
	you gain temporary hit points	Damage
		Hit Points
	w fills you and your nearby allies reternatural resolve.	

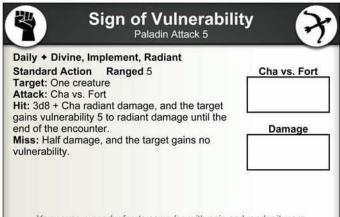
	Hallowed Circle Paladin Attack 5	÷
Daily + Divine, I	mplement, Zone	
Target: Each en Attack: Cha vs. Hit: 2d6 + Cha d	Ref	Cha vs. Ref
You and each all	y within the zone gain a +1 all defenses until the end of the	Damage
You wave your l	nand through the air, and a wide circle	a of faintly glowing
	rs around you, damaging enemies an within its confines.	

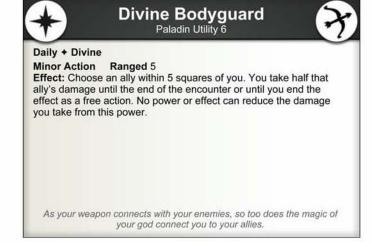


*	Invigorating Smite Paladin Attack 3	4
		Cha vs. Wil
regain hit poi allies within 5	ha damage. If you are bloodied, you nts equal to 5 + your Wis. Bloodied squares of you also regain hit to 5 + your Wis.	Damage
		Healing
	an enemy with your weapon, you and uddenly feel invigorated by the divine power of your faith.	

	Staggering Smite Paladin Attack 3	4
Encounter + Div	ine, Weapon	
Target: One crea Attack: Str vs. AC Hit: 2[W] + Str da	C mage, and you push the target	Str vs. AC
a number of squa	res equal to your Wis.	Damage
		Squares
With a mighty swin	g of your weapon, you knock your enemy back.	

Paladin Attack 5	
aily + Divine, Radiant, Weapon	
Standard Action Melee weapon Farget: One creature Attack: Str vs. AC, and you must spend a healing surge without regaining any hit point att: 4[W] + Str radiant damage.	ts
Aiss: Half damage.	Damage
	1 <u> </u>





 Wrath of the Gods
 Daily to the Second construction of the encounter of the encounter.

Benign Transpositio	n .
Encounter + Divine, Teleportation, Weapon	
Standard Action Melee weapon	Cha vs. AC
Primary Target: One ally within a number of squares equal to your Wis	
Effect: You and the target swap places. If an	-
enemy is now within your melee reach, you can make a secondary attack against it.	Damage
Secondary Target: One enemy	
Secondary Attack: Cha vs. AC	
Hit: 2[W] + Cha damage.	543 543
	Range
You call upon the power of your deity to switch places with an ally and strike a foe within reach of your new position	

	Thunder Smite Paladin Attack 7	
Encounter + Div Standard Action Farget: One creat		Str vs. AC
Attack: Str vs. AC a marked enemy	C (can score a critical hit against on a roll of 19–20) under damage, and the target is	Damage
	4	

You cause a nearby foe to convulse with pain and render it more susceptible to radiant energy.



One Heart, One Mind Paladin Utility 6

Daily + Divine Minor Action Close burst 6 Targets: You and each ally in burst Effect: Until the end of the encounter, targets can communicate telepathically with each other out to a range of 20 squares, and your aid another actions give a +4 bonus instead of +2.

You and your trusted allies form a telepathic bond.

 Beckon Foe
Paladin Attack 7
 Image

 Encounter + Divine, Implement
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Will
 Image

 Hit: 2d10 + Cha damage, and you pull the target
a number of squares equal to your Wis.
 Image

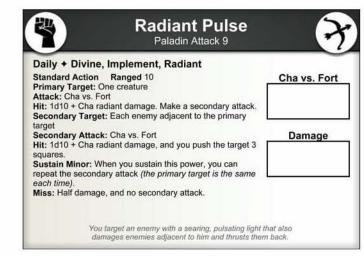
 Damage
 Squares

 Vou pull an enemy toward you, dealing grievous
wounds as he tries to rebuke you.
 Squares

	Divine Reverence Paladin Attack 7	
Encounter + Div	ine, Implement, Radiant	
	my in burst	Cha vs. Will
		Damage
	self with such conviction that your ene be awestruck by the power of your fa	

8	Crown of Glory Paladin Attack 9	÷
Daily + Divine, In	nplement, Radiant	
Standard Action Target: Each ene Attack: Cha vs. W Hit: 2d8 + Cha rac Effect: Any enem	my in burst /ill	Cha vs. Will
you is slowed until	the end of your next turn. ou can sustain the power's	Damage

A scintillating crown of radiant energy appears above your head, then expands suddenly to cripple nearby enemies.



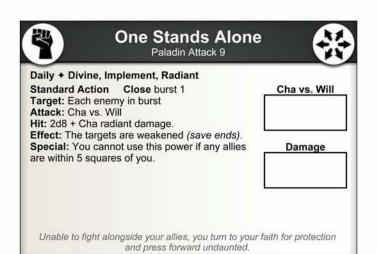


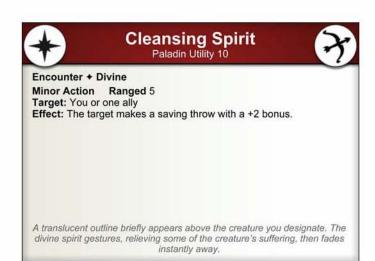
Daily + Divine

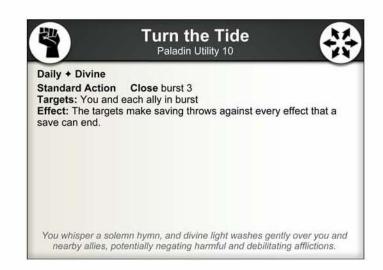
Immediate Interrupt Personal Trigger: You are targeted by a close attack or an area attack Effect: A close attack or an area attack targeting you automatically hits you, and any of your allies who are also hit take only half damage. This power does not change other effects the attack might cause.

You quickly throw up your hand, and a vortex of swirling energy surrounds you and your friends, shielding them from harm at your expense.

8	Entangling Smite Paladin Attack 13	
Encounter + Divi	ne, Weapon	
Standard Action Mel Target: One creature Attack: Cha vs. Will Hit: 2[W] + Cha damage	ure ill mage, and the target is	Cha vs. Wil
mmobilized until tr	e end of your next turn.	Damage
	v erupt from your weapon as it strike nd your foe and rooting it to the group of the group of	



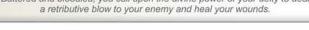




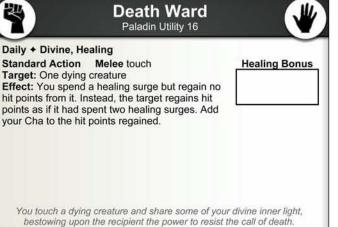
	Radiant Charge Paladin Attack 13	4
Encounter +	Divine, Radiant, Weapon	\sim
Effect: You ca your Wis and Target: One c	ion Melee weapon an fly a number of squares equal to make an attack. rreature within your melee reach	Str vs. AC
Hit: 3[W] + St	AC must charge as part of this attack. r radiant damage, and the target is he end of your next turn.	Damage
		Squares
	urself through the air toward a nearby rays of light stream from your weapon.	

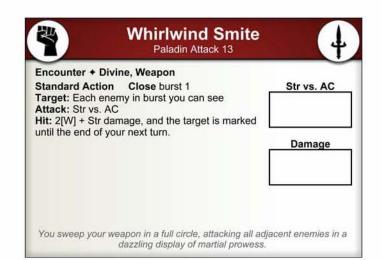
	Renewing Smite Paladin Attack 13	
Encounter +	Divine, Healing, Weapon	
Target: One of Attack: Cha w Hit: 2[W] + Ch	s. AC a damage, and one ally within 5	Cha vs. AC
squares of you your Wis.	regains hit points equal to 10 +	Damage
		Healing
prayer of rene	foe with your weapon, you murmur a wal, causing a momentary nimbus of engulf and heal a nearby ally.	



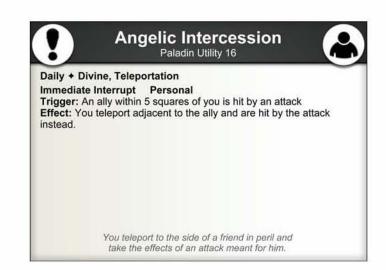


	Paladin Attack 15	
Daily + Divine, I	mplement	
Standard Action Target: One creat Attack: Cha vs. V Hit: 2d10 + Cha Miss: Half dama	ature Will damage.	Cha vs. Will
Effect: Until the the target is within you or an ally, you	end of the encounter, whenever n 5 squares of you and attacks u can make a secondary attack t as an immediate reaction. ck: Cha vs. Will damage.	Damage
	holy symbol toward a foe, dealing da s the continuing subject of your divine	





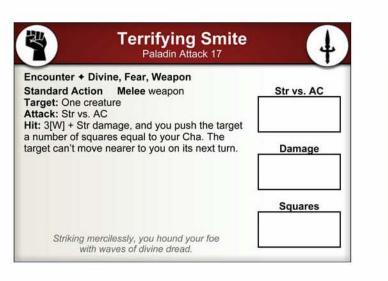
	Break the Wall Paladin Attack 15	2
Daily + Divine, Imp Standard Action Target: One creatu Attack: Cha vs. Fo	Ranged 5 re t	Cha vs. Fort
-2 penalty to all def	and the target takes a -1	Damage
You lash o	out at an enemy with the power of and break down its defenses.	your faith



Paladin Attack 17	
ie, Weapon	
Melee weapon re II mage, and the target is end of your pert turn	Cha vs. Will
	Damage
	ne, Weapon Melee weapon re II

With a mighty blow, you leave your foe horribly weakened.

*	Fortifying Smit Paladin Attack 17	te 🦊
Encounter +	Divine, Weapon	
Target: One Attack: Cha Hit: 3[W] + C	vs. AC tha damage. Until the end of your	Cha vs. Will
next turn, you your Wis.	u gain a power bonus to AC equal	Damage
		AC Bonus
throu	ony of otherworldly music resonates ighout your body, fortifying it to vithstand the tests to come.	



Daily + Divine	Weapon	
Standard Action Target: One cr Attack: Str vs. Hit: 4[W] + Str	on Melee weapon eature AC damage.	Str vs. AC
	age. d allies adjacent to you gain a +1 o attack rolls until the end of the	Damage
1	You strike your foe with such conviction nearby allies can't help but feel inspire	

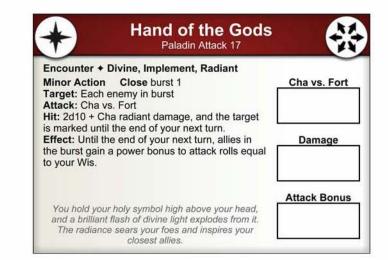


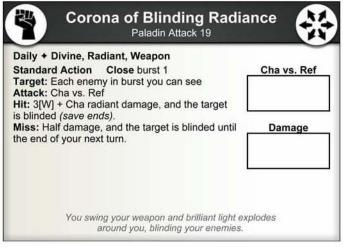
Angelic Rescue Paladin Utility 22

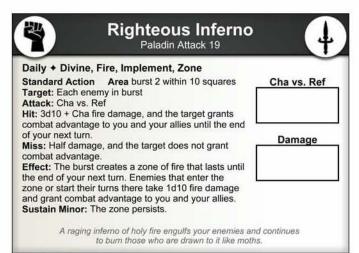
Daily + Divine, Teleportation Standard Action Ranged sight

Target: One willing ally Effect: The target is teleported from any square you can see to a square within 5 squares of you that is nearer to you than the target's original square.

White wings of astral brilliance envelop an ally in a sparkling cocoon, then disappear. The wings reappear a short distance away and unfold, bringing the ally closer to you.







Daily + Divine Minor Action Close burst 5 Targets: You and each ally in burst Effect: All targets make a saving throw against each effect that a save can end. Any penalties to attack rolls or defenses affecting the argets are removed.	*	Paladin Utility 22
Targets: You and each ally in burst Effect: All targets make a saving throw against each effect that a save can end. Any penalties to attack rolls or defenses affecting the	Daily + Divine	
Effect: All targets make a saving throw against each effect that a save can end. Any penalties to attack rolls or defenses affecting the	Minor Action	Close burst 5
Effect: All targets make a saving throw against each effect that a save can end. Any penalties to attack rolls or defenses affecting the	Targets: You a	and each ally in burst

Ripples of divine energy wash over you and nearby allies, potentially negating harmful and debilitating afflictions.



Gift of Life Paladin Utility 22

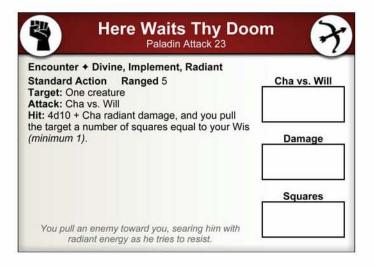


Daily + Divine, Healing Standard Action Melee touch Target: One creature

Effect: If the target is alive, it regains hit points no greater than one-half your maximum hit points (*your choice*), and you take an equal amount of damage. If the target died since the end of your last turn, it returns to life at 0 hit points, and you take damage equal to one-half your maximum hit points.

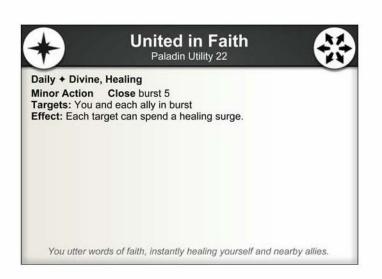
You can't avoid or reduce this damage in any way.

You invoke the greatest of all prayers and touch a wounded or recently slain creature, bestowing upon it the gift of life at the expense of your own health.



-	Paladin Attack 23	
ncounter +	Divine, Thunder, Weapon	
	on Melee weapon	Str vs. AC
rimary Targ ttack: Str vs	et: One creature	
	thunder damage, and the target is	
	. Make a secondary attack.	
	rget: Each enemy adjacent to you	Damage
	primary target	
	tack: Str vs. AC	
	thunder damage, and the target is	
nocked pron	b.	Secondary D

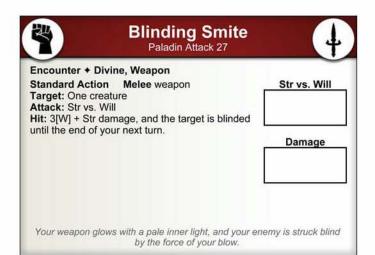
Exal [®]	ted Retributio Paladin Attack 25	n 🕴
Daily + Divine, Weapon		Ŭ
Standard Action Mele Target: One creature Attack: Str vs. AC Hit: 4[W] + Str damage.	e weapon	Str vs. AC
Miss: Half damage. Effect: Until the end of the provokes an opportunity a attacks (save ends). You opportunity attack roll and damage	ttack from you when it gain a +2 bonus to the	Damage
damage. You land a mighty blow, and appears above your enemy rune that only you can see, you whenever he's	's head as a glowing red flashing brightly to warn	Opportunity Atk

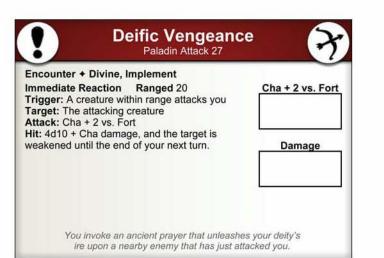


	Martyr's Smite Paladin Attack 23	
Encounter +	Divine, Weapon	
Target: One c Attack: Str vs Hit: 4[W] + Str	AC damage. Until the end of your	Str vs. AC
can choose to intended victin	time the target deals damage, you take that damage. The target's in takes no damage but is subject to cts of the attack.	Damage
the po	u assail your foe, you utter a prayer that g wer to absorb the damage from your foe yen when such attacks aren't directed at	's attacks,

Encounter + Divine, Teleportation, Weapon	
Standard Action Ranged 5	Cha vs. AC
Primary Target: One willing ally	
Effect: You can teleport the target 5 squares.	
Until the end of your next turn, you grant the	
arget a power bonus to all defenses equal to	Damaga
your Wis. In addition, you teleport to the target's original space and make a secondary attack.	Damage
Secondary Target: One creature within your	
nelee reach	
Secondary Attack: Cha vs. AC	L
	Defense Bonu
lit: 3[W] + Cha damage.	

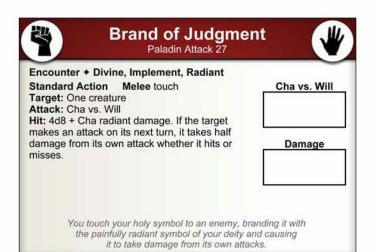
Daily + Divine, Fin	re, Implement	
	ny in burst ill nage, and ongoing 10 fire	Cha vs. Wil
the end of your new Miss: Half damage	s). The target is marked un t turn. a, and ongoing 10 fire dam arget is marked until the er	Damage





	Stunning Smite Paladin Attack 27	4
Encounter + Di	vine, Weapon	\sim
	n Melee weapon	Str vs. Will
Primary Target: Attack: Str vs. V		
	amage, and the target is stunned	
	our next turn. Make a secondary	
attack.		Damage
	get: Each enemy other than the	
primary target ac Secondary Atta		
	amage, and the target is stunned	
until the end of y		Secondary Dmg
You swing	your weapon in a mighty arc,	
	ning targets that you hit.	L

	Powerful Faith Paladin Attack 29	4
Daily + Divine,	Weapon	\sim
Primary Target Attack: Str vs. A		Str vs. AC
Miss: Half dama Secondary Targ squares of you	ige, and no secondary attack. get: Each enemy within 10	Damage
Secondary Atta		
next turn.	s blinded until the end of your	Str vs. Fort
of light spring fro	blow to your enemy, and divine arcs im the tip of your weapon and blind who stand against you.	



*	Restricting Smite Paladin Attack 27	
Encounter +	Divine, Weapon	
Target: One of Attack: Cha w Hit: 3[W] + Cl	vs. Will ha damage, and the target is	Cha vs. Wil
addition, the t	he end of your next turn. In arget cannot gain line of effect to ou until the end of your next turn.	Damage
	You strike your enemy with such resolv he is blind to all foes except you.	

Daily + Divine, Implement	
Standard Action Ranged 5 Target: One creature Attack: Cha vs. Will Hit: 5d10 + Cha damage. Whenever the target	Cha vs. Will
makes an attack, its attack works as usual, but it takes the full damage and effects of the attack as well (save ends). Saving throws made to end the effect take a -2 penalty. Miss: 5d10 + Cha damage.	Damage
Special: Many creatures have immunity or resistance to their own attacks. When taking damage from its own attacks resulting from this power, the target does not gain the benefit of any immunities or resistances.	

*	Pray for More Paladin (Astral Weapon) Utility 12
Encounter +	Divine
	Personal don't like the damage you have rolled with one of your your damage. You must use the result of the second
9	You strike your enemy, but you pray to increase the amount of damage you deal.

ncounter + Divi	ine, Weapon	
	Melee weapon	Str vs. AC
arget: One creat ttack: Str vs. AC		
it: 2[W] + Str da	mage, and until the end of y	
	es have combat advantage y adjacent to you.	Damage

Your weapon glows with astral light, and as it strikes your enemy, that glow spreads to encompass all enemies adjacent to you, temporarily coating them with a glowing target your allies can see.



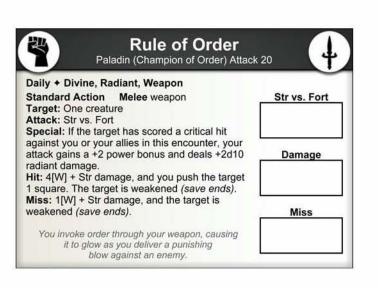
None Shall Pass Paladin (Champion of Order) Utility 12

Daily + Divine

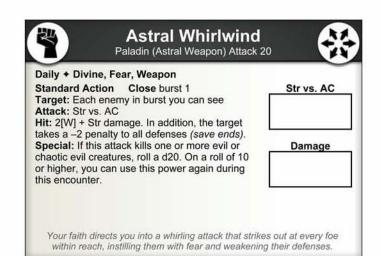
Free Action Personal

Effect: Until the end of the encounter, every use of your divine challenge targets two enemies rather than one

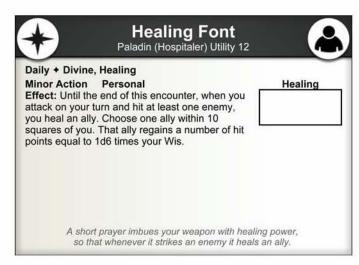
You contain two foes instead of just one with your divine challenge.



*	Life-Giving Smite Paladin (Hospitaler) Attack 20	4
and the second sec	Healing, Radiant, Weapon Melee weapon	Cha vs. Fort
Target: One cre Attack: Cha vs. Hit: 4[W] + Cha Effect: Choose	ature Fort radiant damage. one ally within 10 squares of you. nd a healing surge. Add your	Damage
		Healing Bonus
and as y	our weapon with radiant power, ou strike at a foe the power e attack heals an ally.	

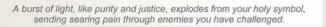


Encounter + Divine, Weapon	
Standard Action Melee weapon Target: One creature Attack: Str + 4 vs. AC Hit: 1[W] damage. If the target is marked, it is also weakened and dazed by this attack for as long as the mark remains in effect.	Str + 4 vs. AC



	Warding Blow Paladin (Hospitaler) Attack 11	
Encounter + Divi	ne, Weapon	
Attack: Cha vs. At Hit: 2[W] + Cha da	ure that is marked by you	Cha vs. AC
equaroo or you ou		Damage
	trike a foe you have challenged, brin	

	Just Radiance Paladin (Justiciar) Attack 11	
Encounter + Di	vine, Implement, Radiant	
Attack: Cha vs. Hit: 2d8 + Cha ra	emy marked by you in burst	Cha vs. Will
attack that does		Damage





Immediate Interrupt Personal

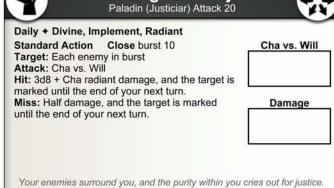
Trigger: An ally within 5 squares of you is attacked

Effect: The attack misses all of your allies it targets, but

automatically hits you even if you weren't a target of the attack.

Strike Me Instead Paladin (Justiciar) Utility 12





Challenge the Unjust

Your enemies surround you, and the purity within you cries out for justice. You focus a powerful prayer through your holy symbol, sending forth a radiant burst of punishing force that no enemy can ignore.



 Healing Word
 Image: Cleric Feature

 Encounter (Special) + Divine, Healing
 Image: Cleric Feature

 Special: You can use this power twice per encounter, bu only once per round. At 16th level, you can use this power three times per encounter.
 Image: Cleric Feature

 Minor Action
 Close burst 5
 Image: Cleric The target can spend a healing surge and rgain an additional 166 hit points.
 Image: Meage: Cleric The target can spend a healing surge and rgain an additional 166 hit points.

 Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level.
 State 12th level, and 6d6 at 26th level.

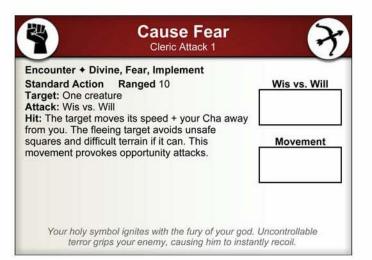
Weapon	
Melee weapon ure mage, and you and one	Str vs. AC
xt turn. to 2[W] + Str at 21st level.	Damage
	Melee weapon ure nage, and you and one a +1 power bonus to AC until xt turn.

You call upon your innate sense of justice and honor, whisper a short prayer, and redirect an attack so that you take the hit for those you would protect.

Encounter + Divine, Implement, Radiant	
Standard Action Close burst 2 (5 at 11th level, 8 at 21st level) Target: Each undead creature in burst Attack: Wis vs. Will	Wis vs. Will
Hit: 1d10 + Wis radiant damage, and you push the target a number of squares equal to 3 + your Cha. The target is immobilized until the end of your next turn. Increase damage to 2d10 + Wis at 5th level, 3d10 + Wis at 11th level, 4d10 + Wis at 15th level, 5d10 + Wis at 21th level, ad 6d10 + Wis at 25th level. Miss: Half damage, and the target is not pushed or	Damage
immobilized.	Squares

	Lance of Faith Cleric Attack 1	÷
At-Will + Divine, Im	plement, Radiant	
	e nt damage, and one ally you	Wis vs. Ref
next attack roll again	bower bonus to his or her Ist the target. 2d8 + Wis at 21st level.	Damage
	sears your foe with golden radiand und the target, guiding your ally's	

	Righteous Brand Cleric Attack 1	1 (
At-Will + Div	ine, Weapon	<u> </u>
Target: One of Attack: Str vs		Str vs. AC
squares of yo attack rolls ag until the end of	u gains a power bonus to melee gainst the target equal to your Str of your next turn. age to 2[W] + Str at 21st level.	Damage
		Melee Atk Bonus
ghostly, glowin one of your allie	r foe with your weapon and brand it with a g symbol of your deity's anger. By naming s when the symbol appears, you add divine t ally's attacks against the branded foe.	,



	Healing Strike Cleric Attack 1	
Standard Action Farget: One crea Attack: Str vs. Ac Hit: 2[W] + Str rad	C diant damage, and the target is	Str vs. AC
	end of your next turn. In ne ally within 5 squares of you ing surge.	Damage
	leams from your weapon. When you a minor blessing in the form of heali	

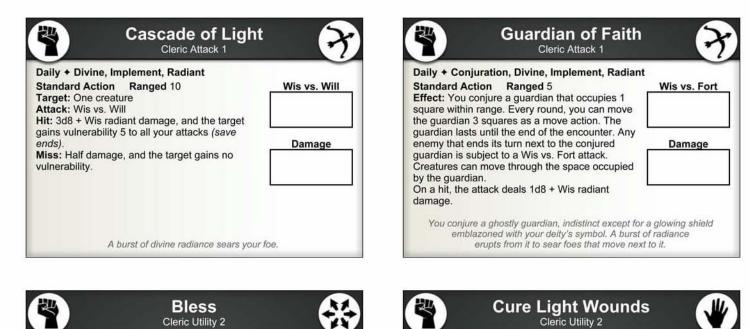
٩)	Avenging Flam Cleric Attack 1	e
Daily + Divine	Fire, Weapon	
Target: One cre Attack: Str vs. Hit: 2[W] + Str (AC damage, and ongoing 5 fire	Str vs. AC
Special: If the t	ands). age, and no ongoing fire damage arget attacks on its turn, it can't g throw against the ongoing	e. Damage
	weapon into your foe, who bursts nges each attack your enemy dare	



*	Divine Glow Cleric Attack 1	
Standard Actio Target: Each er Attack: Wis vs. Hit: 1d8 + Wis r	Ref adiant damage.	Wis vs. Ret
	the blast gain a +2 power bonus til the end of your next turn.	Damage
	rayer to your deity, you invoke a blas r holy symbol. Foes burn in its stern li allies are heartened and quided by	ght, but your

	Wrathful Thunder Cleric Attack 1	
Standard Action Farget: One creat Attack: Str vs. AC Hit: 1[W] + Str thu) Inder damage, and the target is	Str vs. AC
azed until the en	d of your next turn.	Damage
	e strong by the power of your deity. Winderclap smites your adversary and	

	Beacon of Hope Cleric Attack 1	÷
Daily + Divine, H	ealing, Implement	
Standard Action Target: Each ene Attack: Wis vs. W Hit: The target is v next turn.	my in burst	Wis vs. Will
Effect: You and a 5 hit points, and y	Il your allies in the burst regain our healing powers restore +5 end of the encounter.	Damage
The radia	ine energy harms your foes and hea the energy lingers around your holy sy your healing powers for the rest of t	/mbol and



Daily + Divine, Healing

Target: You or one creature

Standard Action Melee touch

Daily + Divine Standard Action Close burst 20 Targets: You and each ally in burst Effect: Until the end of the encounter, all targets gain a +1 power bonus to attack rolls.



allies the strength to overcome a hindrance. Shield of Faith **Cleric Utility 2** Daily + Divine Standard Action Close burst 5 Targets: You and each ally in burst

Effect: The targets gain a +2 power bonus to AC until the end of the encounter.

Sanctuary **Cleric Utility 2** Encounter + Divine Standard Action Ranged 10 Target: You or one creature Effect: The target receives a +5 bonus to all defenses. The effect lasts until the target attacks or until the end of your next turn.

and your touch momentarily suffuses you or a wounded creature with a dim silver light.

Effect: The target regains hit points as if it had spent a healing surge.

You cast a protective ward upon a creature that makes enemies' attacks less effective

Blazing Beacon **Cleric Attack 3** Encounter + Divine, Radiant, Weapon Standard Action Melee weapon Str vs. AC Target: One creature Attack: Str vs. AC Hit: 1[W] + Str radiant damage, and all ranged attack rolls against the target gain a +4 power bonus until the end of your next turn. Damage You invoke your deity's name, and holy light envelops your weapon. When you strike your foe, a blazing beacon in the form of a holy rune floats above its head to guide your allies' ranged attacks as well.

A gleaming shield of divine energy appears over you, granting you and nearby allies protection against attacks.

*	Command Cleric Attack 3	-
Encounter + Charn	n, Divine, Implement	
Standard Action Ranged 10 Target: One creature Attack: Wis vs. Will Hit: The target is dazed until the end of your next turn. In addition, you can choose to knock the		Wis vs. Will
	the target a number of	Squares

You utter a single word to your foe, a word that demands obedience. You can choose to drive the foe back, order it closer, or cause the foe to throw itself to the ground.



You invoke ancient words of wrath as you attack with your weapon. The thundering power of your melee strike causes your foe to stumble backward and fall.

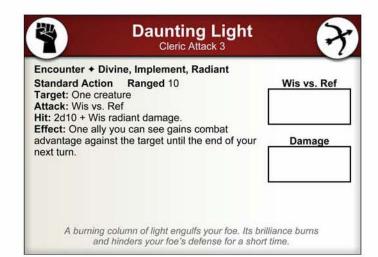
Daily + Charm, Divine, Weapon Standard Action Melee weapon Farget: One creature Attack: Str.vs. Will	Str vs. Wil
Hit: 1[W] + Str damage, and the target cannot attack (save ends). Miss: The target cannot attack you until the en	d Damage
You smash your weapon into your foe, leavin rune that prevents your foe from mak	

Daily + Divine, Radiant, Weapon Minor Action Melee touch

Target: One held weapon

Effect: Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 radiant damage. When the weapon hits an enemy, the enemy takes a -2 penalty to AC until the end of the weapon wielder's next turn.

Cleric Attack 5



	Consecrated Groun Cleric Attack 5	··· •
and the second se	, Healing, Radiant, Zone	
Effect: The bu ground that las You can move	on Close burst 1 rst creates a zone of sanctified ts until the end of your next turn. the origin square of the zone 3	Damage
heir turns with adiant damage bloodied and s regain hit point	hove action. Enemies that start in the zone take 1d6 + your Cha e. You and any allies who are tart their turns within the zone s equal to 1 + your Cha.	Healing
Sustain Minor	: The zone persists.	
ground around	f your hand, jagged lines of radiant light d you like a crackling web, moving at yo and upon this ground suffer the wrath of	ur whim. Enem

*	Spiritual Weapon Cleric Attack 5	
Daily + Conju	ration, Divine, Implement	
	n Ranged 10	Wis vs. AC
Target: One cre		
Attack: Wis vs.		
Hit: 1d10 + Wis		
target's square advantage agai weapon up to 1	jure a weapon that appears in the and attacks. Your allies gain combat nst the target. You can move the 0 squares to another enemy's square n. The weapon lasts until the end of	Damage
Sustain Minor: the attack. Your	When you sustain the power, repeat allies continue to gain combat nst the weapon's target.	

+	Bastion of Health Cleric Utility 6	h 🥱
Minor Action Target: You or Effect: The targ		Healing Bonus

Your weapon glows with divine radiance, enhancing your attacks.



Effect: The target regains hit points as if it had spent two healing

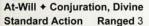


You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with bright silver light.



surges.

Holy Lantern Cleric Utility 6



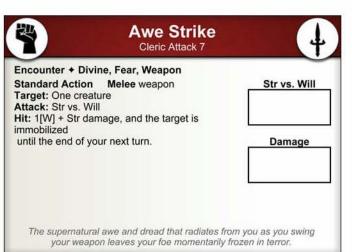
Target: You or one creature

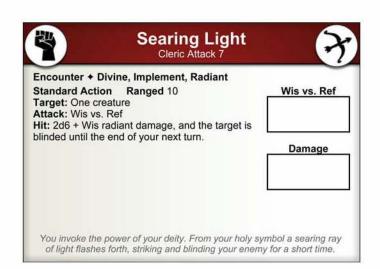
Effect: You conjure a lantern that appears in 1 square within range and sheds light 5 squares in all directions. You and allies in the light gain a +2 power bonus to Perception and Insight checks. You can move the lantern up to your speed as a minor action. The lantern lasts for 10 hours, but you can have only a single holy lantern active at a time.

> A conjured beacon of divine light shines like a lantern, piercing shadows and deception.

	Break the Spi Cleric Attack 7	rit 🗧
tandard Action arget: One cre ttack: Wis vs.		Wis vs. Will
takes a penalty t until the end of y	o attack rolls equal to your C our next turn.	ba Damage
		Attack Penal
your foe in	he power of your god, you bath agonizing radiance, driving but of its impending attacks.	e

Strengthen the Faithful Cleric Attack 7	
Encounter + Divine, Healing, Weapon Standard Action Melee weapon Target: One creature Attack: Str vs. AC	Str vs. AC
Hit: 2[W] + Str damage, and you and each ally adjacent to the target can spend a healing surge. Add your Cha to the hit points regained.	Damage
	Healing Bonus
You utter a solemn prayer as you bring your weapon down upon your foe, invoking the power of your deity to physically bolster you and nearby allies.	

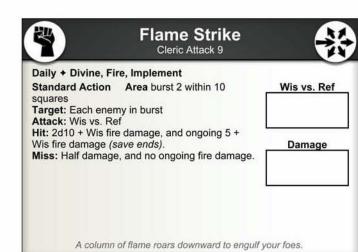




1	Astral Defenders Cleric Attack 9	*
Daily + Conju	ration, Divine, Implement, Radiant	
Effect: You co 1 square within don't attack no	on Ranged 10 njure two soldiers, each occupying n range. The conjured soldiers rmally, but whenever an	Wis vs. Ref
conjured soldie attack. On a hi radiant damag You can move squares as a r	one soldier or both a total of 3 nove action. Creatures can move	Damage
	aces occupied by the soldiers. The notified the end of the encounter.	glowing weapons

Blade Barrier Cleric Attack 9		Cleric Attack 9	Ę
Daily + Conjuration, Divine, Implement		Daily + Divine, Healing, Radiant, Weapon	
Standard Action Area wall 5 within 10 squares Effect: You conjure a wall of contiguous squares filled with spinning blades of astral energy that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the blade barrier are difficult terrain.	Damage	Standard ActionClose burst 2Target: Each enemy in burst you can seeAttack: Str vs. FortHit: 2[W] + Str radiant damage, and you push the target 1 square.Effect: Until the end of the encounter, you gain regeneration 5, and you and each ally within the burst gain a +2 power bonus to AC.	Str vs. Fort
If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wis damage plus ongoing 5 damage (save ends). Sustain Minor: The barrier persists.		build gain a 12 portor borida to AO.	

A barrier of whirling blades appears, slashing at those who come too close or try to pass through.







Daily + Conjuration, Divine

Standard Action Ranged 10 Effect: You conjure four ghostly warriors, each occupying 1 square within range. As a move action, you can move any of the knights 2 squares. They can't attack or be attacked or damaged, and they last until the end of the encounter.

Enemies can't enter a square occupied by a conjured knight, but allies can move through the knights' spaces as if the knights were allies. The conjured knights grant cover to allies but not enemies.

> You conjure four ghostly knights that carry huge shields emblazoned with the symbol of your deity.



Shielding Word Cleric Utility 10



Encounter + Divine Immediate Interrupt Ranged 5

Trigger: An ally in range is hit by an attack Effect: The ally gains a +4 power bonus to AC until the end of your next turn.

each round but cannot take any other actions. At the end of the effect, the target reappears in the space he or she left or, if the space is not vacant, in the nearest unoccupied space.

You swing your weapon in a wide arc around you, creating a halo of divine energy that drives foes back while fortifying you and your allies.

Astral Refuge

Cleric Utility 10

Effect: The target is whisked away to a place of safety in the Astral

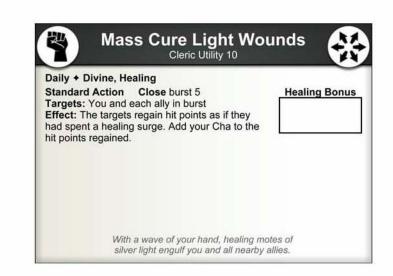
Sea for 3 rounds. While there, the target can spend a healing surge

Daily + Divine, Healing, Teleportation

Standard Action Melee touch

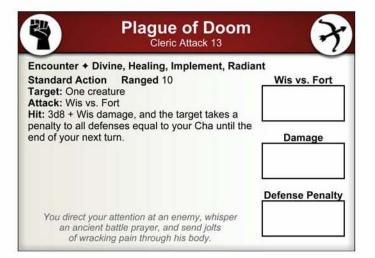
Target: One willing ally

With a touch, you send one of your allies to a sequestered location in the Astral Sea, where he can recuperate for a brief time before rejoining the battle.



Arc of the Righteo Cleric Attack 13	us ,
Encounter + Divine, Lightning, Weapon	
Standard Action Melee weapon	Str vs. AC
Primary Target: One creature	
Attack: Str vs. AC	
Hit: 2[W] + Str lightning damage. Make a secondary attack.	
Secondary Target: One creature within 3	Damage
squares of you	
Secondary Attack: Str vs. AC	
Hit: 1[W] + Str lightning damage.	
	Secondary D
You channel your god's divine wrath into your	
weapon, unleashing an arc of lightning with a	
successful strike that then leaps to another foe within range.	

	Inspiring Strike Cleric Attack 13	
Encounter + Div	ine, Healing, Weapon	
Target: One crea Attack: Str vs. A		Str vs. AC
	s hit points equal to 15 + your	Damage
		Healing
with your weapon.	t verse as you strike your enemy If you hit, the power of the quoted aling to you or an ally close by.	

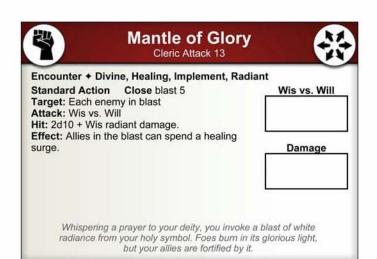


Daily + Divine,	Fire, Healing, Implement	
Standard Action Target: Each en Attack: Wis vs. I		Wis vs. Ret
damage (save er damage is in effe points equal to 5 adjacent to one o	ire damage, and ongoing 10 fire ads). While this power's ongoing act, you and your allies regain hit + your Cha when starting a turn or more targets taking the	Damage
ongoing damage Miss: Half dama	ge, and no ongoing fire damage.	Healing
burning. Like be	ulfs your foes and leaves them acons of holy flame, your burning arby allies while the flames persist.	

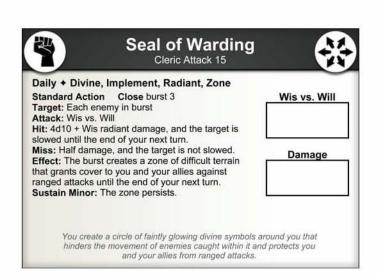


Effect: You conjure a shield that appears in 1 square within range. You and any allies adjacent to the shield gain a +2 bonus to AC. Every round, you can move the shield up to 3 squares within range as a move action. It can't be attacked or damaged and lasts until the end of the encounter.

You conjure a shimmering silver shield, which you can then move around the battlefield to provide protection where it is needed most.

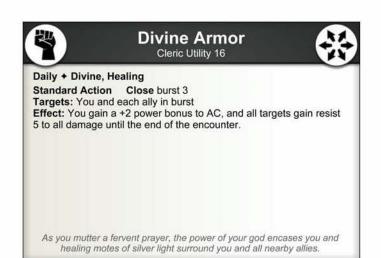


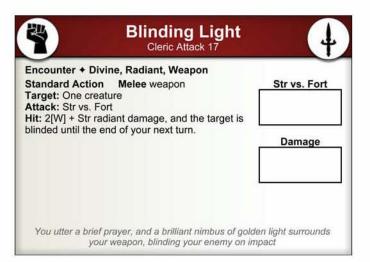
	Holy Spark Cleric Attack 15	
Daily + Divine, Li Standard Action Target: One creat Attack: Str vs. Wil	ure	Str vs. Wil
lightning damage (ongoing damage is that starts its turn takes 2d10 lightnir	thing damage, and ongoing 10 (save ends). While this power's is in effect, any ally of the target within 3 squares of the target ing damage. e, and no ongoing lightning	Damage



Cloak of Peace Cleric Utility 18 Daily + Divine Standard Action Ranged 10 Target: You or one ally Effect: The target gains a +5 power bonus to AC and a +10 power bonus to all other defenses until the end of the encounter. This effect ends if the target makes an attack.

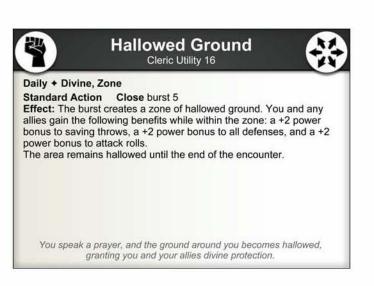
You utter a prayer as you point toward a nearby ally, surrounding him in a mantle of faint silvery light that repels attacks for as long as he does not attack.





	Sentinel Strike Cleric Attack 17	-
Encounter + Divis Standard Action Farget: One create Attack: Str vs. AC	Melee weapon ure	Str vs. AC
squares of you; if the before the end of y	hage. Choose one ally within 5 he target attacks that ally our next turn, reduce the gainst that ally to 0.	Damage
wisps of divine pow	ed invocation, and your weapon smo er. In addition to delivering a stern bi ings to your target and foils its attaci	low to your ene

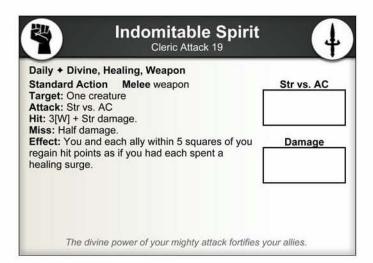
	Fire Storm Cleric Attack 19	-
Daily + Divine, Fi	re, Implement, Zone	
Standard Action squares	Area burst 5 within 10	Wis vs. Ref
Target: Each ener	ny in burst	
Attack: Wis vs. Re	of	
Hit: 5d10 + Wis fire		-
Miss: Half damage		Damage
	creates a zone of fire that lasts ir next turn. Enemies that start	
their turn in this zo	ne take 1d10 + Wis fire	
damage.		
Sustain Minor: Th	e zone persists.	Zone Damag



	Enthrall Cleric Attack 17		
Encounter + Charm, Divine, Implement, Psychic			
squares Target: Each enen Attack: Wis vs. Wi	lí –	Wis vs. Wil	
is immobilized and	ychic damage, and the target unable to make attacks e end of your next turn.	Damage	
	a verse from some ancient holy enough to wound and hamper yo		

Thunderous Word Cleric Attack 17	
Encounter + Divine, Implement, Thunder Standard Action Close blast 5 Target: Each enemy in blast Attack: Wis vs. Ref	Wis vs. Ref
Hit: 3d6 + Wis thunder damage, and you push the target a number of squares equal to 3 + your Cha. Effect: Allies in the blast can shift 1 square.	Damage
	Squares
You shout a word that forcefully thrusts your enemies back while allowing your allies to position themselves more advantageously.	

	Holy Wrath Cleric Attack 19	**
Standard Actie Target: Each e Attack: Str vs.	AC	Str vs. AC
Effect: You gai	radiant damage. in regeneration 10 and a +2 power rolls until the end of the	Damage
	burst of furious light washes over your and fortifies you with the wrath of your g	





Angel of the Eleven Winds Cleric Utility 22

Daily + Conjuration, Divine

Standard Action Ranged 10 Effect: You conjure the likeness of an angel that occupies 1 square within range. The angel grants any target you can see a speed of fly 8 and a +4 power bonus to AC against opportunity attacks. Changing the target is a minor action. A creature that no longer benefits from the effect lands on the ground safely. The angel can't move or be attacked or damaged, and it lasts until the end of the encounter.

You conjure a luminous winged angel with indistinct features. It hovers 1 foot above the ground and grants others the power of flight.



Cloud Chariot



Standard Action Ranged 2 Effect: You conjure a chariot of cloudstuff that occupies a 2-by-2 space within range, and a winged horse of cloudstuff that occupies a 2-by-2 space adjacent to the chariot. The horse and chariot have a speed of fly 8. The chariot can carry up to four Small or Medium creatures, and the horse can hold one Small or Medium rider. The chariot grants cover to its occupants. The chariot and the horse can't attack or be separated, and they can't be attacked or damaged. They remain until you take an extended rest unless you dismiss them (a free action).

> You conjure a white cloud that coalesces into a chariot pulled by a winged horse, both made of solid cloudstuff.



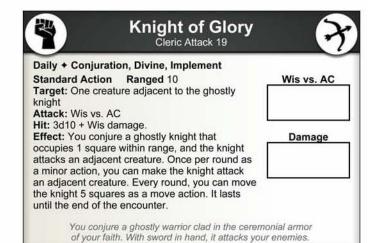
Spirit of Health Cleric Utility 22



Daily + Conjuration, Divine, Healing Standard Action Ranged 10

Effect: You conjure a spirit that appears in 1 square within range. You or any ally adjacent to or in the same square as the spirit can spend a healing surge as a minor action. The spirit can heal one target per round and regains its healing ability at the start of each of your turns. Creatures can move through the spirit's space without impediment. The spirit can't move or be attacked or damaged, and it lasts until the end of the encounter.

> You conjure an insubstantial spirit that hovers in the air nearby and heals your wounded comrades.



Clarion Call of the Astral Sea Cleric Utility 22 Daily + Divine, Healing, Teleportation Standard Action Ranged 10 Target: You or one willing ally Effect: The target teleports away to a safe location in the Astral Sea and regains hit points up to its maximum. While it is away, the target can perceive the surroundings of its previous location, but it can't take any actions. At the start of its next turn, it returns to an

unoccupied space chosen by you within 5 squares of its previous

location.

You beseech your deity for aid. A heavenly trumpet sounds, and you or a nearby ally is instantly whisked away to a fortress on the Astral Sea, restored to full health, and returned safely to the battlefield in short order.

 Purify Cleric Utility 22

 Daily + Divine

 Standard Action
 Close burst 5

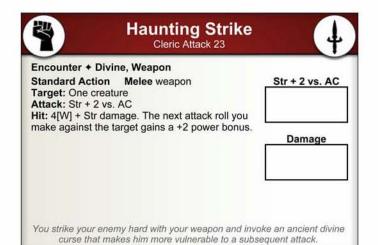
 Targets: You and each ally in burst

 Effect: Every effect that a save can end is removed from the targets.

> You wave a hand, releasing golden motes of light that strike nearby allies, ridding them of all lingering afflictions.

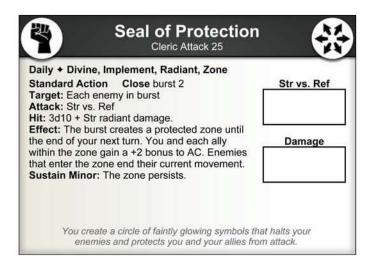
Encounter + Divin	e, Implement, Radiant	1
Standard Action Farget: One creatu Attack: Wis vs. Rei Hit: 6d6 + Wis radia	re	Wis vs. Ref
		Damage
		Damag

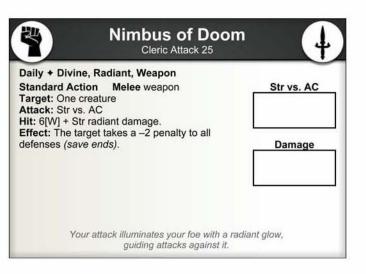
Encounter + Diving Standard Action	
	Str vs. AC
next turn.	Damage





	Sacred Word Cleric Attack 25	
aily + Divine, Impl	ement, Psychic	
	in burst hic damage, and the target	Wis vs. For
	nd of your next turn. and the target is not	Damage
	divine power damages and stuns	

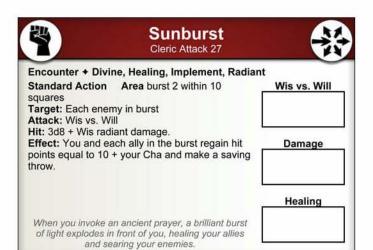




8	Seal of Binding Cleric Attack 25	· 7
Daily + Divine,	Implement	\sim
Standard Action Target: One cre Attack: Wis vs.	ature Will	Wis vs. Will
stunned and can	damage, and the target is 't be affected by any attack oth iil the end of your next turn.	Damage
Sustain Standa	rd: Each time you sustain the target both take 2d10 + Wis	
The target remain	ns stunned and protected attacks. You can't sustain this bloodied.	Sustain Damage
Faintly glowing sy	mbols encircle your foe, trapping	it.

*	Punishing Stu Cleric Attack 27	rike
Encounter + Divi	ne, Weapon	
Standard Action Target: One create Attack: Str + 2 vs. Hit: 4[W] + Str dan	ure AC	Str + 2 vs. AC
		Damage
	prayer, you gain a sudden	

*	Sacrificial Heali Cleric Attack 27	ng
Encounter	+ Divine, Healing, Weapon	
Target: One Attack: Str		Str vs. AC
within 10 sq	uares of you can spend a healing your Cha to the hit points regained.	Damage
		Healing Bonus
prayer to you	the blood of your enemy, you whisper r deity, who rewards your battle prowe blessing upon you and all nearby allie	ess



Billy + Divine, Radiant, Weapon

Standard Action

Melee weapon

Target: One creature

Material Karks: Str vs. AC

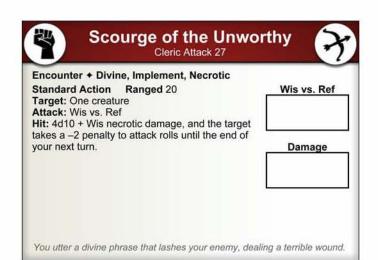
Hit: 7(W) + Str radiant damage.

Miss: Half damage.

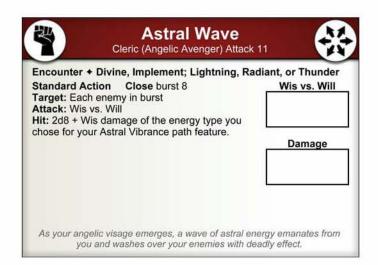
Damage

Your weapon explodes with brilliant light as you swing it at your foe.

	Angel Ascendant leric (Angelic Avenger) Attack 20	
Daily + Divine, We	apon	
	age. speed of fly 6 <i>(hover)</i> until the	Str vs. AC
end of the encounte Guide for rules on I	er. (See the Dungeon Master's novering.)	Damage
you into an ang	energy into a single, powerful attac elic being. Wings of radiant light spru ur features transform into those of a	ead from your



	Astral Storm Cleric Attack 29	
Daily + Cold, Div	vine, Fire, Implement, Lightning	, Thunder, Zone
Target: Each enemy Attack: Wis vs. Ref Hit: 6d10 + Wis cold Resistance doesn't re	fire, lightning, and thunder damage. educe the damage unless the target	Wis vs. Ref
weakest resistance a to any one of the four vulnerability.	four damage types, and only the ipplies. A target that has vulnerability r damage types is subject to that	Damage
Miss: Half damage. Effect: The burst cre your next turn.	ates a stormy zone until the end of	
Sustain Minor: Make enemy within the zon	e a Wis vs. Ref attack against every ne, dealing 2d10 + Wis lightning d half damage if you miss.	Zone Damage
	terrible storm upon your enemies, htning, and thunder down upon them.	



€	Angelic Presence Cleric (Angelic Avenger) Utility 12
Daily + Divin	e, Fear
	Personal es gain a –2 penalty to attack rolls against you until the counter or until you are bloodied.
	Your features blur into an angel's holy veil, and you are filled with a divine presence.



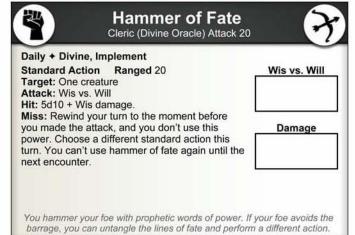
Good Omens Cleric (Divine Oracle) Utility 12



Daily + Divine Standard Action

Ranged 10

Targets: You and each ally in range Effect: The targets gain a +5 power bonus to all d20 rolls until the end of your next turn, but the targets cannot score critical hits while this power is in effect.



You peer into the future and predict good fortune for you and your allies.

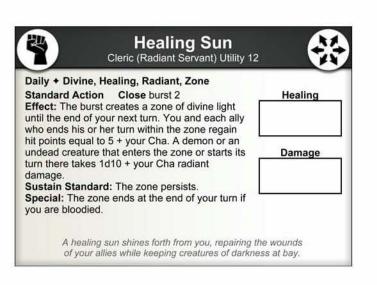
Prophecy of Doom Cleric (Divine Oracle) Attack 11

Encounter + Divine Standard Action Ranged 5

Target: One creature

Effect: You or an ally who hits the target with an attack can choose to make the attack a critical hit. This power lasts until the end of your next turn or until you or an ally uses it to make an attack a critical hit.

You predic	t dire	results	for	your	enem
------------	--------	---------	-----	------	------



	Battle Cry Cleric (Warpriest) Attack 11	
Encounter + D	ivine, Healing, Implement	
Target: Each ad Attack: Wis vs. Hit: 2[W] + Wis	Fort	Wis vs. Fort
	each bloodied ally within 10 can spend a healing surge.	Damage
	attack every enemy next to you, sho vitalizing battle cry that inspires your	

Solar Wrath Cleric (Radiant Servant) Attack 11 Encounter + Divine, Implement, Radiant Standard Action Close burst 8 Wis vs. Will Target: Each enemy in burst Attack: Wis vs. Will Hit: 3d8 + Wis radiant damage. If the target is either an undead creature or a demon, it is also stunned until the end of your next turn. Damage Radiant light explodes from you like a solar flare, evaporating shadows and dealing illuminating damage to everything around you.

	Implement, Radiant	
Standard Action Target: One created	-	Wis vs. Ref / Wil
Attack: Wis vs. I Hit: 3d10 + Wis		
Effect: At the sta	art of your next turn, the targe	
	urst 5 radiant explosion that enemies: Wis vs. Will; 3d10	Damage
radiant damage;	half damage on a miss.	
		L

4	Battle Pyres Cleric (Warpriest) Attack 20	*
Daily + Divine, Im	plement, Radiant	\sim
damage (save ends). Secondary Target: O radiant damage within Secondary Attack: V Hit: 5d10 + Wis dama Sustain Standard: Y	h enemy in burst ge, and ongoing 5 radiant Make a secondary attack. One creature taking ongoing n 5 squares of you Wis vs. Ref age. You can make the secondary	Wis vs. Will / Ref
of your primary target damage. You call upon a p	rounds as long as at least one is is taking ongoing radiant owerful prayer that turns your es ablaze with radiant energy.	Secondary Dmg



rest.

Battle Favor Cleric (Warpriest) Utility 12



Wis vs. Fort

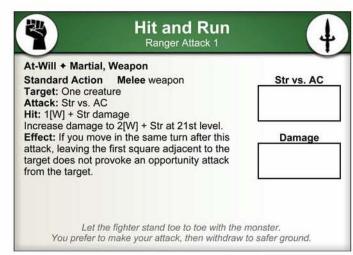
Damage

Daily + Divine, Healing Free Action Personal Trigger: You roll a natural 20 when making a

melee attack Effect: Regain hit points as if you had spent two healing surges, or recover one daily power you have already used. Once you use this power, you cannot recover it except by taking an extended

urges, or recover one daily power you	
ady used. Once you use this power, you	
ecover it except by taking an extended	

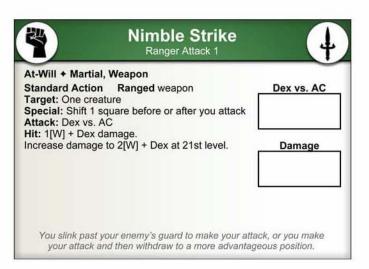
When you score a critical hit against an enemy, your deity favors you with healing or by renewing one of your prayers.



8	Twin Strike Ranger Attack 1	4
At-Will + Martial,	Weapon	
	Melee or Ranged weapon melee weapons or a ranged	Str/Dex vs. AC
Attack: Str vs. AC	(melee; main weapon and or Dex vs. AC (ranged), two	Melee Dmg
Hit: 1[W] damage p Increase damage to	ber attack. b 2[W] at 21st level.	
		Ranged Dmg
If the first attack doe	esn't kill it, the second one might.	

	Evasive Strike Ranger Attack 1	
Encounter + Mart	ial, Weapon	\sim
Target: One creatu Special: You can s equal to 1 + your W attack. Attack: Str vs. AC (ranged)	Melee or Ranged weapon are shift a number of squares lis either before or after the (melee) or Dex vs. AC hage (melee) or 2[W] + Dex	Str/Dex vs. AC
		Squares
	emies by weaving through the ned as you make your attacks.	

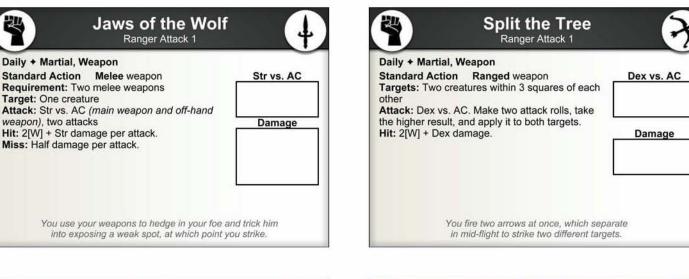
8	Careful Attack Ranger Attack 1	()
At-Will + Martial,	Weapon	\sim
	Melee or Ranged weapon o melee weapons or a ranged	Str/Dex +2 vs AC
Target: One creat	ure	
(ranged).	AC (melee) or Dex + 2 vs. AC (melee) or 1[W] damage	Melee Dmg
(ranged).		
Increase damage (ranged) at 21st le	to 2[W] <i>(melee)</i> or 2[W] vel.	
		Ranged Dmg
	nemy, looking for a gap in his when you find it do you strike.	



	on	
tion Close b t: Two melee w enemy in burs s. AC	eapons	Str vs. Ad
u damage.		Damage
r damage.		Damag

	Fox's Cunning Ranger Attack 1	()
Encounter + I	Martial, Weapon	\sim
Trigger: An er against you Attack: You ca basic attack ag	action Melee or Ranged weapon memy makes a melee attack an shift 1 square, then make a lainst the enemy. a power bonus to your basic al to your Wis.	Attack Bonus
	he momentum from your enemy's blow to one side, you make a sudden retalia as he stumbles to regain his composu	tory attack

Ranger Attack 1 Encounter + Martial, Weapon		Ranger Attack 1 Daily + Martial, Weapon
Standard Action Melee or Ranged weapon Requirement: Two melee weapons or a ranged weapon Target: One creature	Str/Dex vs. AC	Standard Action Melee or Ranged weapon Target: One creature Attack: Str vs. AC (melee) or Dex vs. AC (ranged)
Attack: Str vs. AC (melee; main weapon and off-hand weapon) or Dex vs. AC (ranged), two attacks Hit: 1[W] + Str damage (melee) or 1[W] + Dex damage (ranged) per attack. If both attacks hit, you deal extra damage equal to your Wis.	Melee Dmg	Hit: 2[Ŵ] + Str damage (melee) or 2[W] + Dex 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
	Ranged Dmg	
You sink two arrows or both of your blades into the flesh of your enemy, causing it to howl in pain.		A well-placed shot to the leg leaves your enemy hobbled and bleeding.



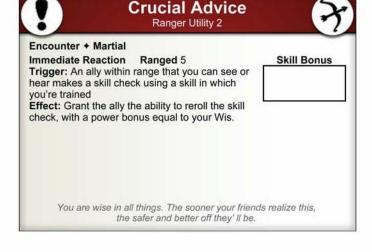
	Sudden Strike Ranger Attack 1	4
Daily + Martial, Standard Action Requirement: Tw Target: One creat	Melee weapon o melee weapons ure	Str vs. AC
Hit: 1[W] damage Effect: You shift 1 attack against the Secondary Attacl Hit: 2[W] + Str dar	(off-hand weapon) (off-hand weapon). square and make a secondary target. «; Str vs. AC (main weapon) mage (main weapon), and the d until the end of your next turn.	Damage
across the face will drops his guard, ye	apons blade-down and slash your foe th one of them. As he spins away and ou roll to one side, spring to your feet, your other blade into his back.	Secondary Dmg



Unbalancing Parry Ranger Utility



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.



er's Bear Trap anger Attack 1

Str/Dex vs. AC

Melee Dmg

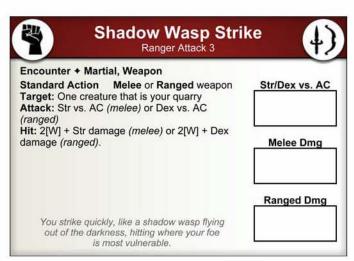
Ranged Dmg

!	Yield Ground Ranger Utility 2	
Encounter + Martial		
attack	amages you with a melee a number of squares equal 2 power bonus to all	Squares
Evenas	our foe connects, you leap bac	loward

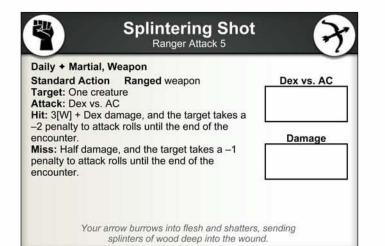
You deftly block your enemy's strike and turn his momentum against him, causing him to stumble to the side.

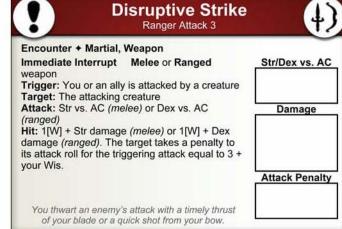
Cut and Run Ranger Attack 3 Encounter + Martial, Weapon Standard Action Melee or Ranged weapon Str/Dex vs. AC Requirement: Two melee weapons or a ranged weapon Target: One or two creatures Attack: Str vs. AC (melee; main weapon and Melee Dmg off-hand weapon) or Dex vs. AC (ranged), two attacks Special: After the first or the second attack, you can shift a number of squares equal to 1 + your Wis Hit: 1[W] + Str damage (melee) or 1[W] + Dex Ranged Dmg damage (ranged) per attack.

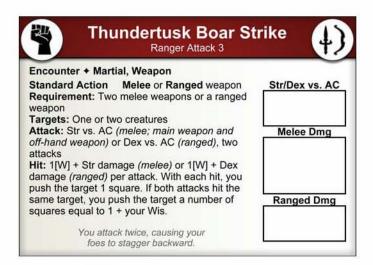
You attack twice while maneuvering yourself into the most advantageous position possible.



<u> </u>	Excruciating Sho Ranger Attack 5	ot ?
Daily + Martial, V	Veapon	-
Target: One creat Attack: Dex vs. A	C amage, and the target is	Dex vs. AC
	e, and the target is not	Damage
Or	e well-placed arrow leaves your i hunched over and howling in pa	

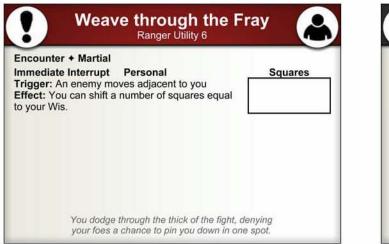


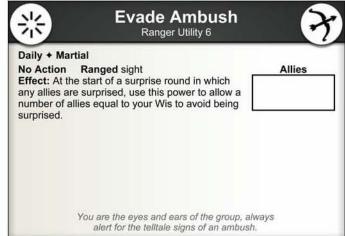




	Frenzied Skirmish Ranger Attack 5	
Daily + Martial	, Weapon	
Standard Actio	n Melee weapon	Str vs. AC
Requirement:	Two melee weapons	
Targets: One o	r two creatures	
Attack: Str vs.	AC (main weapon and off-hand	
weapon), two a		Damage
	or after these attacks, you can	
	d without provoking opportunity	
attacks.		
	amage per attack. If an attack	
	s dazed until the end of your next	
	cks hit the same target, it is	
dazed and slow	ed until the end of your next turn.	
Mari Iana Int	the first and unlaceb a terment of start	
	o the fray and unleash a torrent of steel oes, staggering them with the ferocity o	

	Two-Wolf Pounce Ranger Attack 5	4
Daily + Mar	tial, Weapon	
Requirement: Special: You c Primary Targe Attack: Str vs. weapon) Hit: 2[W] + Str damage (off-ha Effect: After at squares and m Secondary Tal	Two melee weapon Two melee weapons an shift 2 squares before making this attack. t: One creature AC, two attacks (<i>main weapon and offhand</i> damage (<i>main weapon</i>) and 1[W] + Str <i>nd weapon</i>). acking the primary target, you can shift 2 ake a secondary attack. rget: One creature other than the primary	Str vs. AC
	ack: Str vs. AC (off-hand weapon) ge (off-hand weapon).	Secondary Dmg
	n a foe with weapons bared, then weave to and deal a wound to another adversary.	



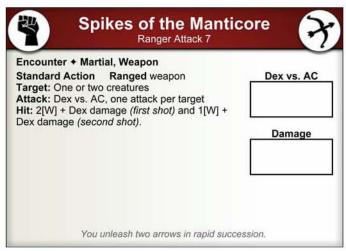


Skilled Companion Ranger Utility 6	7	Claws of the Griffor Ranger Attack 7	' 🔶
Daily + Martial Minor Action Ranged 10 Target: One ally Effect: Any ally within 10 squares of you who attempts an untrained check with a skill in which you are trained gains a power bonus to checks with a single skill of your choice equal to your Wis. 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.	Skill Bonus	Encounter + Martial, Weapon Standard Action Melee weapon Requirement: Two melee weapons Target: One or two creatures Attack: Str vs. AC (main weapon and off-hand weapon), two attacks Hit: 2[W] + Str damage (main weapon) and 1[W] + Str damage (off-hand weapon).	Str vs. AC
Your allies benefit from the things that you have le	earned.	Your steel blades flash menacingly as you ta foes with parries and cut deep wounds into th	

-

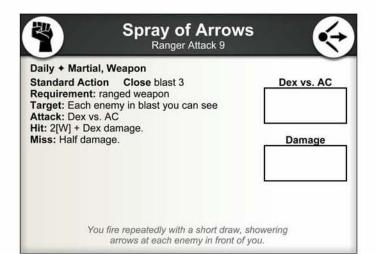
Hawk's Tal Ranger Attack 7	
Encounter + Martial, Weapon	\sim
Standard Action Melee or Ranged weat Target: One creature	apon Str/Dex vs. AC
Attack: Str vs. AC (melee) or Dex vs. AC (ranged). Gain a power bonus to this attack	
to your Wis. Ignore any penalties from cover concealment (but not superior cover or total	
concealment). Hit: 2[W] + Str damage (melee) or 2[W] + I damage (ranged).	Dex
	Ranged Dmg
Like the hawk, you strike with calculated pred	cision.

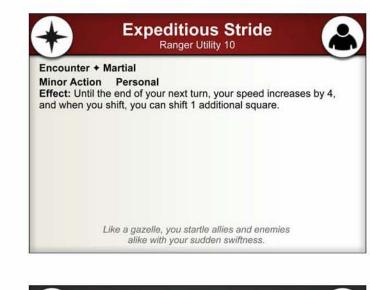
S S	Ranger Attack 7	d 🇧
Encounter + Martial, Weapon		
Standard Action Requirement: Two Target: Each enen Attack: Str vs. AC	o melee weapons ny in burst	Str vs. AC
	hage, and you push the target as equal to your Wis and it is	Damage
	nd stab at surrounding foes with un hem off balance with thrusts and lec	



Attacks on the Ru Ranger Attack 9	in 🜓
Daily + Martial, Weapon	
Standard Action Melee or Ranged weapon Target: One or two creatures Attack: You can move your speed. At any point during your move, you can make two Str vs. AC	Str/Dex vs. AC
attacks with a melee weapon or two Dex vs. AC attacks with a ranged weapon. Hit: 3[W] + Str damage (<i>melee</i>) or 3[W] + Dex damage (<i>ranged</i>) per attack. Miss: Half damage per attack.	Melee Dmg
	Ranged Dmg
Without breaking stride, you make two attacks against a single foe or two different targets.	-

Daily + Martial,	Weapon	
Standard Action Target: One adja Attack: Dex vs. / provoke opportur Hit: 4[W] + Dex co	acent enemy AC. This attack does not hity attacks.	Dex vs. AC
Miss: Half dama		Damage
		ļ







4	Nimble Defense Ranger Attack 13	
Encounter + Mart	ial, Weapon	
weapon), two attacks Hit: 1[W] + Str dam either attack, you g	melee weapons	Str vs. AC
		AC Bonus
Between stri	kes, you use both of your	

 Target: Each enemy in burst you can see

 Attack: Str vs. AC, one attack per target

 Hit: 2[W] + Str damage.

 Miss: Half damage.

 Damage

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

Swirling Leaves of Steel

Ranger Attack 9

Str vs. AC

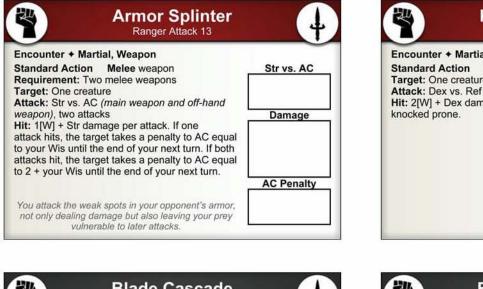
Daily + Martial, Weapon

Standard Action Close burst 1

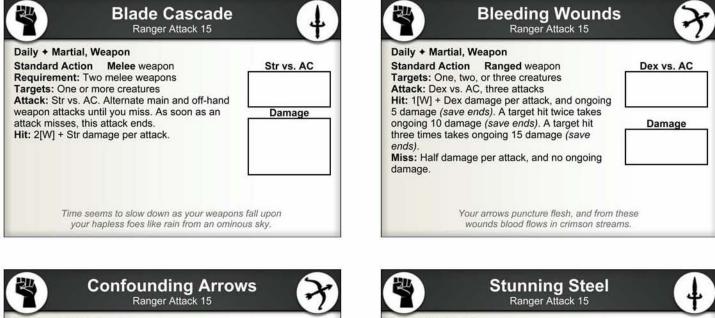
Requirement: Two melee weapons

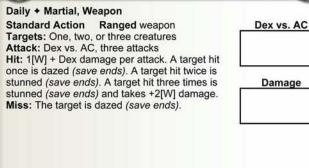
 Open the Range Ranger Utility 10
 Image: Comparison of the comparison of th

	Pinning Strike Ranger Attack 13	
Encounter + Mar	tial, Weapon	\sim
	Melee or Ranged weapon o melee weapons or a ranged	Str/Dex vs. AC
	wo creatures <i>c (melee; main weapon and</i> or Dex vs. AC <i>(ranged)</i> , two	Melee Dmg
damage (ranged)	mage <i>(melee)</i> or 1[W] + Dex per attack. The target is he start of your next turn.	
		Ranged Dmg
	aimed attack, you pin your round or to a nearby wall.	

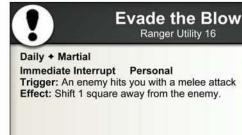








Your targets won't know what hit them

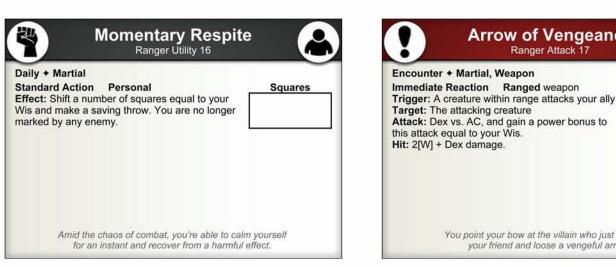


Daily + Martial, Weapon Standard Action Melee weapon Requirement: Two melee weapons Target: One or two creatures Attack: Str vs. Fort (main weapon and off-hand weapon), two attacks Hit: 1[W] + Str damage per attack. If one attack hits, the target is stunned (save ends). If both attacks hit, the target 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.

Longstrider Ranger Utility 16 Daily + Martial, Stance Minor Action Personal Effect: Your speed increases by 2.

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



Ranger Attack 17

Encounter + Martial, Weapon

Attack: Str vs. AC

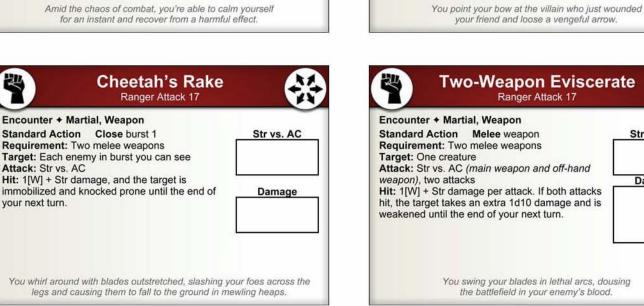
your next turn.

Standard Action Close burst 1

Requirement: Two melee weapons

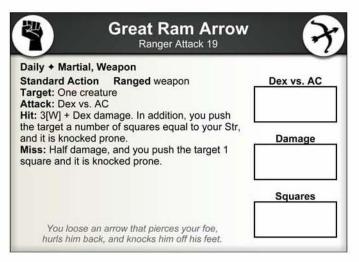
Target: Each enemy in burst you can see

Hit: 1[W] + Str damage, and the target is

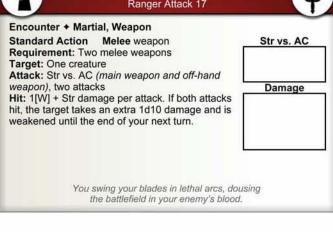


	279222	
Daily + Mart	al, Weapon	
Targets: One, to Attack: Str + 2	n Melee weapon wo melee weapons vo, or three creatures rs. AC, three attacks amage (first attack; main), 2[W] + Str	Str +2 vs. AC
damage (second attack; main). A target hit once target hit twice is target hit three t	f attack; offhand), and 1[W] + Str (third is dazed until the end of your next turn. A stunned until the end of your next turn. A mes is weakened and stunned until the	Damage
stunned, or wea	ige per attack, and the target is not dazed, kened. first attack and after the second attack,	
	ou move swiftly around your enemies, weaving b forth and delivering a vicious slash with each sof	

	Two-in-One Shot Ranger Attack 19	7
Daily + Martial, W	/eapon	
Target: One creat Attack: Dex vs. At hits, you gain a +5	C, two attacks. If the first attack bonus to the attack roll for the	Dex vs. AC
second attack nor second attack nor Hit: 2[W] + Dex da Miss: Half damage	mage per attack.	Damage
5	The first shot is always the toughest.	



Daily + Martial, Weapon		
Standard Action Close burst 1 Target: Each enemy in burst you can see Attack: Str vs. AC (main weapon and off-hand weapon), two attacks per target	Str vs. AC	
Hit: 1(W) + Str 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.	Damage	



Arrow of Vengeance Ranger Attack 17

Dex vs. AC

Damage



Forest Ghost Ranger Utility 22



Daily + Illusion, Martial 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.

> Master of the Hunt Ranger Utility 22

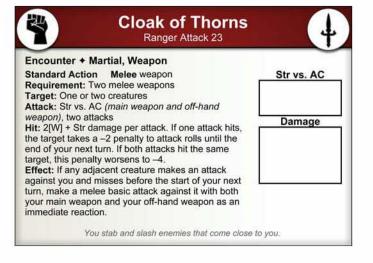
Mas Daily + Martial, Stance Minor Action Person

Minor Action Personal Effect: You gain a bonus to damage rolls equal to your Wis.



You take careful aim with every shot.



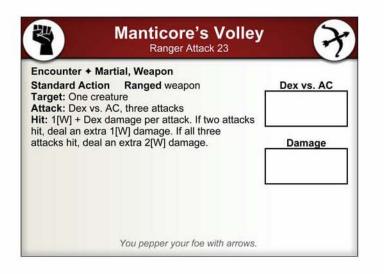


 Hit the Dirt
 Second second

	Safe Stride Ranger Utility 22	
Encounter + M	artial, Stance	
Move Action Effect: Shift a n Wis.	Personal umber of squares equal to your	Squares
You deftly	maneuver around your foes as the bat	tle rages on.

!	Blade Ward Ranger Attack 23	4
Encounter + Martial,	Weapon	0
Immediate Interrupt Trigger: A creature ma against you Target: The attacking Attack: Str vs. AC	akes a melee attack	Str vs. AC
Hit: 1[W] + Str damage Effect: Until the end of target's attack rolls aga equal to your Wis.		Damage
		Attack Penalty
	l as you defend yourself with e other deep into his gullet.	

	Hammer Shot Ranger Attack 23	3
Encounter + Ma	rtial, Weapon	\sim
Target: One crea Attack: Dex vs. F Hit: 4[W] + Dex d		Dex vs. Fort
		Damage
		Squares
arrow back as fai	th of your bowstring as you pull an r as it will go and unleash it upon r unsuspecting foe.	-





Daily + Martial, Stance

Minor Action Personal

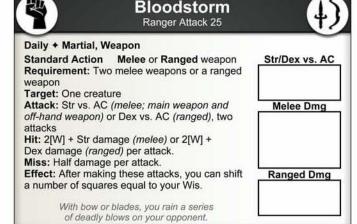
as an immediate interrupt if it attacks you.

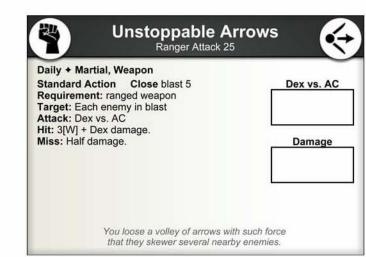
Tiger's Reflex Ranger Attack 25

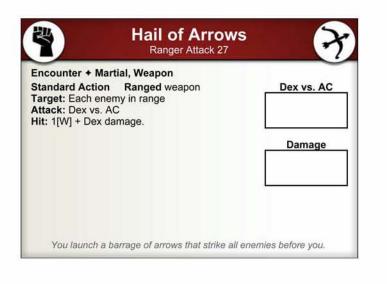
Effect: You can make a basic attack against an enemy you choose

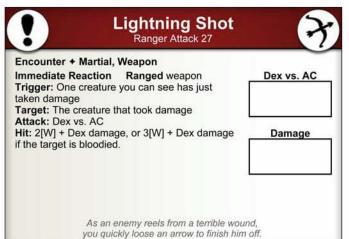
You counter your opponent's attack with a ferocious strike of your own.

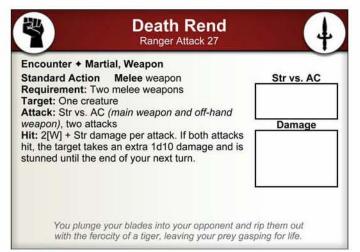




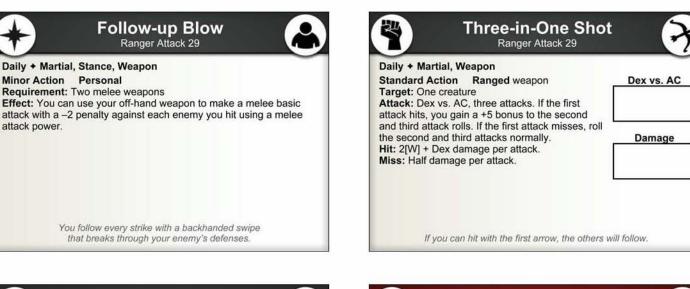




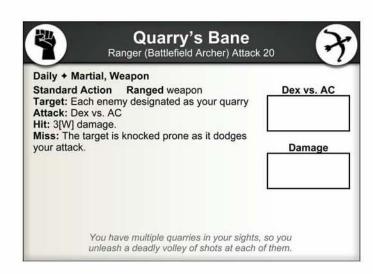




Wandering Tornado Ranger Attack 27	° (
Encounter + Martial, Weapon	
Standard Action Close burst 1 Target: Each enemy in burst you can see Attack: Str vs. AC Hit: 1 W] + Str damage.	Str vs. AC
Effect: You can shift a number of squares equal to 1 + your Wis, and make another close burst 1 attack (as above).	Damage
	Squares
You strike your enemies in all directions. Then, like a tomado, you weave through the battlefield and unleash a second onslaught of whirling steel.	11



Daily + Martial, Weapon	-	Encounter + Martial, Weapon	
Immediate Interrupt Melee weapon Trigger: An enemy hits you with a melee attack Requirement: Two melee weapons Target: The triggering enemy	Dex vs. AC	Immediate Reaction Ranged weapon Trigger: An ally makes a ranged attack or an area attack Target: One creature attacked by your ally	Dex vs. AC
Attack: Str vs. AC, two attacks (main weapon and offhand weapon) Hit: 3[W] + Str damage (main weapon) and 1[W] + Str 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.	Damage	Attack: Dex vs. AC Hit: 3[W] + Dex damage.	Damage
Crossing your blades, you form a defense as solid as ready to riposte if your enemy isn't luci		You combine fire with one of your allies to take down	n a troublesome foe



*	Hunter's Grace Ranger (Beast Stalker) Utility 12
Encounter	+ Martial
No Action	Personal
result. If you	e a Stealth check and use that as your initiative check get the first turn in the encounter, you can shift up to as a free action before taking any other actions.
	s your allies take stock of the enemies pouring in around you move into position and set your plans into motion.

彩	R
Encounter +	Mart
Free Action	Per
Trigger: One	of yo
or fewer	
Effect: You g	ain ar
of your next tu	urn.

1.

Archer's Glory nger (Battlefield Archer) Utility 12

ial

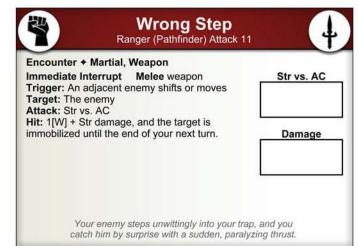
sonal ur ranged attacks drops an enemy to 0 hit points

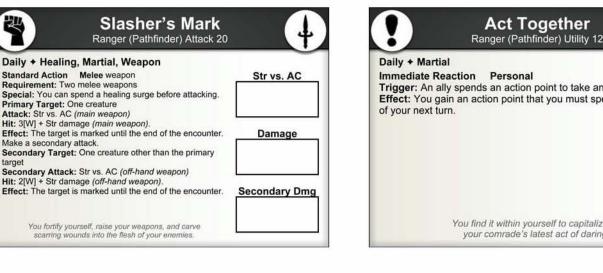
n action point that you must spend before the end

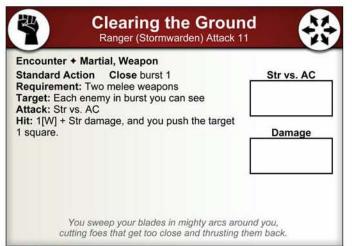
One enemy falls, and those that remain are about to learn what heroism is all about.

8	Pinpointing Arrow Ranger (Beast Stalker) Attack 11	
Encounter + M	lartial, Weapon	\smile
Target: One cr Special: Ignore	on Ranged weapon eature designated as your quarry e penalties for cover (but not , concealment, and total	Dex vs. AC
concealment. Y as if it wasn't in Attack: Dex vs Hit: 2[W] + Dex	. AC	Damage
Vourst	ot is undeterred by obstructions and ma	arriant valla









target

Daily + Martial, Weapon	
Standard Action Close burst 1 Requirement: Two melee weapons Special: Before you attack, shift a number of squares equal to your Wis.	Str vs. AC
Target: Each enemy in burst you can see Attack: Str vs. AC (main weapon and off-hand weapon), two attacks per target Hit: 1[W] + Str damage per attack. Effect: You regain your second wind if you have already used it during this encounter.	Damage
	Squares



Aw, what the hell. You only live once.

	Ghost Sound Wizard Cantrip
At-Will + Ar	cane, Illusion
Target: One Effect: You yelling or figh produce non jingling armo	ction Ranged 10 object or unoccupied square cause a sound as quiet as a whisper or as loud as a nting creature to emanate from the target. You can vocal sounds such as the ringing of a sword blow, or, or scraping stone. If you whisper, you can whisper gh that only creatures adjacent to the target can hear
	With a wink, you create an illusory sound that emanates from somewhere close by.

At-Will + Arcane

Ranged 5

Target: One object or unoccupied square

for 5 minutes. Putting out the light is a free action.

create a new light, your previously cast light winks out.

Minor Action

Light Wizard Cantrip

Effect: You cause the target to shed bright light. The light fills the

target's square and all squares within 4 squares of it. The light lasts

Special: You can have only one light cantrip active at a time. If you







At-Will + Arcane, Conjuration

Minor Action Ranged 5

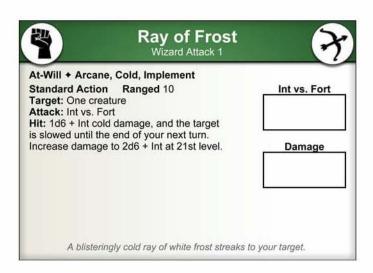
Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object

Sustain Minor: You can sustain the hand indefinitely. Special: You can create only one hand at a time.

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

Cloud of Daggers Wizard Attack At-Will + Arcane, Force, Implement Standard Action Area 1 square within 10 Int vs. Ref Target: Each creature in square Attack: Int vs. Ref Hit: 1d6 + Int force damage. Increase damage to 2d6 + Int at 21st level. Effect: The power's area is filled with sharp Damage daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wis (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action. Area Damage You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.



	Thunderwave Wizard Attack 1	K
At-Will + Arcane, Ir	nplement, Thunder	
Standard Action Target: Each creatu Attack: Int vs. Fort Hit: 1d6 + Int thunde		Int vs. Fort
target a number of se	quares equal to your Wis. 2d6 + Int at 21st level.	Damage
		Squares
	hip-crack of sonic power up from the ground.	1

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.



Prestidigitation Wizard Cantrip

At-Will + Arcane

- Standard Action
 Ranged 2

 Effect: Use this cantrip to accomplish one of the effects given below.

 • Move up to 1 pound of material.

 • Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music,
- a strong odor. Color, clean, or soil items in 1 cubic foot for up to 1 hour.

- Instantly light (or snuff out) a candle, a torch, or a small campfire.
 Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
 Make a small mark or symbol appear on a surface for up to 1 hour.
 Produce out of nothingness a small item or image that exists until the end of your next

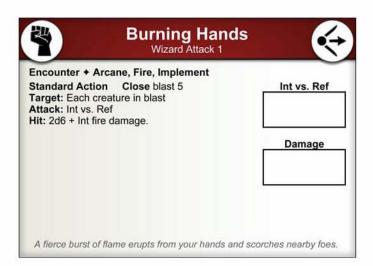
Make a small, handheld item invisible until the end of your next turn. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

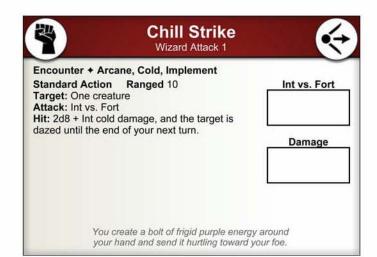
Special: You can have as many as three prestidigitation effects active at one time.

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a willing flower, making a coin invisible, or warming a cold drink.

	Magic Missile Wizard Attack 1	
At-Will + Arca	ine, Force, Implement	
Target: One cr Attack: Int vs. Hit: 2d4 + Int fo	Ref orce damage.	Int vs. Ref
Special: This pattack. When a	ge to 4d4 + Int at 21st level. sower counts as a ranged basic power allows you to make a ttack, you can use this power.	Damage
Ŷ	ou launch a silvery bolt of force at ar	n enemy.

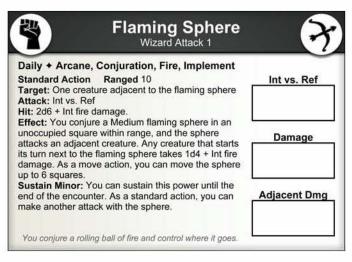
	Scorching Burst Wizard Attack 1	*
At-Will + Arcane,	Fire, Implement	
Target: Each crea Attack: Int vs. Ref Hit: 1d6 + Int fire of	f damage.	Int vs. Ref
increase damage	to 2d6 + Int at 21st level.	Damage
A vertic	al column of golden flames burns all	within.

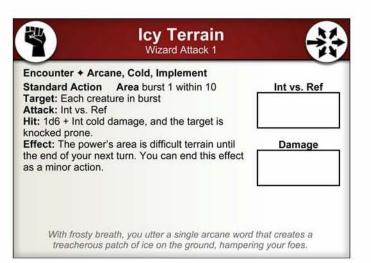


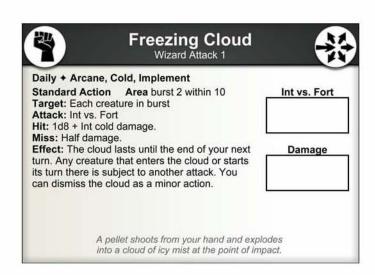


	Force Orb Wizard Attack 1	
Encounter + A	cane, Force, Implement	
Attack: Int vs. R	: One creature or object	Int vs. Ref
attack. Secondary Tar	get: Each enemy adjacent to the	Damage
primary target Secondary Atta Hit: 1d10 + Int fe	ick: Int vs. Ref	Damage
		Secondary D
against the targe	of magical force at an enemy. It bursts t and throws off razor-sharp shards of cut nearby enemies to ribbons.	

Ray of Enfeeblemen	it 🖓
Encounter + Arcane, Implement, Necrotic Standard Action Ranged 10 Target: One creature Attack: Int vs. Fort Hit: 1d10 + Int necrotic damage, and the target is	Int vs. Fort
veakened until the end of your next turn.	Damage
You point three fingers at your foe, curling them like tal mist streams from your enemy's flesh, carrying awa	







	Sleep Wizard Attack 1	-
Contraction of the second second second	mplement, Sleep	
Target: Each creat Attack: Int vs. Wil Hit: The target is starget fails its first power, the target I ends).		Int vs. Wil
	exert your will against your foes, se nelm them with a tide of magical w	





Encounter + Arcane Move Action Ranged 10

running jump.

Target: You or one creature

Jump Wizard Utility 2

Effect: The target makes an Athletics check to jump with a +10

power bonus, and the target does not have to move to make a

You or another creature you choose can suddenly leap great distances.

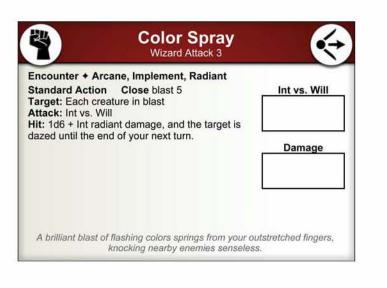


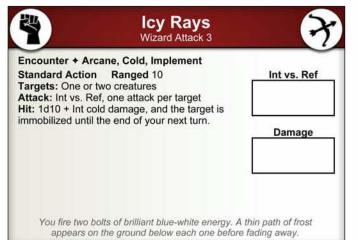
Encounter + Arcane, Force Immediate Interrupt Personal Trigger: You are hit by an attack Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

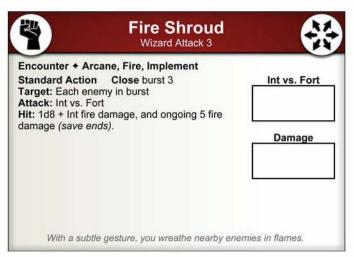
Shield

Wizard Utility 2

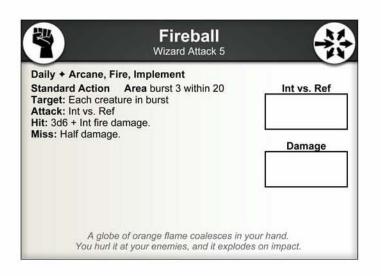
You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

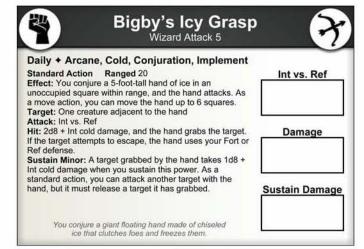


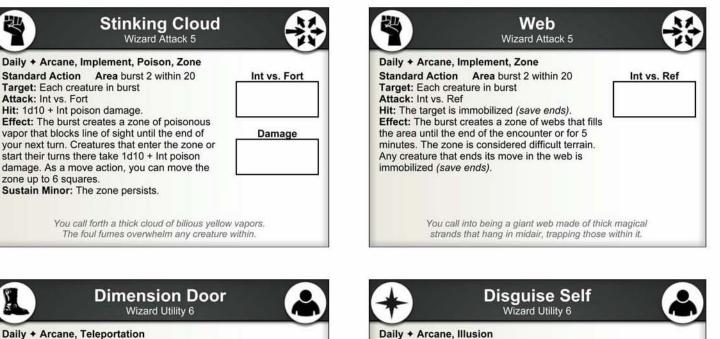




	Shock Sphere Wizard Attack 3	-
Encounter + Arca	ne, Implement, Lightning	
Standard Action Target: Each crea Attack: Int vs. Ref Hit: 2d6 + Int light		Int vs. Ref
		Damage
	ckling orb of lightning that explod ulfing all nearby creatures in its e	







Daily + Arcane, Illusion

Minor Action Personal Effect: You make yourself, your clothing, and your equipment look different. You can take on the appearance of any creature of similar build and size, including a specific individual whom you've seen. You gain neither the abilities or mannerisms of the chosen form, nor the tactile or audible properties of your form or gear. For example, if you took on the illusion of a dwarf fighter in plate armor, anyone touching you would realize you weren't wearing plate armor, and you would not clank, creak, or jingle as you walked. The illusion lasts for 1 hour, although you can end it as a minor action. You must keep the same appearance for the entire duration. Anyone who attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 power bonus to your check.

With a snap of your fingers, you suddenly look like someone else.

Invisibility Wizard Utility 6 Daily + Arcane, Illusion Standard Action Ranged 5 Target: You or one creature Effect: The target is invisible until the end of your next turn. If the target attacks, the target becomes visible. Sustain Standard: If the target is within range, you can sustain the effect.

You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby Dispel Magic

Wizard Utility

Effect: Teleport 10 squares. You can't take other creatures with you.



Int vs. Will

Daily + Arcane, Implement Standard Action Ranged 10

Move Action

Personal

Target: One conjuration or zone Attack: Int vs. the Will defense of the creator of the conjuration or the zone Hit: The conjuration or the zone is destroyed. All its effects end, including those that normally last

until a target saves.

You unleash a ray of crackling arcane energy that destroys a magical effect created by an opponent.



Levitate Wizard Utility 6



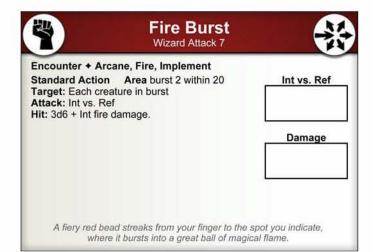


Daily + Arcane Move Action Personal

Effect: You can move 4 squares vertically and remain there, hovering above the ground. While aloft, you are unsteady, taking a -2 penalty to AC and Reflex defense. If some effect, such as a pit opening below you, causes you to be more than 4 squares above the ground, you drop down to 4 squares above the ground. You do not take damage from such a fall.

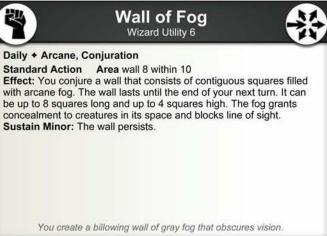
Sustain Move: You can sustain this power until the end of the encounter or for 5 minutes. When you sustain this power, you can move 3 squares up or down or 1 square horizontally. You cannot go higher than 4 squares above the ground. If you don't sustain the power, you descend to the ground without taking falling damage.

You hold out your hands, and suddenly you feel air beneath your feet.



*	Spectral Ram Wizard Attack 7	
Encounter +	Arcane, Force, Implement	
Target: One c Attack: Int vs.		Int vs. For
	es and it is knocked prone.	Damage
	ur foe with unseen magical force and ba Ils before dropping him to the ground a	

Wizard Atta	orm
Daily + Arcane, Cold, Implement, Z	one
Standard Action Area burst 3 with Target: Each creature in burst Attack: Int vs. Fort Hit: 2d8 + Int cold damage, and the ta	
immobilized (save ends). Miss: Half damage, and the target is s (save ends). Effect: The burst creates a zone of ice is difficult terrain until the end of the end for 5 minutes.	e. The zone



*	Lightning Bo Wizard Attack 7	olt
Encounter +	Arcane, Implement, Lightnir	ng
Attack: Int vs.	et: One creature	Int vs. Ref
Secondary Tak squares of the Secondary At	rgets: Two creatures within 10 primary target tack: Int vs. Ref ightning damage.	0 Damage
		Secondary Dm
	r outstretched hand erupt brillian kes of blue-white lightning.	t

	Winter's Wrath Wizard Attack 7	*
Encounter + Arca	ane, Cold, Implement	\sim
	Area burst 2 within 10	Int vs. Fort
Target: Each crea		
Attack: Int vs. For Hit: 2d8 + Int cold		
Effect: A blizzard	erupts in the designated area	
	I the end of your next turn. It	Damage
	nt, and any creature that starts in takes cold damage equal to	
	end this effect as a minor	
action.		
		Area Damage
	and, and an icy blizzard rains y upon an area you designate.	

Daily + Arcane, Ir	nplement, Lightning, Poison	
Standard Action Target: One create Attack: Int vs. Ref Hit: 2d12 + Int ligh	Ranged 10 ure	Int vs. Ref
(save ends both).	e, and the target is slowed	Damage

Daily + Arcane, Conjuration, Force, Implement	
Standard Action Ranged 10	Int vs. Ref
Effect: You conjure a sword of force in an	
unoccupied square within range, and it attacks. As a move action, you can move the sword to a	
new target within range. The sword lasts until the	-
end of your next turn.	Damage
Target: One creature adjacent to the sword	
Attack: Int vs. Ref	
Hit: 1d10 + Int force damage.	
Sustain Minor: When you sustain the sword, it	

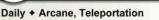
You invoke a sword of crackling golden force that slashes and stabs furiously at the creature you indicate



Arcane Gate Wizard Utility 10







Minor Action Ranged 20 Target: Two unoccupied squares

Effect: You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature. Sustain Minor: The rift persists.

You open a dimensional rift connecting two nearby locations.

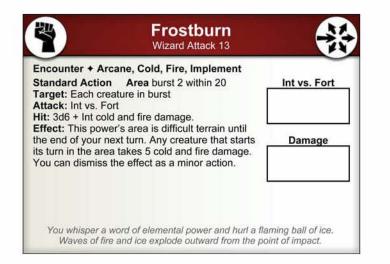


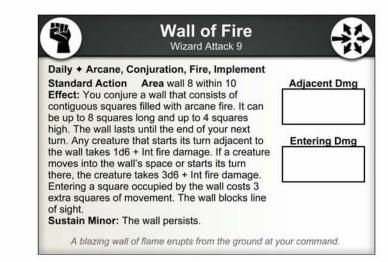
Mirror Image Wizard Utility 10

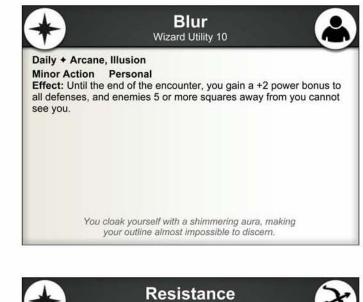
Daily + Arcane, Illusion

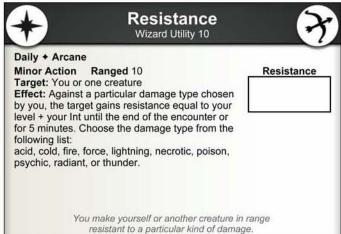
Minor Action Personal Effect: Three duplicate images of yourself appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears and the bonus granted by this power decreases by 2. When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.

> Three duplicate images of you appear, imitating your actions perfectly and confusing your enemies.



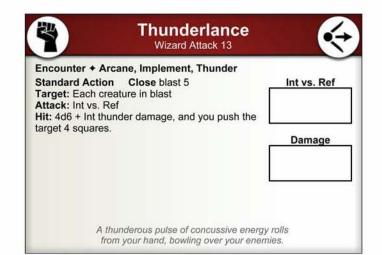




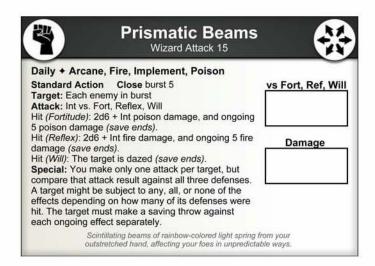


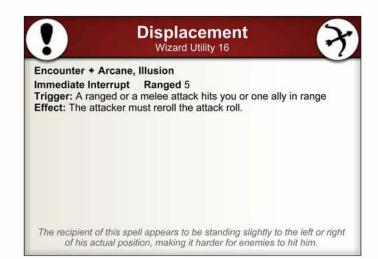
	Mesmeric Hold Wizard Attack 13	3
Encounter + An	cane, Charm, Implement, Psychi	c
Attack: Int vs. W Special: If you ta	n Ranged 10 wo, or three creatures /ill, one attack per target arget only one creature with this a +4 power bonus to the attack	Int vs. Will
roll. Hit: 2d6 + Int ps	ychic damage, and the target is I the end of your next turn.	Damage
You immob	ilize your foes by commanding them to	o remain still.

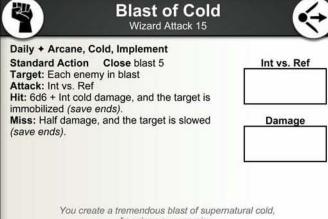
	Prismatic Burst Wizard Attack 13	
Encounter + Arc	ane, Implement, Radiant	
Target: Each crea Attack: Int vs. Wil Hit: 3d6 + Int radia		Int vs. Will
		Damage
		9
22 22 220 2		
	zed orb of pulsating white light some atures in the area with rays of multice	



Daily + Arcane, Con	njuration, Force, Imp	lement
eccupying 1 square within ra reature. A hand that is not nade to attack a new target	bot-tall hands of force, each o ange. Each hand attacks one grabbing a target can be mov within range as a move action	adjacent ved and
ands last until the end of years: One or two creaters		Demonst
	e, and the hand grabs the tar e, the hand uses your Fortitu	
am the enemies into each d10 + Int force damage to	each grabbed an enemy, you other as a standard action, d each grabbed target. After the inal square with its grabbed t	ealing e attack,





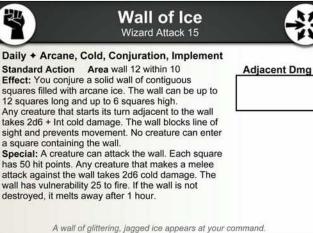


freezing your enemies.

Otiluke's Resilient Sph Wizard Attack 15	iere
Daily + Arcane, Conjuration, Force, Implement	
Standard Action Ranged 10	Int vs. Ref
Target: One creature Attack: Int vs. Ref	
Hit: You conjure a sphere of force that fills the target's entire	
space until the end of your next turn. The target is immobilized	
and can't attack anything outside its own space. Creatures	
outside the sphere can't attack the target, and the sphere blocks	Hit Points
objects and creatures attempting to pass through it. The sphere, though impenetrable, is not impervious to damage.	The Points
Attacks against the sphere automatically hit, and it has 100 hit points.	
Sustain Minor: If your attack roll was successful, you can sustain he sphere.	
Miss: The target is immobilized (save ends).	
Proceed: Instead of attacking an enemy, you can put the sphere	

Special: Instead of attacking an enemy, you can put the sphere around yourself or a willing ally within range without making an attack roll

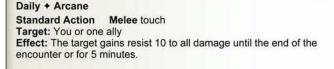
You trap your enemy in a transparent, immobile globe of impenetrable force.



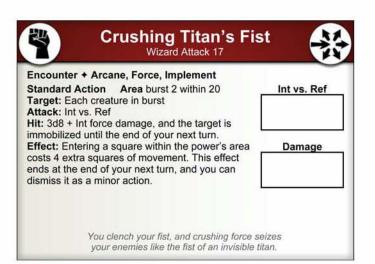




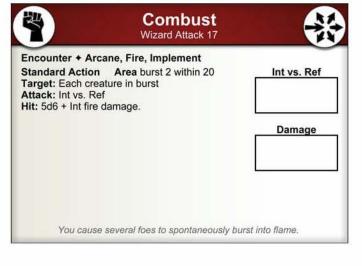
Stoneskin Wizard Utility 16

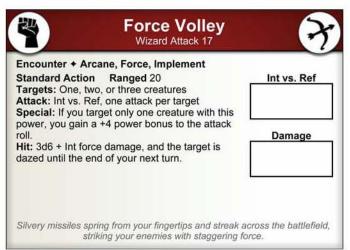


You sprinkle a tiny pinch of diamond dust over the subject, and his skin turns gray and hard as granite.



	Ice Tomb Wizard Attack 17	÷
Encounter + Arcan	e, Cold, Implement	
Standard Action Target: One creatur Attack: Int vs. Ref Hit: 3d10 + Int cold o		Int vs. Ref
stunned, and attacks	ile entombed, the target is cannot gain line of effect tlasts until the end of your	Damage
against it. This effect		
You ta	raet an enemy with a freezing ray	v that
	rget an enemy with a freezing ra fly traps him in an icy sarcophagi	





	Acid Wave Wizard Attack 19	
Daily + Acid, Arc	ane, Implement	
	ature in blast f damage, and ongoing 10 acid	Int vs. Ref
damage (save end Miss: Half damag (save ends).	e, and ongoing 5 acid damage	Damage
A wave of a	cid dissolves all creatures that stand	before you.

¥)	Cloudkill Wizard Attack 19	-
Daily + Arcane, In	mplement, Poison, Zone	
Standard Action Target: Each crea Attack: Int vs. For Hit: 1d10 + Int poi	t	Int vs. Fort
vapors that lasts u creature that enter there takes 1d10 +	creates a zone of poisonous ntil the end of your next turn. A s the zone or starts its turn Int poison damage. As a can move the zone 3 squares.	Damage

n vapors emerge from the ground with a forming a thick, toxic cloud.

Int vs. Ref

Damage



Sustain Minor: When you sustain the power, repeat the attack against any creature within the zone that is not immobilized, and deal 1d10 necrotic damage to creatures that are immobilized.

Wriggling, ebon tentacles of necrotic energy erupt from the ground, grasping toward every creature within reach.



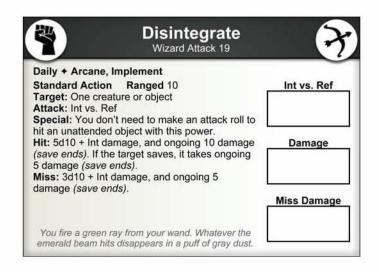
Daily + Arcane, Conjuration, Teleportation

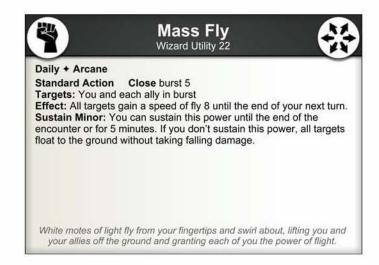
Standard Action Melee touch

Effect: You conjure a spacious extradimensional dwelling that can hold up to fifty Medium creatures. It is reached through a single doorway that you trace on a surface or in the air. Only you and those you designate can pass through it. You can close the entrance and make it invisible after you enter the mansion, and only someone inside the mansion can open the portal once it's closed. The mansion contains comfortable furnishings and enough food and drink to satisfy its denizens. The furniture and food disappear if removed from the mansion. The mansion lasts for 8 hours, and any creatures still in the mansion when the power ends reappear in unoccupied squares outside the entrance portal.

You trace the outline of a door, and a shimmering portal appears, leading to a space accessible only by you and your allies.

*	Acid Storm Wizard Attack 23	-
Encounter + Acid	, Arcane, Implement	
Target: Each creat Attack: Int vs. Fort Hit: 4d6 + Int acid (damage.	Int vs. Fort
total concealment t creature that enters there takes 10 acid	blocks line of sight, providing o creatures inside it. Any s the cloud or starts its turn damage. The cloud lasts until t turn, or you can dismiss it as	Damage
You create a	thick black cloud filled with pelting d	rops of acid.











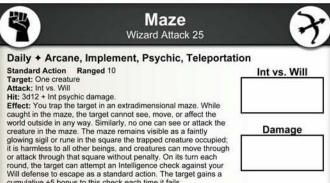
Daily + Arcane

Minor Action Personal Effect: You gain two extra standard actions, which you can't use to attack other creatures.

Everything around you slows to a halt, frozen in time. Then, after a few moments, everything starts to speed up again, returning to normal time.

	Chain Lightning Wizard Attack 23	R
Encounter + Arc	ane, Implement, Lightning	\sim
Standard Action Primary Target: 0 Attack: Int vs. Re Hit: 4d6 + Int light Secondary Target	Dne creature f	Int vs. Ref
squares of the prin Secondary Attac Hit: 2d6 + Int light	nary target k: Int vs. Ref	Damage
Attack: Int vs. Re Hit: 1d6 + Int light		
	ingertips springs a tremendous stroke lightning that leaps from one enemy	

	Thunderclap Wizard Attack 23	e e e e e e e e e e e e e e e e e e e
Encounter +	Arcane, Implement, Thunder	
Target: One Attack: Int vs Hit: 3d6 + Int		Int vs. Fort
starmed anta	the end of your next turn.	Damage
	You tap your staff on the ground, and of thunder rocks and stuns a distant e	



You trap an enemy in an extradimensional vault resembling a maze. He vanishes from sight, caught in your maze until he can find an escape.

> Prismatic Spray Wizard Attack 25

 Necrotic Web Wizard Attack 25

 Daily + Arcane, Implement, Necrotic, Zone Standard Action Area burst 3 within 20 Target: Each creature in burst Attack: Int vs. Ref Hit: 4d6 + Int necrotic damage, and the target is immobilized (save ends).
 Int vs. Ref

 Effect: The burst creates a web-filled zone until the end of the encounter or for 5 minutes. The zone is difficult terrain. Any creature in the web at the start of its turn takes 4d6 necrotic damage.
 Damage

Standard Action Area burst 4 within 20 Target: Each creature in burst

Miss: Half damage, and no pull.

the start of your next turn.

Hit: 6d6 + Int damage of a type chosen from the following list: acid, cold, fire, lightning, or thunder. In addition, the target is pulled 2 squares toward the maw's origin square.

Effect: This attack's origin square becomes a vortex of energy. The burst creates an area of difficult terrain. The effect remains until the end of your next turn. Any creature that is pulled into the vortex takes 3d6 + Int damage of a type chosen from the following list: acid, cold, fire, lightning, or thunder. In addition, you teleport that creature to a square within 20 of you. The creature arrives at its destination prone and dazed until

Attack: Int vs. Ref

the start of its turn takes 4d6 necrotic damage. Any creature that ends its move in the web is immobilized (save ends).

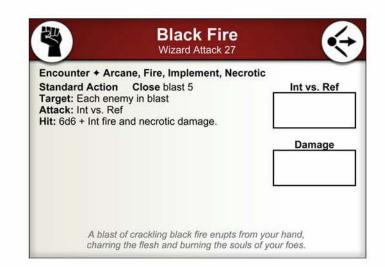
> You cover your enemies in a giant web made from strands of black, life-draining energy.

Baily + Arcane, Implement, Teleportation; Acid, Cold, Fire, Lightnin

Int vs. Ref

Damage

You call up a spinning vortex of elemental energy that inexorably draws everything around it toward seeming destruction.



Encounter + Arca	ane, Force, Implement	
	ure ce damage. The target is	Int vs. Ref
next turn. While co	cecage until the end of your infined, it is immobilized, antage, and cannot gain line of adjacent enemies.	Damage

Daily + Arcane, Fear, Fire, Implement, Poison Standard Action Close burst 5 Target: Each enemy in burst Attack: Int vs. Fort, Reflex, Will Hit (*Fortitude*): The target takes 3d6 + Int poison damage and is slowed (save ends). Hit (*Reflex*): The target takes 3d6 + Int fire damage, and ongoing 15 fire damage (save ends). Hit (*Will*): The target is stunned (save ends). Special: You make only one attack per target, but compare that attack result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must make a saving throw against each ongoing effect separately.

cumulative +5 bonus to this check each time it fails. Upon leaving the maze, the creature returns to the space it occupied (or, if occupied, the nearest available unoccupied space

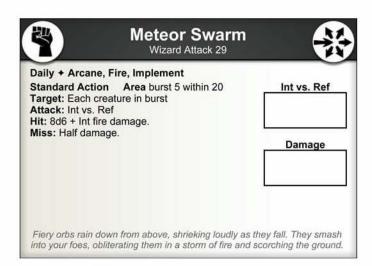
of its choice), and the maze ends.

A dazzling spray of multicolored light springs from your hands, enveloping your enemies.

Confusion Wizard Attack 27 Encounter + Arcane, Charm, Implement, Psychic Standard Action Ranged 20 Int vs. Will Target: One creature Attack: Int vs. Will Hit: 3d10 + Int psychic damage. On the target's next turn, you control its actions: You can move it a number of squares equal to your Wis, and it Damage then makes a basic attack against its nearest ally. Squares You magically compel an enemy to attack its nearest ally

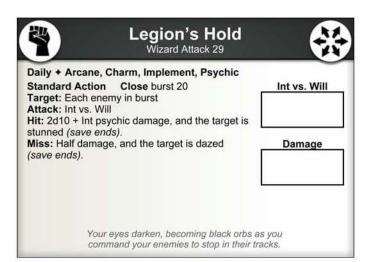
Greater Ice Storm Wizard Attack 29	*
Daily + Arcane, Cold, Implement, Zone	\sim
Standard Action Area burst 5 within 20	Int vs. Fort
Target: Each creature in burst Attack: Int vs. Fort	
Hit: 4d8 + Int cold damage, and the target is	
immobilized (save ends).	
Miss: Half damage, and the target is slowed	Damage
(save ends).	· · · · · · · · · · · · · · · · · · ·
Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or	
for 5 minutes.	J

A storm of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

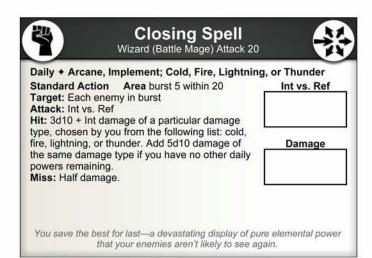


aily + Arcane, Heal	ing	
	Personal ced to 0 hit points or fewer points equal to your level +	Healing

	Blood Pulse Wizard (Blood Mage) Attack 11	
Encounter + Arc	cane, Implement	
Target: Each ene Attack: Int vs. W Hit: 2d6 + Int dan	ill nage, and until the end of your	Int vs. Will
square it leaves.	et takes 1d6 damage for every	Damage
	crimson plasma springs from your h e battlefield, and detonates amid yo	



	Forceful Retort Wizard (Battle Mage) Attack 11	
Encounter + Ar	cane, Implement	
Target: Each en Attack: Int vs. F Hit: 3d8 + Int for	ort ce damage, and you push the	Int vs. For
target i square a	and it is knocked prone.	Damage
		- 1
	certainty of your words knock your ene	mine off their fo



€	Soul Burn Wizard (Blood Mage) Utility 12
	Personal nd a healing surge. Instead of regaining hit points, encounter power you have already used.
You trad	e your recuperative ability for more arcane power.

Daily + Arcane, Implement, Psychic	
Standard Action Area burst 3 within 20	Int vs. Will
Target: Each enemy in burst Attack: Int vs. Will	
Hit: 6d6 + Int psychic damage, and the targ	et
akes ongoing 10 psychic damage and ine targ	
save ends both).	Damage
liss: Half damage, no ongoing damage, an	
arget is stunned until the end of your next t	urn.

You greet your enemies with a psychic wave that scrambles their minds and leaves them stunned.



Sudden Storm Wizard (Spellstorm Mage) Utility 12

Daily + Arcane, Zone

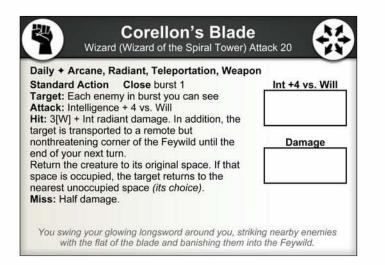
Standard Action Area burst 2 within 20 Effect: The burst creates a zone of wind and rain that lasts until the end of your next turn. Squares in the zone are difficult terrain and are lightly obscured. As a move action, you can move the zone up to 5 squares.

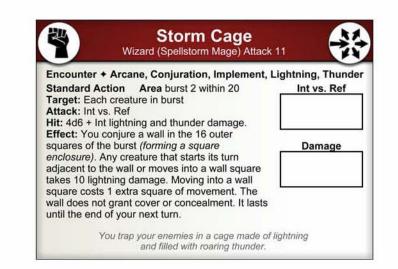
Sustain Minor: The zone persists.

With a wave of your hand, you create an area of torrential rain that creatures have difficulty passing through.

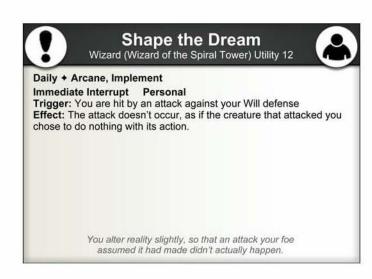
Encounter + Arcane	, Weapon	
Standard Action M	lelee weapon	Int vs. Ref, Will
Target: One creature		
Attack: Int vs. Ref		
Hit: 2[W] + Int damag against the target.	e. Make a secondary attack	<u></u>
Secondary Attack: In	nt vs. Will	Damage
Hit: The target is daze turn, and this power is	ed until the end of your next not expended.	

Your blade flashes with the twilight power of the Feywild as you strike your foe.



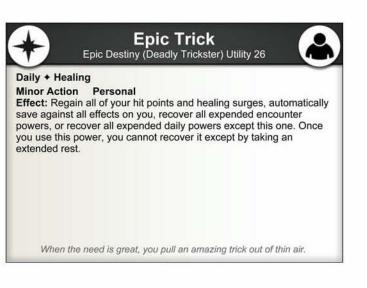


Daily + Arcane, Force, Implement, Teleportation		
Standard Action Target: Each ene Attack: Int vs. For Hit: 3d8 + Int force	Close burst 10 my in burst	Int vs. For
burst. Miss: Half damag	e, and no teleportation.	Damage
		l



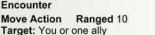
	Shape Magic Epic Destiny (Archmage) Utility 26
Daily Standard Action Effect: You regai	Personal n one arcane power you have already used.
You reach into th	e ebb and flow of arcane energy and pluck a spell you

have already used out of the invisible tide, instantly recalling it to memory.





Telekinetic Leap Githyanki Racial



Effect: The target can fly up to 5 squares. If this power is used on an ally, that ally must remain in your line of sight at all times during the effect.

You hurl yourself or one of your allies safely through the air using your mind.



Ferocious Charge

Encounter

Standard Action Personal Effect: You charge and deal an extra 2 damage on a sucessful attack. Increase the extra damage to 4 at 11th level and to 6 at 21st level.

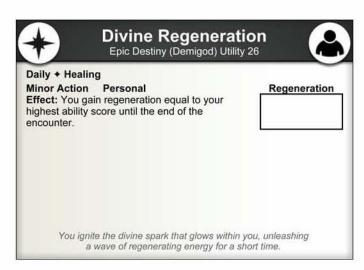
> After withstanding an attack, you use the power of your mind to fortify yourself against further harm.



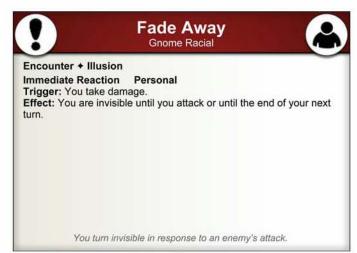
Goblin Tactics Goblin Racial

At-Will

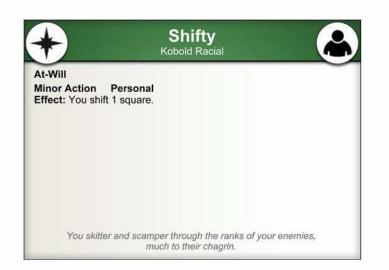
Immediate Reaction Personal Trigger: You are missed by a melee attack. Effect: You shift 1 square.

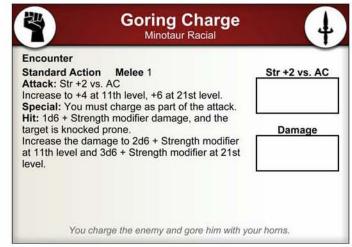


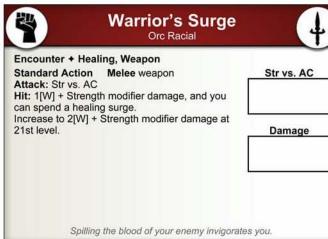




	Hobgoblin Resilience Hobgoblin Racial	
Encounter		\sim
	eaction Personal suffer an effect that a save can end hake a saving throw against the effect.	









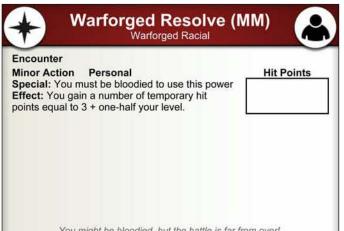


Longtooth Shifting Shifter Racial

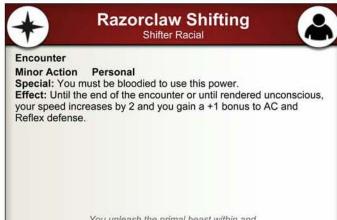
Encounter + Healing

Minor ActionPersonalSpecial: You must be bloodied to use this power.Effect: Until the end of the encounter or until rendered unconscious,
you gain a +2 bonus to damage rolls. In addition, for as long as you
are bloodied, you gain regeneration 2 (regeneration 4 at 11th level,
regeneration 6 at 21st level).

You unleash the primal beast within and take on a more savage countenance.







You unleash the primal beast within and take on a more savage countenance.

Encounter + Divine	
Effect: Turn a critical normal hit.	Ranged 5 cores a critical hit on you or an ally hit against you or an ally within range into a ke the Armor of Bahamut feat to use this powe



Minor Action

Target: You or one ally

start of your next turn.

Encounter + Divine, Healing

Target: You or one ally; bloodied target only

Minor Action Ranged 5

Ranged 5

Effect: The target gains a +5 power bonus to Will defense until the

loun grants strength of will to those she favors.

Channel Divinity: Melora's Tide

Feat

Special: You must take the Ioun's Poise feat to use this power.

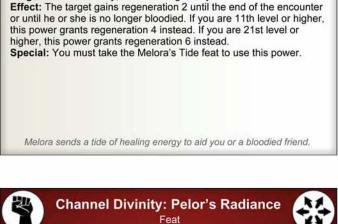
Minor Action Ranged 10 Target: One ally

Effect: If you have at least three allies within range, grant one of those allies a +2 power bonus to the first attack roll he or she makes before the start of your next turn.

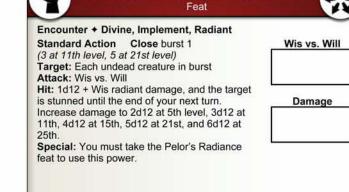
Special: You must take the Harmony of Erathis feat to use this power.



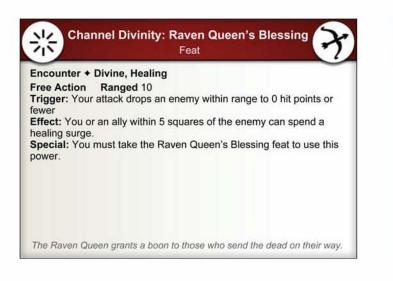




Encounter + Divine Minor Action Personal Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls against Large or larger creatures. Special: You must take the Moradin's Resolve feat to use this power. Hit: 1d12 + Wis radii is stunned until the ele Increase damage to 11th, 4d12 at 15th, 5 25th. Special: You must take



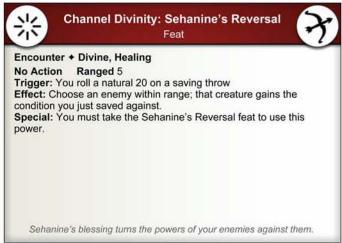
When undead creatures abound, Pelor's radiance shines to aid the faithful.



Item A	rmor
Enhancement: AC Armor:	Enhancement
	Price

Item Orb	
Implement + Orb	
Enhancement: Attack rolls and damage rolls	Enhancement
Critical:	
	Price

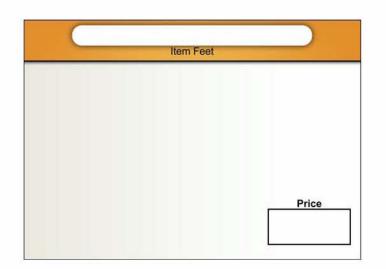




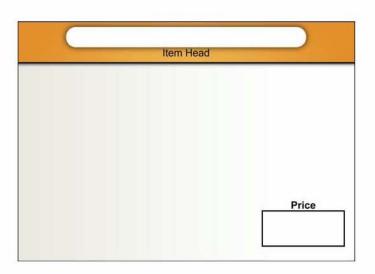
Item Holy Symbol	
Implement + Holy Symbol	
Enhancement: Attack rolls and damage rolls	Enhancement
Critical:	
	Price

Item Rod	
Implement + Rod	
Enhancement: Attack rolls and damage rolls	Enhancement
Critical:	
	· · · · ·
	Price

Item Wand	
Implement + Wand	
Enhancement: Attack rolls and damage rolls	Enhancement
Critical:	
	Price
	1







Item Neck	
Enhancement: Fortitude, Reflex, and Will	Enhancement
	Price

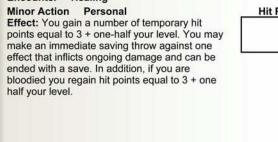
	Item Ring	
Property:		
Power:		
		Price

		Price



Item Weapon	
Enhancement: Attack rolls and damage rolls Weapon: Critical:	Enhancement
	Price





It's difficult to take you down, even when you're faltering.



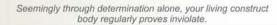
Warforged Immutability Warforged Feat



Immediate Reaction Personal

Trigger: You gain a condition or ongoing damage effect that ends with a save.

Effect: Immediately end the effect as if you had succeeded on your saving throw against it.





Inexorable Momentum Warforged Juggernaut Utility 12

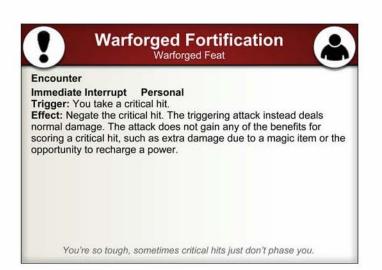
Encounter

Minor Action Personal

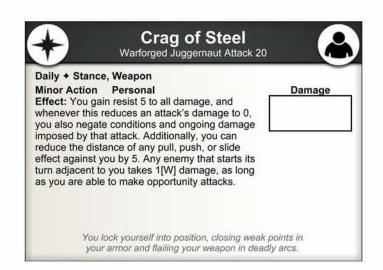
Effect: Until the end of your next turn, you ignore difficult terrain, you can move through enemy spaces, and you gain a +2 power bonus to AC against opportunity attacks. You must end your move in an unoccupied space. You gain these benefits when you charge or use any type of movement.

> To attack your chosen adversary, you hurtle across the battlefield while ignoring all attacks.

Verve Strike Warforged Lifeseeker Attack 1	1
Encounter + Healing, Weapon Standard Action Melee weapon Target: One creature within your melee reach. Attack: Str vs. AC Hit: 2 W + Str damage and the target is dazed	Str vs. AC
until the end of your next turn. You also grant yourself or an ally within 10 squares of you that you can see a number of temporary hit points equal to 5 + the higher of your Wis or Cha.	Damage
	Hit Points
Swearing by your existence, you smite your enemy, dazing him and rallying an ally's spirit.	-



ncounter + Wea	ipon	
arget: One creat ttack: Str vs. AC it: 2[W] + Str dar	nage and the target is dazed	Str vs. AC
	ur next turn. You can also push are, and you can shift 1 square ou push.	Damage



	Unleashed Vigor Warforged Lifeseeker Attack 20	4
Daily + Healing	, Weapon	
Target: One cre Attack: Str vs. A Hit: 2[W] + Str c		Str vs. AC
(save ends).	age and ongoing 5 damage (save	Damage
damage from th	e your target takes ongoing s power, you or one ally of your squares of the target regains 5 hit]
You sunder the t	es of your foe's life force, invigorating y	ou and your allies.



Empathic Resonance Warforged Lifeseeker Utility 12



Minor Action Personal

Minor Action Personal Effect: Until the end of the encounter, you gain a +2 bonus to saving throws. Whenever you succeed on a saving throw, one ally of your choice within 10 squares of you can make a saving throw against an effect of his or her choice immediately (as long as a save can end the effect). This effect persists until the end of the encounter or for 5 minutes

When you successfully withstand an attack's lasting effects, your allies find it easy to follow your example.