

Hammer and Anvil

Warlord Attack 1

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Ref
Hit: 1[W] + Str damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier to the damage.

Str vs. Ref

Damage

Damage Bonus

You land a ringing blow against your foe, inspiring a nearby ally to strike a blow of his own.

Eyebite

Warlock (Fey) Attack 1

At-Will + Arcane, Charm, Implement, Psychic
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will
Hit: 1d6 + Cha psychic damage, and you are invisible to the target until the start of your next turn.
 Increase damage to 2d6 + Cha at 21st level.

Cha vs. Will

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.

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.

Dragon Breath

Dragonborn Racial

Encounter + Acid, Cold, Fire Lightning, or Poison
Minor Action Close blast 3
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 and 3d6 + Constitution modifier damage at 21st level.
Special: When you create your character, choose the damage type and the ability score to use for attacks.

+ vs. Ref

Damage

Type

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Inspiring Word

Warlord Feature

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 amount 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.

Wolf Pack Tactics

Warlord Attack 1

At-Will + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.
Attack: Str vs. AC
Hit: 1[W] + Str damage.
 Increase to 2[W] + Str at 21st level.

Str vs. AC

Damage

Step by step, you and your friends surround the enemy.

Commander's Strike

Warlord Attack 1

At-Will + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: An ally of your choice makes a melee basic attack against the target.
Hit: Ally's basic damage + your Intelligence modifier.

Bonus Damage

With a shout, you command an ally to attack.

Bastion of Defense

Warlord Attack 1


Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 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 modifier.

Str vs. AC

Damage


Hit Points

Honorable warriors never fall!



Lead the Attack

Warlord Attack 1



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 3[W] + Str damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.


Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Str vs. AC

Damage


Attack Bonus

Under your direction, arrows hit their marks and blades drive home.



Warlord's Favor

Warlord Attack 1



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 2[W] + Str damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.


Tactical Presence: The bonus to attack rolls that you grant equals 1 + your Intelligence modifier.

Str vs. AC

Damage


Attack Bonus

With a calculated blow, you leave your adversary exposed to an imminent attack from one of your closest allies.



Guarding Attack

Warlord Attack 1



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 2[W] + Str damage. Until the end of your next turn, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks.


Inspiring Presence: The power bonus to AC equals 1 + your Charisma modifier.

Str vs. AC

Damage


AC Bonus

With a calculated strike, you knock your adversary off balance and grant your comrade-in-arms some protection against the villain's attacks.



Viper's Strike

Warlord Attack 1



At-Will + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 1[W] + Str damage. Increase to 2[W] + Str at 21st level.

Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Str vs. AC


Damage

You trick your adversary into making a tactical error that gives your comrade a chance to strike.



Leaf on the Wind

Warlord Attack 1



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature


Attack: Str vs. AC

Hit: 2[W] + Str damage. You or an ally adjacent to the target swaps places with the target.

Str vs. AC


Damage

Like a leaf caught in the autumn wind, your foe is driven by the flow of battle. Your fierce attacks force him to give ground.



Steel Monsoon

Warlord Attack 3



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC


Hit: 2[W] + Str damage, and one ally within 5 squares of you can shift a number of squares equal to 1 + your Intelligence modifier.

Str vs. AC

Damage


Squares

You leap into the fray with a wild, whirling attack — but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.



Pin the Foe

Warlord Attack 1



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC


Hit: 3[W] + Str damage.

Effect: Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

Str vs. AC


Damage

No matter where your foe turns, one of your allies is waiting for him.



White Raven Onslaught

Warlord Attack 1



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC


Hit: 3[W] + Str damage, and you slide an adjacent ally 1 square. Until the end of the encounter, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.

Miss: Choose one ally within 10 squares. Until the end of the encounter, the ally slides an adjacent ally 1 square after a successful attack.

Str vs. AC


Damage

You lead the way with a powerful attack, using your success to create an opportunity for one of your allies. Each of your comrades in turn seizes on your example and begins to display true teamwork.



Iron Dragon Charge

Warlord Attack 9



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC


Hit: 3[W] + Str damage.

Effect: Until the end of the encounter, as an immediate reaction, an ally of your choice within 5 squares of you can charge a target that you charge.

Str vs. AC


Damage

Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.



Acid Arrow

Wizard Attack 1



Daily + Acid, Arcane, Implement

Standard Action Ranged 20

Primary Target: One creature

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 primary target

Secondary Attack: Int vs. Ref

Hit: 1d8 + Int acid damage, and ongoing 5 acid damage (*save ends*).


Miss: Half damage, and ongoing 2 acid damage to primary target (*save ends*), and no secondary attack.

Int vs. Ref

Damage


Secondary Dmg.

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



Deft Strike

Rogue Attack 1



At-Will + Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: Crossbow, light blade, or a sling

Target: One creature

Special: You can move 2 squares before the attack

Attack: Dex vs. AC

Hit: 1[W] + Dex damage.

Increase damage to 2[W] + Dex at 21st level.

Dex vs. AC


Damage

A final lunge brings you into an advantageous position.



Piercing Strike

Rogue Attack 1



At-Will + Martial, Weapon

Standard Action Melee weapon

Requirement: Light blade

Target: One creature

Attack: Dex vs. Ref


Hit: 1[W] + Dex damage.

Increase damage to 2[W] + Dex at 21st level.

Dex vs. Ref


Damage

A needle sharp point slips past armor and into tender flesh.



Torturous Strike

Rogue Attack 1



Encounter + Martial, Weapon

Standard Action Melee weapon

Requirement: Light blade.

Target: One creature

Attack: Dex vs. AC


Hit: 2[W] + Dex damage.

Brutal Scoundrel: You gain a bonus to the damage roll equal to your Str.

Dex vs. AC


Damage

If you twist the blade in the wound just so, you can make your enemy howl in pain.



Elven Accuracy

Elf Racial




Encounter

Free Action Personal


Effect: Reroll an attack roll. Use the second roll, even if it's lower.

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



Fey Step

Eladrin Racial




Encounter + Teleportation

Move Action Personal


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

With a step, you vanish from one place and appear in another.



Second Chance

Halfling Racial




Encounter

Immediate Interrupt Personal


Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Luck and small size combine to work in your favor as you dodge your enemy's attack.



Infernal Wrath


Tiefling Racial



Encounter
Minor Action Personal
Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier as extra damage.


Damage Bonus

You call upon your furious nature to improve your odds of harming your foe.



Furious Smash

Warlord Attack 1




At-Will + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Fort
Hit: Str damage. Choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

Str vs. Fort

Damage


Atk/Dmg Bonus

You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage — but your anger inspires your ally to match your ferocity.



Crescendo of Violence

Warlord Utility 2



Encounter + Martial
Immediate Reaction Ranged 5
Trigger: An ally within range scores a critical hit.
Effect: The ally gains temporary hit points equal to your Charisma modifier.

Hit Points

A timely critical hit affords you the opportunity to rally a wounded ally.




Knight's Move

Warlord Utility 2




Encounter + Martial
Move Action Ranged 10
Target: One ally
Effect: The target takes a move action as a free action.

With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.



Shake It Off


Warlord Utility 2



Encounter + Martial
Minor Action Ranged 10
Target: You or one ally
Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier.


Save Bonus

You convince yourself or an ally to shake off a debilitating effect.



Hold the Line

Warlord Attack 3



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str damage.
Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.

Str vs. AC


Damage

With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.



Inspiring War Cry

Warlord Attack 3




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.

Str vs. AC


Damage

As you strike, you shout a fierce war cry that heatens a nearby ally. He immediately attempts to shake off whatever condition troubles him most.



Warlord's Strike

Warlord Attack 3




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage. Until the end of your next turn, all of your allies gain a +2 bonus to damage rolls against the target.
Inspiring Presence The bonus to damage rolls equals 1 + your Charisma modifier.

Str vs. AC

Damage


Damage Bonus

One convincing cut is all you need to reveal the enemy's weakness and spur your allies into finishing him off.



Stand the Fallen

Warlord Attack 5




Daily + Healing, Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage.
Effect: Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier.

Str vs. AC

Damage


Bonus Healing

You will not be denied victory! A determined strike lifts the spirits of your beleaguered allies and restores their fighting spirit.



Turning Point

Warlord Attack 5




Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage. You or one ally within 5 squares makes a saving throw.
Miss: You or one ally makes a saving throw against one effect that the target caused and that a save can end.

Str vs. AC


Damage

A well-placed strike catches your foe off guard and allows you or a nearby ally to shake off some effect.



Villain's Nightmare

Warlord Attack 5




Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Ref
Hit: 3[W] + Str damage.
Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

Str vs. Ref


Damage

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



Guide the Charge


Warlord Utility 6



Encounter + Martial
Immediate Interrupt Ranged 10
Target: One creature
Trigger: An ally charges
Effect: If the ally hits, he or she adds your Intelligence modifier to the damage roll and pushes the attack's target 2 squares. The ally can shift 2 squares to remain adjacent to the target.

Damage Bonus

You direct your ally's charge, allowing him to strike a deadlier blow and push his foe backward.



Inspiring Reaction

Warlord Utility 6



Encounter + Healing, Martial
Immediate Reaction Melee touch
Target: One creature
Trigger: You or an adjacent ally takes damage
Effect: You or the ally can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Healing Bonus

As soon as an ally is wounded, you spring forward with help and healing.




Quick Step

Warlord Utility 6




Daily + Martial
Minor Action Ranged 10
Target: One ally
Effect: Increase the ally's speed by 2 until the end of the encounter.

You spur an ally to move faster.



Stand Tough

Warlord Utility 6



Daily + Healing, Martial
Minor Action Close burst 5
Target: You and each ally in burst
Effect: The targets regain hit points equal to 10 + your Charisma modifier.

Healing

You fortify your allies with a few words of encouragement.



Lion's Roar

Warlord Attack 7




Encounter + Healing, Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage.
Effect: You or one ally within 5 squares of you can spend a healing surge.
Inspiring Presence: Your ally (*but not you*) gains additional hit points equal to your Charisma modifier.

Str vs. AC

Damage


Healing Bonus

With a bloodcurdling roar, you swing your weapon in a wide, sweeping arc that breaks through your enemy's defenses. The blow reinvigorates you or one of your allies in need.



Sunder Armor


Warlord Attack 7



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage. Until the end of your next turn, any attack roll against the target can score a critical hit on a roll of 18-20.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You probe your opponent's defenses and eventually land a blow that creates a momentary chink in his armor.



Surprise Attack


Warlord Attack 7



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.
Tactical Presence: The ally gains a bonus to the attack roll equal to your Intelligence modifier.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Attack Bonus
	<input style="width: 100%; height: 30px;" type="text"/>

Despite the chaos of battle, you see a golden opportunity for an ally to make a surprising attack.



Surround Foe


Warlord Attack 7



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage.
Effect: You slide one willing ally who is adjacent to the target to any other square adjacent to the target. The ally can move through the target's square.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You contain your foe, enabling one of your allies to move around behind him.



Knock Them Down


Warlord Attack 9



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 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 prone on a hit.
Miss: Half damage, and the target is knocked prone.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

The rhythm of your enemies hitting the ground is music to your ears.



White Raven Strike


Warlord Attack 9



Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage.
Effect: One or two allies within 10 squares gain 15 temporary hit points. If you dropped the target to 0 hit points or fewer with this attack, add your Charisma modifier to the temporary hit points your allies gain.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Bonus Hit Points
	<input style="width: 100%; height: 30px;" type="text"/>

You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.




Defensive Rally

Warlord Utility 10




Daily + Healing, Martial
Standard Action Close burst 5
Target: Each ally in burst
Effect: Each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of your next turn.

You marshal your comrades and provide instructions to help them prevail.




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.

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



Tactical Shift


Warlord Utility 10



Daily + Martial
Immediate Interrupt Ranged 10
Trigger: A creature hits your ally with a melee or ranged attack
Effect: The ally can shift a number of squares equal to 1 + your Intelligence modifier.


	Squares
	<input style="width: 100%; height: 30px;" type="text"/>

Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.



Beat Them into the Ground

Warlord Attack 13



Encounter + Martial, Weapon

Standard Action Melee weapon

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 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.

Str vs. Fort

Damage


Attack Bonus

You sweep the legs from under your adversary and knock him to the ground with a mighty overhead swing. Your allies, inspired by the sight, follow suit.



Denying Smite

Warlord Attack 13



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC


Hit: 3[W] + Str damage.

Effect: Choose one ally within 5 squares of you. The target cannot attack that ally with melee attacks or ranged attacks until the end of your next turn.

Str vs. AC


Damage

No matter how he maneuvers, something comes between the villain and his quarry — and that something is you!



Fury of the Sirocco

Warlord Attack 13



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 1 square.

Str vs. AC


Damage

The sirocco drives the desert sands in a thousand directions. So too does your furious attack scatter your enemies and drive them where you want them to go.



Make Them Bleed

Warlord Attack 15



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC


Hit: 3[W] + Str damage, and ongoing 5 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).

Str vs. AC


Damage

You bleed your foe with a wicked strike, exposing a fatal flaw in its armor.



Renew the Troops

Warlord Attack 15



Daily + Healing, Martial, Weapon

Standard Action Melee weapon

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 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.

Str vs. AC

Damage


Healing

Seeing the beast quail before your onslaught gives your allies the courage to fight on.



Warlord's Gambit

Warlord Attack 15



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 4[W] + Str damage.


Miss: The target gains a +2 bonus to attack rolls and damage rolls against you until the end of the encounter. When the target attacks you, an ally of your choice within a number of squares equal to your Intelligence modifier can make a basic attack against the target as an immediate interrupt.

Str vs. AC

Damage


Range

You provoke your adversary with a bold stroke. Each time he lunges at you, he recklessly sets up your forces for victory.



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 fight off an adverse affliction or enable an ally to do the same.



Warlord's Banner

Warlord Utility 16



Encounter + Healing, Martial

Standard Action Close burst 5

Target: Each ally in burst

Effect: Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.

You rally your closest troops before sending them into battle.




White Raven Formation

Warlord Utility 16




Daily + Martial
Standard Action Close burst 5
Target: Each ally in burst
Effect: Each target can make a move action.

You forego attacks and focus on redirecting your allies.



Battle On

Warlord Attack 17




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and every ally within 5 squares of you makes a saving throw.
Inspiring Presence: Your allies gain a bonus to the saving throw equal to your Charisma modifier.

Str vs. AC

Damage


Save Bonus

You rally your forces with a battle cry and a calculated blow against the enemy.



Hail of Steel

Warlord Attack 17




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and every ally within 5 squares of you makes a basic attack against the target.

Str vs. AC


Damage

You level your weapon at your enemy, then pull it back and lunge forward. As your attack strikes true, your allies rain death down upon him.



Thunderous Fury

Warlord Attack 17




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and the target is dazed until the end of your next turn.
Tactical Presence: Until the end of your next turn, your allies gain a power bonus to attack rolls against the target equal to your Intelligence modifier.

Str vs. AC

Damage


Attack Bonus

The ferocity of your blow quiets the storm of battle for a moment.



Warlord's Rush

Warlord Attack 17




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage. Allies who have line of sight to you can move their speed.
Tactical Presence: One ally who has line of sight to you (*your choice*) can move his or her speed.

Str vs. AC


Damage

Like a wild, terrible storm, you hurl yourself at your foe. Your allies are swept along on the force of your wrath.



Break the Tempo

Warlord Attack 19




Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage.
Effect: If the target attacks before the end of your next turn, you can use an immediate interrupt to move 4 squares and make a melee basic attack against the target. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier.
Sustain Minor: The effect continues until the end of your next turn.

Str vs. AC


Damage

You dash about while assailing your foe with a multitude of well-placed blows, throwing it off balance.



Victory Surge

Warlord Attack 19




Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage. Until the start of your next turn, every ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.
Miss: Until the start of your next turn, one ally of your choice within 10 squares of you can follow up a standard action with a basic attack made as a free action.
Sustain Minor: As Miss.

Str vs. AC


Damage

Victory is within your grasp, so with a mighty roar, you push your allies to seize every opportunity and fight like never before.



Windmill of Doom

Warlord Attack 19



Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage. Each ally who is adjacent to the target makes a melee basic attack against it as a free action.
Miss: One ally of your choice adjacent to the target makes a melee basic attack against it as a free action.

Str vs. AC

Damage

You cleverly maneuver your adversary into a perfect flanking position. As you land the deciding blow, your surrounding allies strike hard from all sides.



Heart of the Titan

Warlord Utility 22



Daily + Martial


Standard Action Ranged 10

Target: You or one ally

Effect: The target gains temporary hit points equal 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 modifier to damage rolls and can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened.


Dmg/Healing

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.



Heroic Surge

Warlord Utility 22



Daily + Healing, Martial


Immediate Reaction Close burst 5

Trigger: You or an ally within 5 squares of you takes damage

Effect: You and each ally in the burst can spend a healing surge. Add your Charisma modifier to the hit points regained.


Healing Bonus

The sight of one of your allies taking a hit fills you with resolve and compassion, and you turn that dark moment into a heroic surge towards victory.



Own the Battlefield

Warlord Utility 22



Daily + Martial

Standard Action Close burst 10

Target: Each enemy in burst you can see

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

Squares

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



Great Dragon War Cry

Warlord Attack 23



Encounter + Fear, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 3[W] + Str damage, and the target is weakened until the end of your next turn.

Inspiring Presence: Until the end of the encounter, your allies gain a power bonus to their attack rolls against weakened enemies equal to your Charisma modifier.

Str vs. AC

Damage

Attack Bonus

You unleash a terrifying battle cry as you attack. The veins of your foes run cold whenever your allies strike.



Pillar to Post

Warlord Attack 23



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature flanked by you and an ally

Attack: Str vs. AC

Hit: 3[W] + Str damage, and the ally can make a melee basic attack against the target as a free action. If the ally's attack hits, you make a secondary attack against the target.

Secondary Attack: Str vs. AC


Hit: 1[W] + Str damage.

Str vs. AC

Damage


Secondary Dmg.

You strike your foe and send him careening into a waiting ally, who sends the foe stumbling back toward you.



Rabbits and Wolves

Warlord Attack 23



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature flanked by you and an ally


Attack: Str vs. AC

Hit: 4[W] + Str damage. Any two allies of your choice within 10 squares of you can shift their speed.

Str vs. AC


Damage

Between swings and parries, you direct beleaguered allies to safety while calling in fresh reinforcements.



Sudden Assault

Warlord Attack 23



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature flanked by you and an ally

Attack: Str vs. AC

Hit: 1[W] + Str damage, and an ally of your choice within 5 squares of you takes a standard action.


Tactical Presence: Your ally gains a power bonus to attack rolls against targets adjacent to you equal to your Intelligence modifier. This bonus applies only to attack rolls made using the standard action granted by this power.

Str vs. AC

Damage


Attack Bonus

Your slashing blow spurs an ally into action.



Relentless Assault

Warlord Attack 25



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC


Hit: 5[W] + Str damage.

Effect: Until the end of the encounter, when you or an ally scores a critical hit, you and each ally can make a basic attack as a free action.

Str vs. AC


Damage

You bring your weapon down hard, and your enemy is engulfed by a cloud of crimson mist. A fierce battle cry throws your allies into a blood-stoked frenzy.



Stir the Hornet's Nest

Warlord Attack 25



Daily + Martial, Weapon


Standard Action Ranged weapon
Requirement: heavy thrown weapon.
Target: One creature
Attack: Str vs. AC
Hit: 6[W] + Str damage. Until the end of the encounter, your allies add your Intelligence modifier to attack rolls and damage rolls when making ranged attacks against the target.
Miss: Each ally makes a ranged basic attack against the target as a free action, gaining a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

Str vs. AC

Damage


Atk/Dmg Bonus

"Have at thee, villain! Feel the sting of a thousand angry hornets."



White Raven's Call

Warlord Attack 25




Daily + Martial, Weapon

Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 6[W] + Str damage, and you and all of your allies within 10 squares of you make saving throws against any single effect that a save can end.
Miss: Each of your allies within 10 squares of you makes a saving throw against any effect that the target caused and that a save can end.

Str vs. AC


Damage

You unleash a brutal deluge of attacks upon your hated foe, calling out to your allies to stand their ground and shake off their weariness.



Chimera Battlestrike

Warlord Attack 27



Encounter + Martial, Weapon


Standard Action Close burst 1
Target: Each enemy in burst you can see
Attack: Str vs. Ref
Hit: 3[W] + Str damage, and you slide the target 2 squares.
Tactical Presence: You slide the target a number of squares equal to 1 + your Intelligence modifier.

Str vs. Ref

Damage


Squares

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



Devastating Charge

Warlord Attack 27



Encounter + Martial, Weapon


Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Special: You must charge as part of this attack.
Hit: 4[W] + Str damage. Until the end of your next turn, any ally who has line of sight to you gains a bonus to damage rolls equal to your Charisma modifier when he or she makes a melee basic attack as part of a charge.

Str vs. AC

Damage


Damage Bonus

The fury of your assault is as shocking as the gaping wound you open in your enemy.



Incite Heroism

Warlord Attack 27



Encounter + Martial, Weapon


Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage, and each ally in your line of sight gains 20 temporary hit points.
Inspiring Presence: You grant each ally additional temporary hit points equal to your Charisma modifier.

Str vs. AC

Damage


Hit Points

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



Warlord's Doom

Warlord Attack 27



Encounter + Martial, Weapon

Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage, and until the end of your next turn, you can choose an effect currently on the target. The target fails its next saving throw against that effect.

Str vs. AC

Damage

You break your adversary's resolve with a ferocious strike.



Defy Death

Warlord Attack 29




Daily + Healing, Martial, Weapon

Immediate Interrupt Melee weapon
Trigger: A creature attacks your ally
Target: The attacking creature
Special: As part of this action, you can move twice your speed to reach the target without provoking opportunity attacks.
Attack: Str vs. AC
Hit: 7[W] + Str damage, and the target's attack misses.
Miss: Half damage, and the target's attack deals half damage if it hits.
Effect: As an immediate reaction, the ally can spend a healing surge.

Str vs. AC


Damage

You leap to your ally's side and spare him from the jaws of death.



Stand Invincible

Warlord Attack 29




Daily + Martial, Weapon

Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 7[W] + Str damage.
Effect: You and each ally within 5 squares of you gain a +4 power bonus to all defenses and resist 5 to all damage until the end of your next turn.
Sustain Minor: The effect continues.

Str vs. AC


Damage

You throw everything you have at the enemy and become a beacon of strength and perseverance for your allies.



Force Retreat

Warlord (Battle Captain) Attack 11



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature flanked by you and an ally

Attack: Str vs. Ref

Hit: 1[W] + Str damage, and you push the target a number of squares equal to your Intelligence modifier. Make a secondary attack

Secondary Target: Each enemy that was adjacent to the primary target, is its size or smaller, and within your melee reach.

Secondary Attack: Str vs. Fort

Hit: 2d6 + Str damage, and you push the secondary target 1 square.

Str vs. Ref

Str vs. Ref


Damage

Damage

Secondary Dmg.


Secondary Dmg.

You hurl yourself into your adversary, knocking him back into his allies and causing them all to stumble.



Cunning Flurry

Warlord (Battle Captain) Attack 20



Daily + Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Str vs. AC, one attack per target

Hit: 2[W] + Str damage, and you push the target 1 square or knock the target prone.

Miss: Half damage, no push, and the target is not knocked prone


Str vs. AC

Str vs. AC

Damage


Damage

You whirl around like a cyclone of steel terror, slashing at foes. With each landed blow, you knock your enemy prone or send it stumbling backward.



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.



Skirmish Play

Warlord (Combat Veteran) Attack 11



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. Ref

Hit: 1[W] + Str damage, and you the target is dazed until the end of your next turn. In addition, you slide the target 2 squares, and an ally within 2 squares of you shifts 1 square nearer to the target.


Str vs. Ref

Str vs. Ref

Damage


Damage

You score a glancing blow, which you turn into an opportunity to thrust your enemy out of position and into the path of a nearby ally.



Miss Me Once

Warlord (Combat Veteran) Utility 12



Encounter + Martial

Immediate Interrupt Ranged 10

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.



Superior Tactics

Warlord (Combat Veteran) Utility 20



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Str damage, and you grant an action point to an ally within 10 squares of you. The action point disappears if it's not used by the end of the encounter.

Miss: An ally within 10 squares of you makes a basic attack as a free action.


Str vs. AC

Str vs. AC

Damage


Damage

Your experience on the battlefield allows you to deal terrible wounds to your enemy and also brings out the best in your allies.



Slash and Press

Warlord (Knight Commander) Attack 11



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 3[W] + Str damage.

Effect: After making the attack, you push all adjacent enemies 1 square.


Str vs. AC

Str vs. AC

Damage


Damage

You slash your enemy across the midsection and push it back. You then turn with a snarl and beat back all other nearby foes.



Break Their Nerve

Warlord (Knight Commander) Utility 12




Encounter + Martial

Minor Action Melee 1

Target: One enemy


Effect: The target is marked until the end of your next turn.

You make your enemy second-guess its decision to face you and your comrades in battle.



Control the Field

Warlord (Knight Commander) Attack 20




Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage.
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.

Str vs. AC

Damage


Ongoing Damage

You dominate the field of battle to the extent that enemies find your mere presence overwhelming.



Blade Flurry

Warlord (Sword Marshal) Attack 11



Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Heavy blade
Primary Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and you can shift 1 square. Make a secondary attack.
Secondary Target: One creature
Secondary Attack: Str vs. AC
Hit: 1[W] + Str damage.

Str vs. AC

Damage


Secondary Dmg.

You slash a foe, swoop to one side, and swing your blade against the same foe for or another enemy within your reach.




Sword Marshal's Boon

Warlord (Sword Marshal) Utility 12




Daily + Martial
Free Action Personal
Trigger: You use a power that targets your allies but not you
Effect: You are also targeted by the power.

Warlord, help thyself!



Diamond Blade of Victory

Warlord (Sword Marshal) Attack 20




Daily + Martial, Weapon
Standard Action Melee weapon
Requirement: Heavy blade
Primary Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage. For each ally within 2 squares of you, deal an extra 1[W] damage (maximum 6[W] + Str damage).
Miss: Half damage.

Str vs. AC


Damage

The presence of stalwart allies adds to the fury of your strike, which slices through the armored shell of your enemy and cuts deep into bone.



Predatory Eye


Bugbear Racial



Encounter
Minor Action Personal
Effect: If you have combat advantage against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before the end of your next turn.
 Increase extra damage to +2d6 at 11th level and +3d6 at 21st level.


Damage Bonus

You maneuver into an advantageous position and strike your foe with ruthless determination




Change Shape

Doppelganger Racial




At-Will + Polymorph
Minor Action Personal
Effect: You can alter your physical form to take on the appearance of any Medium humanoid, including a unique individual (see *Change Shape*, page 280).

You alter your form to look like some other humanoid.




Cloud of Darkness

Drow Racial




Encounter
Minor Action Close burst 1
Effect: This power creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight for all creatures except you. Any creature except you entirely within the cloud is blinded.

A cloud of darkness obscures you, but your vision pierces it.



Darkfire

Drow Racial



Encounter
Minor Action Ranged 10
Target: One creature
Attack: Int +2, Wis +2 or Cha +2 vs. Ref
 Increase to +4 bonus at 11th level and +6 bonus at 21st level.
Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.
Special: When you create your character, choose the ability to use when making attack rolls with this power.

+ vs. Ref

A flickering halo of purple light surrounds the target, making it easier to hit.

Riposte Strike

Rogue Attack 1

At-Will + Martial, Weapon
Standard Action **Melee** weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. AC
Hit: 1[W] + Dex damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Str vs. AC attack that deals 1[W] + Str damage.
 Increase damage to 2[W] + Dex and riposte to 2[W] + Str at 21st level.

Dex vs. AC

Damage

Riposte

Dex vs. AC

Damage

With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.

Sly Flourish

Rogue Attack 1

At-Will + Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or a sling
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dex + Cha damage.
 Increase damage to 2[W] + Dex + Cha at 21st level.

Dex vs. AC

Damage

Dex vs. AC

Damage

A distracting flourish causes the enemy to forget the blade at his throat.

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.

Dex vs. AC

Damage

Dex vs. AC

Damage

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

King's Castle

Rogue Attack 1

Encounter + Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or a sling
Target: One creature
Attack: Dex vs. Ref
Hit: 2[W] + Dex damage.
Effect: Switch places with a willing adjacent ally.

Dex vs. Ref

Damage

Dex vs. Ref

Damage

It's hard to get to the little guy when he takes cover behind an ally who can crush plate armor in his teeth.

Positioning Strike

Rogue Attack 1

Encounter + Martial, Weapon
Standard Action **Melee** weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. Will
Hit: 1[W] + Dex damage, and you slide the target 1 square.
Artful Dodger: You slide the target a number of squares equal to your Cha.

Dex vs. Will

Damage

Squares

Dex vs. Will

Damage

A false stumble and a shove place the enemy exactly where you want him.

Easy Target

Rogue Attack 1

Daily + Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 2[W] + Dex damage, and the target is slowed and grants combat advantage to you (save ends both).
Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Dex vs. AC

Damage

Dex vs. AC

Damage

You deal a staggering blow to your enemy, setting it up for future attacks.

Blinding Barrage

Rogue Attack 1

Daily + Martial, Weapon
Standard Action **Close** blast 3
Requirement: Crossbow, light thrown weapon, or sling.
Target: Each enemy in blast you can see
Attack: Dex vs. AC
Hit: 2[W] + Dex damage, and the target is blinded until the end of your next turn.
Miss: Half damage, and the target is not blinded.

Dex vs. AC

Damage

Dex vs. AC

Damage

A rapid barrage of projectiles leaves your enemies clearing the blood from their eyes.

Trick Strike

Rogue Attack 1

Daily + Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 3[W] + Dex damage, and you slide the target 1 square.
Effect: Until the end of the encounter, each time you hit the target you slide it 1 square.

Dex vs. AC

Damage

Dex vs. AC

Damage

Through a series of feints and lures, you maneuver your foe right where you want him.

Fleeting Ghost

Rogue Utility 2

At-Will + Martial
Move Action Personal
Prerequisite: You must be trained in Stealth.
Effect: You can move your speed and make a Stealth check. You do not take the normal penalty from movement on this check.

You are stealthy and fleet of foot at the same time.

Great Leap

Rogue Utility 2

At-Will + Martial
Move Action Personal
Prerequisite: You must be trained in Athletics.
Effect: Make a high jump or a long jump. Determine the DC of the Athletics check as though you had a running start. The distance you jump can exceed your speed.

You leap a great distance without a running start.

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.

Quick Fingers

Rogue Utility 2

Encounter + Martial
Minor Action Personal
Prerequisite: You must be trained in Thievery.
Effect: Make a Thievery check as part of this action, even if the check is normally a standard action.

You can pilfer a coin pouch in the blink of an eye.

Tumble

Rogue Utility 2

Encounter + Martial
Move Action Personal
Prerequisite: You must be trained in Acrobatics.
Effect: You can shift a number of squares equal to one-half your speed.

You tumble out of harm's way, dodging the opportunistic attacks of your enemies.

Bait and Switch

Rogue Attack 3

Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade.
Target: One creature
Attack: Dex vs. Will
Hit: 2[W] + Dex damage. In addition, you switch places with the target and can then shift 1 square.
Artful Dodger: You can shift a number of squares equal to your Cha.

	Dex vs. Will
	Damage
	Squares

You strike and weave, causing your foe to lurch forward so that you can duck around him and slip into his space.

Setup Strike

Rogue Attack 3

Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade.
Target: One creature
Attack: Dex vs. AC
Hit: 2[W] + Dex damage, and the target grants combat advantage to you until the end of your next turn.

	Dex vs. AC
	Damage

You land a calculated blow that causes your enemy to drop his guard, leaving him vulnerable to subsequent attacks.



Topple Over

Rogue Attack 3

Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade.
Target: One creature
Attack: Dex vs. AC
Brutal Scoundrel: You gain a bonus to the attack roll equal to your Str.
Hit: 1[W] + Dex damage, and the target is knocked prone.

	Dex vs. AC
	Damage

Balance and momentum are your allies as you lunge forward, strike deftly, and knock your opponent to the ground.



 **Trickster's Blade** 
Rogue Attack 3

Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 2[W] + Dex damage. Add your Cha to your AC until the start of your next turn.

Dex vs. AC

Damage

You land an expert blow and follow up with a clever series of feints that bewilder your enemies.

 **Clever Riposte** 
Rogue Attack 5



Daily + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. AC
Hit: 2[W] + Dex damage.
Effect: Until the end of the encounter, the target takes damage equal to your Dex each time it attacks you, and you can shift as an immediate reaction after such an attack.

Dex vs. AC

Damage

Riposte Damage

You follow up a fierce attack with a series of quick, painful strikes woven between your enemy's attacks.

 **Deep Cut** 
Rogue 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

Ongoing Damage

Each drop of blood is another nail in your enemy's coffin.



 **Walking Wounded** 
Rogue Attack 5

Daily + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. Fort
Hit: 2[W] + Dex damage, and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.
Miss: Half damage, and the target is not knocked prone.

Dex vs. Fort



Damage

You topple your enemy with a crippling blow and force him to stumble around the battlefield.

 **Chameleon** 
Rogue Utility 6



At-Will + Martial
Immediate Interrupt Personal
Trigger: You are hidden and lose cover or concealment against an opponent
Prerequisite: You must be trained in Stealth.
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.

 **Ignoble Escape** 
Rogue Utility 6



Encounter + Martial
Move Action Personal
Prerequisite: You must be trained in Acrobatics.
Effect: If you are marked, end that condition. You can shift a number of squares equal to your speed.

With nimble ease, you sidestep one perilous situation after another.

 **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.

 **Nimble Climb** 
Rogue Utility 6

At-Will + Martial
Move Action Personal
Prerequisite: You must be trained in Athletics.
Effect: Make an Athletics check to climb a surface. You can move at your full speed during this climb.

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.

Cloud of Steel

Rogue Attack 7

Encounter + Martial, Weapon
Standard Action Close blast 5
Requirement: Crossbow, light thrown weapon, or sling.
Target: Each enemy in blast you can see
Attack: Dex vs. AC
Hit: 1[W] + Dex damage.

Dex vs. AC

Damage

You shower your enemies in sharp metal.

Imperiling Strike

Rogue Attack 7

Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. Fort
Hit: 1[W] + Dex damage, and the target takes a -1 penalty to AC and Ref defense until the end of your next turn
Brutal Scoundrel: The penalty to AC and Ref defense is equal to your Str.

Dex vs. Fort

Damage

AC/Ref Penalty

You deal a staggering blow, opening a hole in your enemy's defenses.

Rogue's Luck

Rogue Attack 7

Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 2[W] + Dex damage.
Miss: Make a secondary attack against the target.
Secondary Attack: Dex vs. AC
Artful Dodger: You gain a bonus to the attack roll for the secondary attack equal to your Cha.
Hit: 1[W] + Dex damage.

Dex vs. AC

Damage

Secondary

A gifted rogue can turn failure into fortune.

Sand in the Eyes

Rogue Attack 7

Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. Ref
Hit: 1[W] + Dex damage, and the target is blinded until the end of your next turn.

Dex vs. Ref

Damage

You scoop up a handful of sand or dirt or pebbles, strike your foe, and throw the grit in his face to blind him.

Crimson Edge

Rogue Attack 9

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

Dex vs. Fort

Damage

Ongoing Damage

You deal your enemy a vicious wound that continues to bleed, and like a shark, you circle in for the kill.

Deadly Positioning

Rogue Attack 9

Daily + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade
Target: One creature
Attack: You slide the target to any other square adjacent to you, and then make a Dex vs. AC attack.
Hit: 3[W] + Dex damage.
Effect: Until the end of the encounter, as long as you are adjacent to the target, you slide the target 1 square before making a melee attack against it.

Dex vs. AC

Damage

You adroitly outmaneuver your enemy, pushing and baiting him with every stride and strike.

Knockout

Rogue Attack 9

Daily + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. Fort
Hit: 2[W] + Dex damage, and the target is knocked unconscious (*save ends*). If the unconscious target takes any damage, it is no longer unconscious.
Miss: Half damage, and the target is dazed until the end of your next turn.

Dex vs. Fort

Damage

A well-placed blow takes your foe out of the fight.




Certain Freedom

Rogue Utility 10




Daily + Martial
Move Action Personal
Prerequisite: You must be trained in Acrobatics.
Effect: You automatically succeed on an Acrobatics check to escape from a grab or to escape from restraints.

You are as slippery as an eel.




Close Quarters

Rogue Utility 10




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.



Shadow Stride

Rogue Utility 10



At-Will + Martial
Move Action Personal
Prerequisite: You must be trained in Stealth.
Effect: You must be hiding to use this power. You can move your speed. At the end of that movement, if you have cover, you can make a Stealth check with no penalty for moving. If you make the Stealth check, you stay hidden during your movement.

You silently step from shadow to shadow, slipping past your foes unseen and unheard.



Fool's Opportunity


Rogue Attack 13



Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. Will
Hit: The target takes damage as if it were hit by its own melee basic attack. If you have combat advantage against the target, you can add your Sneak Attack damage.


	Dex vs. Will
	Damage

You bait your foe into attacking you, and then turn his blow straight back at him.



Stunning Strike


Rogue Attack 13



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 stunned until the end of your next turn.


	Dex vs. AC
	Damage

A well-timed attack leaves your enemy flailing helplessly for a few critical seconds.



Tornado Strike


Rogue Attack 13



Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Targets: One or two creatures
Attack: Dex vs. AC, one attack per target
Hit: 2[W] + Dex damage, and you slide the target 2 squares.
Artful Dodger: You slide the target a number of squares equal to 1 + your Cha.
Effect: You can move 3 squares after making the attack.


	Dex vs. AC
	Damage
	Squares

Your weapon becomes a blur as you make swift, sweeping attacks against two foes, then hastily slip away.



Unbalancing Attack


Rogue Attack 13



Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. AC
Hit: 3[W] + Dex damage, and the target cannot shift until the end of your next turn. If the target provokes an opportunity attack from you before the start of your next turn, you gain a bonus to the attack roll and damage roll with the opportunity attack equal to your Str, and you knock the target prone on a hit.


	Dex vs. AC
	Damage
	OA Bonus

Ducking and weaving, you land a decisive blow that staggers your foe and sets it up for a tripping attack.




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

Rogue Attack 15




Daily + Martial, Reliable, Weapon
Standard Action (Special) Melee weapon
Special: You can use this power as a minor action if you have already grabbed a creature. Doing so requires no attack roll.
Requirement: Light blade
Target: One creature **Attack:** Dex vs. Ref
Hit: 2[W] + Dex damage, and you grab the target. Until the target escapes, you have cover, and any melee attack or ranged attack that misses you hits the target instead.
Sustain Minor: Sustain the grab for another round. The third time you sustain the grab after using this power, the target falls unconscious. If an unconscious target takes any damage, it is no longer unconscious.

The more your enemy struggles, the less you want to let him go.



Slaying Strike


Rogue Attack 15



Daily + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 3[W] + Dex damage.
Miss: Half damage.
Special: If the target is bloodied, this attack does 5[W] + Dex + Str damage on a hit (*half damage on a miss*) and can score a critical hit on a roll of 17–20.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	vs. Bloodied
	<input style="width: 100%; height: 20px;" type="text"/>

A ruthless strike yields great rewards, for after death comes the looting.




Foil the Lock

Rogue Utility 16




Daily + Martial
Minor Action Personal
Prerequisite: You must be trained in Thievery.
Effect: On your next action, gain a +10 power bonus when you make a Thievery check to open a lock. If the check succeeds, the lock opens at once.

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




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.




Leaping Dodge

Rogue Utility 16




Encounter + Martial
Immediate Interrupt Personal
Trigger: An enemy targets you with an attack
Prerequisite: You must be trained in Athletics.
Effect: Make an Athletics check to jump with a +5 power bonus and move the appropriate distance.

You leap out of harm's way just in time to avoid an attack.




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.



Dragon Tail Strike


Rogue Attack 17



Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Targets: One creature
Attack: Dex vs. Fort
Hit: 3[W] + Dex damage. If the target attacks you before the start of your next turn, you can attack it again as an immediate interrupt and deal 2[W] + Dex damage if you hit.
Brutal Scoundrel: The attack you make as an immediate interrupt gains a bonus to the attack roll equal to your Str.


	Dex vs. Fort
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Interrupt Dmg
	<input style="width: 100%; height: 20px;" type="text"/>

First you set them up, and then you knock them down.



Hounding Strike

Rogue Attack 17




Encounter + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Targets: One creature
Attack: Dex vs. Will
Hit: 3[W] + Dex damage. Until the end of your next turn, you gain combat advantage against the target and a +1 power bonus to all defenses against its attacks.
Artful Dodger: The power bonus is equal to your Cha.


	Dex vs. Will
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Defense Bonus
	<input style="width: 100%; height: 20px;" type="text"/>

With snarling ferocity, you attack. Your weapon bites deep into your enemy's flesh, filling his heart with doubt.



Stab and Grab

Rogue Attack 17




Encounter + Martial, Weapon

Standard Action **Melee** weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. Ref
Hit: 3[W] + Dex damage, and you grab the target. If you have already grabbed the target, it is restrained instead of immobilized until it escapes your grab. The target can attempt to escape the grab as normal.


	Dex vs. Ref
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

Keep your friends close, and your enemies at knifepoint.



Feinting Flurry

Rogue Attack 19




Daily + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. Will
Hit: 5[W] + Dex damage.
Effect: Until the end of your next turn, all of the target's defenses against your attacks take a penalty equal to your Cha.
Sustain Minor: Sustain the penalty for another round.


	Dex vs. Will
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Defense Penalty
	<input style="width: 100%; height: 20px;" type="text"/>

A series of clever feints throws your foe off his game and makes him an easy target.



Snake's Retreat

Rogue Attack 19




Daily + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 6[W] + Dex damage.
Effect: When the target makes a melee attack or a ranged attack against you, you can shift 1 square as an immediate interrupt. The target can make a saving throw to end this effect.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

After striking boldly, you frustrate your foe by shifting away just as he's about to attack you.



Flying Foe

Rogue Attack 19




Daily + Martial, Weapon

Standard Action **Melee** weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. Fort
Hit: 4[W] + Dex damage. Slide the target Str squares. If an obstacle (including a creature) arrests the slide, both the target and the obstacle take 1d6 damage and the target ends its movement in the square it occupied before it collided with the obstacle.
Miss: Slide the target Str squares, and no damage from obstacles.


	Dex vs. Fort
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Squares
	<input style="width: 100%; height: 20px;" type="text"/>

Mastering your foe's reactions allows you to toss him about like a rag doll.



Cloud Jump


Rogue Utility 22



Encounter + Martial


Move Action **Personal**
Prerequisite: You must be trained in Athletics.
Effect: Make two consecutive Athletics checks to jump, with a +5 power bonus to each. You don't have to land between the jumps and can exceed your normal movement.

You leap a phenomenal distance.



Dazzling Acrobatics


Rogue Utility 22



Encounter + Martial


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.

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



Hide from the Light


Rogue Utility 22



Daily + 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 the end of the encounter or until you end the effect by moving more than 2 squares in a turn or by making any attack other than a basic attack or an at-will attack.

As long as you take your time, you can move about the battlefield unseen.



Knave's Gambit

Rogue Attack 23




Encounter + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Targets: One creature
Attack: Dex vs. AC
Hit: 4[W] + Dex damage.
Miss: The target makes a melee basic attack as a free action against an adjacent target other than you. You choose the target of its attack.
Artful Dodger: The attack you cause with a miss gains a bonus to the attack roll and the damage roll equal to your Cha.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Atk/Dmg Bonus
	<input style="width: 100%; height: 20px;" type="text"/>

You make a decisive attack. Failing that, you cause your startled enemy to strike at another nearby foe.



Scorpion Strike

Rogue Attack 23




Encounter + Martial, Weapon

Immediate Reaction **Melee** 1
Trigger: An ally damages a creature adjacent to you
Requirement: Light blade
Target: The creature your ally damaged
Attack: Dex vs. AC
Hit: 2[W] + Dex damage.
Brutal Scoundrel: Shift a number of squares equal to your Str after this attack, whether or not you hit.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Squares
	<input style="width: 100%; height: 20px;" type="text"/>

One of your allies deals a timely blow to your enemy, and like a scorpion, you strike.



Steel Entrapment

Rogue Attack 23




Encounter + Martial, Weapon

Standard Action **Close** blast 5
Requirement: Crossbow, light thrown weapon, or sling.
Target: Each enemy in blast you can see
Attack: Dex vs. Fort
Hit: 3[W] + Dex damage, and the target is immobilized until the end of your next turn.


	Dex vs. Fort
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

Glittering blades pin your foes in place before any of them have a chance to blink, let alone run away.



Biting Assault

Rogue Attack 25




Daily + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. Fort
Hit: 3[W] + Dex damage, and the target takes ongoing 10 damage and is weakened (*save ends both*).
Miss: Half damage, and the target takes ongoing 10 damage (*save ends*).


	Dex vs. Fort
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You strike with deadly ferocity to sap your foe's strength.



Ghost on the Wind

Rogue Attack 25




Daily + Martial, Weapon

Standard Action **Melee** weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. Will
Hit: 6[W] + Dex damage, and you become invisible. You move into any square adjacent to the target and reappear at the start of your next turn. You have combat advantage against the target until the end of your next turn.
Miss: Half damage, you can shift 1 square to another square adjacent to the target, and you have combat advantage against the target until the end of your next turn.


	Dex vs. Will
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You vanish, then strike out of nowhere!



Harmstring

Rogue Attack 25




Daily + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 4[W] + Dex damage, and the target takes ongoing 10 damage and is slowed (*save ends both*).
Miss: Half damage, and the target takes ongoing 5 damage and is slowed (*save ends both*).


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You hobble your opponent with a ruthless slash across the legs, leaving him barely able to walk.



Dance of Death

Rogue Attack 27




Encounter + Martial, Weapon

Standard Action **Close** burst 1
Requirement: Light blade
Target: Each enemy in burst you can see
Attack: Dex vs. AC
Hit: 3[W] + Dex damage. If the target makes a melee attack against you before the end of your next turn, you can make it attack another creature of your choice instead, including itself.
Artful Dodger: The targets gain a bonus to the attack rolls provoked by this power equal to your Cha.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Attack Bonus
	<input style="width: 100%; height: 20px;" type="text"/>

You duck and dodge your enemies' attacks, striking as opportunity allows while expertly deflecting attacks made against you.



Hurricane of Blood

Rogue Attack 27




Encounter + Martial, Weapon

Standard Action **Melee** weapon
Requirement: Light blade
Target: One creature
Attack: Dex vs. AC
Brutal Scoundrel: The attack gains a bonus to the attack roll equal to your Str.
Hit: 5[W] + Dex damage.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You stab and slash your foe mercilessly, spilling copious amounts of blood.



Perfect Strike

Rogue Attack 27




Encounter + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Targets: One creature
Attack: Dex vs. AC, Fort, Ref
Special: You make one attack roll, and you hit if the roll equals or exceeds any of the three defenses.
Hit: 4[W] + Dex damage. Add an extra 1[W] damage if the attack hits two defenses. The target is also stunned until the end of your next turn if the attack hits all three defenses.


	vs. AC, Fort, Ref	
	Damage	
	Double Hit Dmg	

Your enemy doesn't know what hit it.



Assassin's Point

Rogue Attack 29




Daily + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 7[W] + Dex damage.
Miss: Half damage.
Special: If you have combat advantage against the target, double any extra damage from Sneak Attack or a critical hit.


	Dex vs. AC	
	Damage	

A sliced throat or a bolt through the heart—it's all good.



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.


	Dex vs. Fort	
	Damage	

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



Moving Target

Rogue Attack 29




Daily + Martial, Weapon

Immediate Interrupt **Melee** or **Ranged** weapon
Trigger: A creature makes a melee attack or a ranged attack against you
Requirement: Crossbow, light blade, or sling
Target: The attacking creature
Attack: Cha vs. Will
Hit: Instead of attacking you, the target attacks a creature you choose within 2 squares of you. You must choose a creature that the target can attack.
Miss: The target's attack is made against you as normal, but deals half damage if it hits.


	Cha vs. Will	

An attack meant for you hits another creature instead.



Cat Burglar's Gambit

Rogue (Cat Burglar) Attack 11




Encounter + Martial, Weapon

Standard Action **Melee** weapon
Requirement: Light blade
Target: One creature
Special: You can shift 3 squares before making the attack.
Attack: Dex vs. AC
Hit: 3[W] + Dex damage.
Effect: Shift to any square adjacent to the target.


	Dex vs. AC	
	Damage	

You spring into action, expertly strike, and then sidestep to position yourself for either certain glory or imminent doom.



Redirect Death

Rogue (Cat Burglar) Attack 20




Daily + Martial, Weapon

Immediate Interrupt **Melee** weapon
Trigger: An enemy hits you with a melee attack and can reach another enemy
Requirement: Light blade.
Target: The enemy that hit you
Attack: Dex vs. Ref
Hit: The target's attack misses you and hits an enemy of your choice within range of the target's attack.


	Dex vs. Ref	

The weapon races toward you, but with a slight move and a flourish of your own blade, you redirect the attack toward a different target.



Instant Escape


Rogue (Cat Burglar) Utility 12



Encounter + Martial


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.

With supreme effort, you escape.



Critical Opportunity

Rogue (Daggermaster) Attack 11




Encounter + Martial, Weapon

Minor Action **Melee** weapon
Requirement: You must be wielding a dagger and have scored a critical hit with a dagger against an enemy during this turn.
Target: The same creature you hit with a critical hit
Attack: Dex vs. AC
Hit: 3[W] + Dex damage.


	Dex vs. AC	
	Damage	

Your first attack deals a critical wound, so you follow the attack with another strike.




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.

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



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.

Dex vs. AC


Damage

Your dagger springs forward, plunging deep into your foe.



Distracting Wound

Rogue (Master Infiltrator) Attack 11




Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 2[W] + Dex damage, and the target grants combat advantage to you and all your allies until the end of your next turn.

Dex vs. AC


Damage

You strike from the shadows, delivering a wound that distracts your foe and makes him drop his guard.




Impossible to Catch

Rogue (Master Infiltrator) Utility 12




Encounter + Martial, Weapon
Minor Action Personal
Effect: You become invisible until the start of your next turn.

With practiced ease, you step into the shadows and disappear from view.



Painful Puncture

Rogue (Master Infiltrator) Attack 20




Daily + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. AC
Hit: 3[W] + Dex damage, and ongoing 10 damage (*save ends*).
Miss: Half damage, and no ongoing damage.

Dex vs. AC


Damage

Your weapon bites deep, puncturing your enemy and leaving a lingering wound.



Killer's Eye

Rogue (Shadow Assassin) Attack 11




Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Target: One creature
Attack: Dex vs. Ref
Hit: 2[W] + Dex damage.
Special: If this attack is made before the target has acted in the encounter, increase the weapon damage to 3[W].

Dex vs. Ref

Damage


Increased Dmg

You strike with a killer's eye, seeking to take down your enemy as quickly and efficiently as possible.




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.



Final Blow

Rogue (Shadow Assassin) Attack 20



Daily + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Crossbow, light blade, or sling
Target: One bloodied creature
Attack: 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.

Dex vs. Ref

Damage

Squares

Your enemy is wounded. This shot will finish it off.

Eldritch Blast

Warlock (All) Attack 1

At-Will + Arcane, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha or Con vs. Ref
Hit: 1d10 + Cha or Con damage. Increase damage to 2d10 + Cha or Con at 21st level.
Special: At 1st level, you determine whether you use Cha or Con to attack with this power. Once you make that choice, you can't change it later. This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

	vs. Ref
Damage	

You fire a bolt of dark, crackling eldritch energy at your foe.

Dire Radiance

Warlock (Star) Attack 1

At-Will + Arcane, Fear, Implement, Radiant
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Fort
Hit: 1d6 + Con radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Con damage. Increase damage and extra damage to 2d6 + Con at 21st level.

	Con vs. Fort
Damage	

You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.

Hellish Rebuke

Warlock (Infernal) Attack 1

At-Will + Arcane, Fire, Implement
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 level.

	Con vs. Ref
Damage	

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.

Diabolic Grasp

Warlock (Infernal) Attack 1

Encounter + Arcane, Implement
Standard Action Ranged 10
Target: One creature of size Large or smaller
Attack: Con vs. Fort
Hit: 2d8 + Con damage, and you slide the target 2 squares.
Infernal Pact: You slide the target a number of squares equal to 1 + your Intelligence modifier.

	Con vs. Fort
Damage	
Squares	

You crook your hand into the shape of a claw, and a great talon of sulfurous darkness forms around your enemy. It rakes fiercely at him and drags him a short distance before dissipating again.

Dreadful Word

Warlock (Star) Attack 1

Encounter + Arcane, Fear, Implement, Psychic
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Will
Hit: 2d8 + Cha psychic damage, and the target takes a -1 penalty to Will defense until the end of your next turn.
Star Pact: The penalty to Will defense is equal to 1 + your Intelligence modifier.

	Cha vs. Will
Damage	
Will Penalty	

You whisper one word of an unthinkable cosmic secret to your foe. His mind reels in terror.

Vampiric Embrace

Warlock (Infernal) Attack 1

Encounter + Arcane, Implement, Necrotic
Standard Action Ranged 5
Target: One creature
Attack: Con vs. Will
Hit: 2d8 + Con necrotic damage, and you gain 5 temporary hit points.
Infernal Pact: You gain temporary hit points equal to 5 + your Intelligence modifier.

	Con vs. Will
Damage	
Hit Points	

A ribbon of twisting darkness streams from your hand to your target's heart, feeding on his vital force as you grow stronger.

Witchfire

Warlock (Fey) Attack 1

Encounter + Arcane, Fire, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Ref
Hit: 2d6 + Cha fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Fey Pact: The penalty to attack rolls is equal to 2 + your Intelligence modifier.

	Cha vs. Ref
Damage	
Attack Penalty	

From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.


Curse of the Dark Dream

Warlock (Fey) Attack 1

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.
Sustain Minor: You slide the target 1 square, whether you hit or miss (*save ends*).


	Cha vs. Will
Damage	

You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.



Beguiling Tongue

Warlock (Fey) Utility 2



Encounter + Arcane
Minor Action Personal
Effect: You gain a +5 power bonus to your next Bluff, Diplomacy, or Intimidate check during this encounter.

You channel the grace and glibness of your fey patrons for a time.



Eldritch Rain

Warlock (Fey) Attack 3




Encounter + Arcane, Implement
Standard Action Ranged 10
Targets: One creature, or two creatures no more than 5 squares apart from each other
Attack: Cha vs. Ref, one attack per target
Hit: 1d10 + Cha damage.
Fey Pact: Gain a bonus to each attack's damage roll equal to your Intelligence modifier.

Cha vs. Ref


Damage

You fire purple rays of eldritch power at your foes.



Otherwind Stride

Warlock (Fey) Attack 3




Encounter + Arcane, Implement, Teleportation
Standard Action Close burst 1
Target: Each creature in burst
Attack: Cha vs. Fort
Hit: 1d8 + Cha damage, and the target is immobilized until the end of your next turn.
Effect: You teleport 5 squares.
Fey Pact: You teleport a number of squares equal to 5 + your Intelligence modifier.

Cha vs. Fort

Damage


Squares

You call up an unseen maelstrom of fey power that lashes nearby creatures . . . and you step into the vortex and emerge somewhere a short distance away.



Crown of Madness

Warlock (Fey) Attack 5




Daily + Arcane, Charm, Implement, Psychic
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will
Hit: 2d6 + Cha psychic damage.
Miss: Half damage.
Sustain Minor: The target makes a melee basic attack against one of its adjacent allies of your choice (*save ends*).

Cha vs. Will


Damage

You cause an illusory, twisted crown to appear around the target's head. Under its psychic assault, your enemy loses the ability to distinguish friend from foe.




Warlock's Leap

Warlock (Fey) Utility 10




Daily + Arcane, Teleportation
Move Action Personal
Effect: You teleport 6 squares. You do not need line of sight to the destination, but if you attempt to teleport to a space you can't occupy, you don't move.

You leap through the mystic veil into the Feywild. An instant later, you return a short distance away and alight without traveling through the intervening air.



Mire the Mind

Warlock (Fey) Attack 7




Encounter + Arcane, Illusion, Implement, Psychic
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will
Hit: 1d10 + Cha psychic damage, and you and all of your allies in range are invisible to the target until the end of your next turn
Fey Pact: You gain a power bonus to Stealth checks equal to your Intelligence modifier until the end of the encounter.

Cha vs. Will


Damage

You assail your foe's mind with unreal images until he can see nothing else.



Curse of the Black Frost

Warlock (Fey) Attack 9




Daily + Arcane, Cold, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Ref
Hit: 2d8 + Cha cold damage.
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.

Cha vs. Ref


Damage

You create a fence of sharp frost-needles around your foe. They slowly freeze him, and if he moves or touches them, they grow longer and sharper.



Bewitching Whispers

Warlock (Fey) Attack 13




Encounter + Arcane, Charm, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will
Hit: Until the end of your next turn, the target treats all creatures as enemies for the purpose of opportunity attacks and must take every opportunity attack possible.
Fey Pact: The target gains a power bonus to these attack rolls equal to your Intelligence modifier.

Cha vs. Will


Attack Bonus

You whisper words of fey power, words that drive mortals to madness.



Curse of the Golden Mist


Warlock (Fey) Attack 15



Daily + Arcane, Charm, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will


Hit: The target loses its next standard action.
Sustain Standard: Make a Cha vs. Will attack against the target. On a hit, the target loses its next standard action. On a miss, the power ends.

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.




Infuriating Elusiveness

Warlock (Fey) Utility 16




Encounter + Arcane, Illusion, Teleportation
Move Action Personal
Effect: You become invisible and then teleport 4 squares. The invisibility lasts until the start of your next turn.

You will yourself across the boundary between worlds, teleporting a short distance. When you appear from the Feywild, you are surrounded by a glamor of invisibility.



Thirsting Tendrils

Warlock (Fey) Attack 17




Encounter + Arcane, Healing, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Fort

Hit: 3d6 + Cha damage, and you can spend a healing surge.
Fey Pact: You regain additional hit points equal to twice your Intelligence modifier.

You lower your hand, and rootlike tendrils shoot from your palm into the ground. An instant later they erupt from the earth beneath your enemy's feet and bore into his flesh, replenishing you with his vital force.


Damage

Healing Bonus



Delusions of Loyalty


Warlock (Fey) Attack 19



Daily + Arcane, Charm, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will


Hit: On its next turn, the target uses its standard action to make a basic attack against the last creature to attack you since your last turn. If no one attacked you since your last turn or if the target is unable to attack, the target loses its standard action.
Sustain Minor: When you sustain this power, you can repeat the attack against the target. If you miss, you can no longer sustain the power.

Your magic causes your enemy to perceive you as a comrade he must defend, even if he is now at odds with his former allies.




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.



Thorns of Venom

Warlock (Fey) Attack 23




Encounter + Arcane, Implement, Poison
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Fort

Hit: 3d8 + Cha poison damage, and the target is immobilized and takes a -2 penalty to AC and Ref defense until the end of your next turn.
Fey Pact: The penalty to AC and Ref defense is equal to 1 + your Intelligence modifier.


Raising your hands, you call up from the ground thick vines studded with long, poisonous thorns that wrap around your foe. He is held fast and pierced by the deadly thorns.

AC/Ref Penalty



Curse of the Twin Princes

Warlock (Fey) Attack 25




Daily + Arcane, Illusion, Implement, Psychic
Standard Action Ranged 5
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 hits, you take half damage and the target takes the 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.


You begin to steal the very semblance of your target. Those around you and your foe can't distinguish between the two of you any longer.

Damage



Curse of the Fey King

Warlock (Fey) Attack 27




Encounter + Arcane, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will

Hit: 3d10 + Cha damage. In addition, the first 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.


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.

Roll Bonus



Curse of the Dark Delirium

Warlock (Fey) Attack 29




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.
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.


Cha vs. Will

Hit Points



Armor of Agathys

Warlock (Infernal) Attack 1




Daily + Arcane, Cold
Standard Action Personal
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.

You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.


Hit Points

Damage



Fiendish Resilience


Warlock (Infernal) Utility 2



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


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.

Hit Points



Flames of Phlegethos

Warlock (Infernal) Attack 1



Daily + Arcane, Fire, Implement
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Ref
Hit: 3d10 + Con fire damage.
Effect: The target takes ongoing 5 fire damage (save ends).

Rivulets of clinging liquid fire appear and cascade over your target. Anything that is flammable ignites at once and burns long after the streams of magic fire fade away.

Con vs. Ref

Damage



Fiery Bolt

Warlock (Infernal) Attack 3




Encounter + Arcane, Fire, Implement
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Ref
Hit: 3d6 + Con fire damage, and creatures adjacent to the target take 1d6 + Con fire damage.
Infernal Pact: Creatures adjacent to the target take extra fire damage equal to your Intelligence modifier.

You call up a bolt of golden flame and hurl it at your foe. Anyone standing close to him is burned as well.

Con vs. Ref


Damage

Splash Damage



Avernian Eruption

Warlock (Infernal) Attack 5




Daily + Arcane, Fire, Implement
Standard Action Area burst 1 within 10 squares
Target: Each creature in burst
Attack: Con vs. Ref
Hit: 2d10 + Con fire damage.
Effect: The targets take ongoing 5 fire damage (save ends).

Acrid orange fumes hiss up from beneath the ground, and then suddenly ignite in a thundering detonation. Any creature in the area is burned by the searing flames.


Con vs. Ref

Damage



Curse of the Bloody Fangs

Warlock (Fey) Attack 5




Daily + Arcane, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. AC
Hit: 2d10 + Cha damage.
Miss: Half damage.
Sustain Minor: The target and any of your enemies adjacent to it take 1d10 damage (save ends).

You call up a pack of ferocious, phantasmal beasts from the darkest and most savage depths of the Feywild. Only their slaving fangs appear in this world, snapping and rending in a mad frenzy at the foe you have cursed.


Cha vs. AC

Damage




Shroud of Black Steel

Warlock (Infernal) Utility 6




Daily + Arcane, Polymorph
Minor Action Personal
Effect: You change your skin into living steel. You gain a +2 power bonus to AC and Fortitude defense but take a -2 penalty to speed until the end of the encounter. You can end this effect as a minor action.

Invoking the power of your dark patrons, you transform your skin into living steel, blackened and hard yet still supple enough to move. Your quickness suffers a bit, but you are much tougher and more resilient.




Spider Climb

Warlock (Infernal) Utility 6




Encounter + Arcane
Move Action Personal
Effect: On this move action, you move with a climb speed equal to your speed.

You bestow on yourself the ability to cling to almost any surface and climb as easily as an insect.



Howl of Doom

Warlock (Infernal) Attack 7




Encounter + Arcane, Fear, Implement, Thunder
Standard Action Close blast 3
Target: Each creature in blast
Attack: Con vs. Fort
Hit: 2d6 + Con thunder damage, and you push the target 2 squares.
Infernal Pact: You push the target a number of squares equal to 1 + your Intelligence modifier.

Con vs. Fort

Damage


Squares

You unleash a devastating shout that cracks stone and pulps flesh. Supernatural terror goes with your mighty blast, and your foes are driven back in fright.



Infernal Moon Curse

Warlock (Infernal) Attack 7




Encounter + Arcane, Implement, Poison
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Fort
Hit: 2d8 + Con poison damage, and the target is held immobilized 5 feet off the ground until the end of your next turn.
Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

Con vs. Fort


Damage

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.



Iron Spike of Dis

Warlock (Infernal) Attack 9




Daily + Arcane, Implement
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Ref
Hit: 3d10 + Con damage, and the target is immobilized (*save ends*).
Miss: Half damage, and the target is not immobilized.

Con vs. Ref


Damage

You call up a spear of red iron from the infernal regions and hurl it at your foe. Transfixing clothing, armor, flesh, or skin, it nails him to the spot where he stands.




Ambassador Imp

Warlock (Infernal) Utility 10




Daily + Arcane, Conjunction
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.



Harrowstorm

Warlock (Infernal) Attack 13




Encounter + Arcane, Implement, Thunder
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Fort
Hit: 2d10 + Con thunder damage, and you slide the target 5 squares.
Infernal Pact: You slide the target a number of squares equal to 5 + your Intelligence modifier.

Con vs. Fort

Damage


Squares

You call up a churning cyclone from the nether planes. It surrounds your enemy, battering him with deafening claps of thunder and hurling him a short distance.



Soul Flaying

Warlock (Infernal) Attack 13



Encounter + Arcane, Implement, Necrotic
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Will
Hit: 2d8 + Con necrotic damage, and the target is weakened until the end of your next turn.
Infernal Pact: The attack deals extra damage equal to your Intelligence modifier.

Con vs. Will

Damage

You sear your enemy's soul with a bolt of emerald energy, which weakens him greatly for a short time.



Fireswarm

Warlock (Infernal) Attack 15




Daily + Arcane, Fire, Implement, Poison
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Ref
Hit: 4d10 + Con fire and poison damage.
Sustain Standard: Make a Con vs. Fort attack against the target. On a hit, the target and each creature adjacent to it takes 2d10 + Con fire and poison damage. On a miss, you deal half damage and the power ends.

Con vs. Ref

Damage


Sustain Attack

Fiery scorpions crawl out of cracks in the ground and swarm your enemy, stinging madly and spreading out to engulf other nearby creatures.



Thirsting Maw

Warlock (Infernal) Attack 15




Daily + Arcane, Implement
Standard Action Ranged 5
Target: One creature
Attack: Con vs. Fort
Hit: 4d8 + Con damage, and you regain hit points equal to half the amount of damage dealt.
Sustain Minor: The target takes 2d8 damage (save ends). Each time the target takes this damage, you regain hit points equal to half the damage.

Con vs. Fort


Damage

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.




Cloak of Shadow

Warlock (Infernal) Utility 16




Encounter + Arcane
Move Action Personal
Effect: Fly a number of squares equal to your speed + 2. If you don't land at the end of this move, you fall. Until the end of your next turn, you are insubstantial, and you cannot affect, attack, or use powers on creatures or objects.

You briefly become a flying shadow, swift and insubstantial.



Warlock's Bargain

Warlock (Infernal) Attack 17




Encounter + Arcane, Implement
Standard Action Ranged 5
Target: One creature
Attack: Con vs. Fort
Hit: You take damage equal to your level, and the target takes 3d10 + Con damage plus extra damage equal to one-half your level.
Infernal Pact: If you hit, you take damage equal to your level minus your Intelligence modifier.

Con vs. Fort

Damage


Self Damage

You forge a link between your enemy's soul and your own, and then you surrender it to your fiendish patrons. It hurts you, but he suffers more.



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




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.

You sprout a large pair of leathery wings from your back.



Spiteful Darts

Warlock (Infernal) Attack 23




Encounter + Arcane, Implement
Standard Action Close blast 5
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 squares equal to 3 + your Intelligence modifier.

Con vs. Ref

Damage


Squares

You create scores of large, infernal darts and send 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.



Tartarean Tomb

Warlock (Infernal) Attack 25




Daily + Arcane, Implement
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Ref
Hit: 5d10 + Con damage, and the target is entombed (save ends). An entombed target is immobilized and lacks line of sight and line of effect to any space other than its own. All creatures other than you cannot gain line of sight or line of effect to the target.
Miss: Half damage, and the target is immobilized (save ends).

Con vs. Ref


Damage

You create a battering storm of rune-scribed black iron plates around your foe. As they whirl and strike, they quickly assemble into a coffinlike prison of iron and shadow.



Hellfire Curse

Warlock (Infernal) Attack 27



Encounter + Arcane, Fire, Implement
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Fort
Hit: 5d10 + Con fire damage.
Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

Con vs. Fort

Damage

You level your clenched fist toward your foe and unleash a terrific blast of black flames.




Hurl through Hell

Warlock (Infernal) Attack 29




Daily + Arcane, Fear, Fire, Implement, Teleportation
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Will
Hit: 7d10 + Con fire damage, and the target disappears into the Nine Hells until the end of your next turn. The target returns to the same square it left, or the nearest unoccupied square, and is prone and stunned (*save ends*).
Sustain Minor: If you spend a minor action to sustain the power, the target's return is delayed until the end of your next turn. You can sustain the power no more than three times.
Miss: Half damage, and the target does not disappear.
You create a battering storm of rune-scribed black iron plates around your foe. As they whirl and strike, they quickly assemble into a coffinlike prison of iron and shadow.

	Con vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>




Dread Star

Warlock (Star) Attack 1




Daily + Arcane, Fear, Implement, Radiant
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will
Hit: 3d6 + Cha radiant damage, and the target is immobilized until the end of your next turn.
Effect: The target takes a -2 penalty to Will defense (*save ends*).
You create a fist-sized orb of painful blue-white radiance that whirls around your enemy, searing him. Fierce rays shoot from it like jabbing daggers of light, fencing him in where he stands.

	Cha vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>




Ethereal Stride

Warlock (Star) Utility 2




Encounter + Arcane, Teleportation
Move Action Personal
Effect: You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.
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.




Frigid Darkness

Warlock (Star) Attack 3




Encounter + Arcane, Cold, Fear, Implement
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Fort
Hit: 2d8 + Con cold damage, and the target grants combat advantage to you and your allies until the end of your next turn.
Star Pact: The target takes a penalty to AC equal to your Intelligence modifier until the end of your next turn.
You create a freezing black shadow around your foe, a small taste of the icy darkness in the depths of the night sky. He is unable to see well enough to defend himself while the shadows cling to him.

	Con vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	AC Penalty
	<input style="width: 100%; height: 30px;" type="text"/>




Hunger of Hadar

Warlock (Star) Attack 5




Daily + Arcane, Implement, Necrotic, Zone
Standard Action Area burst 1 within 10 squares
Effect: The burst creates a zone of darkness until the end of your next turn, blocking line of sight. Creatures that enter the zone or start their turns there take 2d10 necrotic damage.
Sustain Minor: When you sustain the power, you make a secondary attack.
Secondary Target: Each creature within the zone
Secondary Attack: Con vs. Fort
Hit: 1d6 + Con necrotic damage.
You create a zone of complete, impermeable darkness filled with flying, fluttering, fanged shadows. The shadows rend at the very life force of creatures caught within.

	Zone Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Con vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>




Dark One's Own Luck

Warlock (Star) Utility 6




Daily + Arcane
Free Action Personal
Trigger: You make a roll you dislike
Effect: Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.
Refusing the result that fate has decreed for you, you invoke stars of uncertainty and try to rewrite what has been written.




Sign of Ill Omen

Warlock (Star) Attack 7




Encounter + Arcane, Implement
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will
Hit: 2d6 + Cha damage, and the target must roll twice for its next attack and use the lower of the two rolls.
Star Pact: When the target rolls twice, it takes a penalty to both rolls equal to your Intelligence modifier.
You sketch a glowing rune in the air with your fingertip, invoking misfortune upon your enemy. Lines of eldritch power slash across his body as you draw your sign, and fate itself turns against him for a short time.

	Cha vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Roll Penalty
	<input style="width: 100%; height: 30px;" type="text"/>




Summons of Khirad

Warlock (Star) Attack 9




Daily + Arcane, Implement, Psychic, Teleportation
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Will
Hit: 2d10 + Con psychic damage, and you teleport the target to an unoccupied square within 3 squares of you.
Sustain Minor: Make a Con vs. Will attack against the target. On a hit, you teleport the target to an unoccupied square within 3 squares of you. On a miss, the effect ends.
A pale blue flame springs up from your brow as you invoke Khirad, a star of dire portent. Your enemy's mind burns with Khirad's flame, and you teleport him where you wish.

	Con vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>



Thief of Five Fates

Warlock (Star) Attack 9



Daily + Arcane, Implement

Standard Action Ranged 10


Target: One creature

Attack: Cha vs. Will

Hit: Until the end of your next turn, whenever the target makes a saving throw or an attack roll, you roll a d20 without modifiers. If your result is higher than the target's unmodified die roll, the target's attack misses or the target's saving throw fails.


Sustain Minor: Make a Cha vs. Will attack against the target. On a hit, the effect continues. On a miss, the effect ends.

You bind your target's fortunes to five ill-omened stars. Under their dire influence, all sorts of mischance and bad luck befall your enemy.



Shadow Form

Warlock (Star) Utility 10




Daily + Arcane, Polymorph

Minor Action Personal


Effect: You assume a shadowy form until the end of the encounter or for 5 minutes. In this form you are insubstantial, gain fly 6, and can't take standard actions. Reverting to your normal form is a minor action.

You fly apart into a swarm of batlike shadows.



Shielding Shades

Warlock (Star) Utility 10




Daily + Arcane

Immediate Reaction Personal

Trigger: You are hit by an attack


Effect: Reduce the attack's damage to 0. If the attack targets other creatures, they take damage as normal.

You call up a swirling shield of darkness from some far domain, interposing it between yourself and dire peril.



Coldfire Vortex

Warlock (Star) Attack 13



Encounter + Arcane, Implement; Cold or Radiant

Standard Action Ranged 10

Primary Target: One creature

Attack: Con vs. Fort

Hit: 2d10 + Con damage (choose cold or radiant damage). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: Con vs. Ref

Hit: 1d10 + Con damage (choose cold or radiant damage).


Star Pact: You gain a bonus to damage rolls against the secondary targets equal to your Intelligence modifier.

Con vs. Fort

Damage


Secondary

You create a spinning vortex of brilliant but frigid energy around your foe. Racing streamers of luminous coldfire lash all creatures nearby.



Tendrils of Thuban

Warlock (Star) Attack 15



Daily + Arcane, Cold, Implement, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Con vs. Fort

Hit: 4d10 + Con cold damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of tendrils that lasts until the end of your next turn.


Sustain Minor: Make a Con vs. Fort attack against all targets within the zone. On a hit, the target takes 1d10 + Con cold damage and is immobilized (save ends).

Con vs. Fort

Damage


Sustain Attack

From the frozen emerald seas under the star Thuban, you call forth dozens of glimmering green tentacles. Reaching down from overhead, they seize your enemies, draining the heat from their bodies and holding them immobile.



Eye of the Warlock

Warlock (Star) Utility 16




Daily + Arcane

Minor Action Ranged 10

Target: One creature


Effect: You see through the target's eyes. The target is not aware that you are doing so. You have line of sight and line of effect from the target for your attacks. Your warlock powers can originate in the target's square. Each time you use a power through this link, a mystical third eye briefly appears upon the target's brow (save ends).

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



Strand of Fate

Warlock (Star) Attack 17



Encounter + Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Cha vs. Ref

Hit: 1d8 + Cha damage, and the target gains vulnerability 10 to all attacks until the end of your next turn.


Star Pact: The vulnerability increases to 10 + your Intelligence modifier.

Cha vs. Ref

Damage


Vulnerability

You call upon a snaking strand of distilled fate that lances toward your foe. If he can't evade it, terrible misfortune ensues.



Wrath of Acamar

Warlock (Star) Attack 19



Daily + Arcane, Implement, Necrotic, Teleportation

Standard Action Ranged 10

Target: One creature

Attack: Cha vs. Ref


Hit: 4d10 + Cha necrotic damage, and the target disappears into a starry realm (save ends).

Special: While in the starry realm, the target cannot take actions, cannot be targeted, and takes 1d10 necrotic damage at the start of its turn. On a save, it returns to the space it was last in. If that space is occupied, the target returns to the nearest unoccupied space of its choice.

Cha vs. Ref


Damage

You fire a ray of crackling black energy at your enemy. At its touch, he is instantly hurled headlong into the soul-draining depths of Acamar, a dark and distant star.




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.



Dark Transport

Warlock (Star) Attack 23




Encounter + Arcane, Implement, Teleportation
Standard Action Ranged 10
Target: One creature
Attack: Cha vs. Will
Hit: 4d10 + Cha damage, and you can swap places with the target.
Star Pact: After swapping places with the target, you can teleport a number of squares equal to your Intelligence modifier.

Cha vs. Will

Damage


Squares

You forge a short-lived dimensional gate that slices through your opponent. If you wish, you can leap through the gate and take his place while banishing him to the spot you were just in.



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.

Con vs. Will


Damage

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.



Banish to the Void

Warlock (Star) Attack 27




Encounter + Arcane, Fear, Implement, Teleportation
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Will
Hit: 2d10 + Con damage. The target disappears into a starry realm. At the start of its next turn, the target reappears in its original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice). The target makes a melee basic attack against the nearest target on its next turn. Until the end of your next turn, all creatures treat the target as an enemy with respect to provoking opportunity attacks, and the target must take every opportunity attack possible.
Star Pact: The target gains a power bonus to attack rolls equal to your Int. This bonus applies only to attack rolls it makes due to this power.

Con vs. Will

Damage


Attack Bonus

You hurl your foe screaming into the skies, and he disappears to some remote and terrible corner of the cosmos. When he returns, madness overwhelms him.



Doom of Delban

Warlock (Star) Attack 29




Daily + Arcane, Cold, Fear, Implement
Standard Action Ranged 10
Target: One creature
Attack: Con vs. Fort
Hit: 5d10 + Con cold damage.
Miss: Half damage.
Sustain Standard: You can attack the same target or switch to a new target within range. Make an attack (as above) and increase the cold damage by 1d10 each time this power hits. Each time you sustain this power, you take 2d10 damage.

Con vs. Fort


Damage

A single slanting shaft of frigid starlight strikes your enemy from above and clings to him. Under its unbearable touch, flesh becomes white ice and steel shatters like glass, but you must pay a price to keep Delban's deadly light focused on your foes.



Fates Entwined

Warlock (Star—Doomsayer) Attack 11




Encounter + Arcane, Fear, Implement, Psychic
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Will
Hit: 2d8 + Cha psychic damage. Until the end of your next turn, when you take damage, the target takes half that amount of psychic damage.

Cha vs. Will


Damage

You lodge a painful psychic shard in your enemy's brain that resonates whenever you take damage.




Accursed Shroud

Warlock (Star—Doomsayer) Utility 12




Daily + Arcane
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.



Long Fall into Darkness

Warlock (Star—Doomsayer) Attack 20




Daily + Arcane, Fear, Implement, Psychic
Standard Action Ranged 20
Target: One creature
Attack: Cha vs. Will
Hit: 4d8 + Cha psychic damage, and the target is stunned until the end of its next turn and knocked prone.
Miss: Half damage, and the target is dazed until the end of its next turn.

Cha vs. Will


Damage

You point a finger at your foe, and a gaping pit opens beneath him. The pit is merely a figment of his imagination, but he plunges into the darkness nonetheless until, at last, he hits the bottom.



Will of the Feywild


Warlock (Fey—Feytouched) Attack 11



Encounter + Arcane, Charm, Implement, Psychic, 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 creature of your choice.
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.



Twilight Teleport


Warlock (Fey—Feytouched) Utility 12



Daily + Arcane, Teleportation
Free Action Ranged 20


Trigger: A creature within range and affected by your Warlock's Curse drops to 0 hit points or fewer
Effect: You teleport yourself or another creature into the triggering creature's space.

An enemy falls to your curse, and another creature appears in its place, surrounded by motes of twilight.



Whispers of the Fey


Warlock (Fey—Feytouched) Attack 20



Daily + Arcane, Implement, Psychic
Standard Action Close burst 5
Cha vs. Will


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 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.



Soul Scorch


Warlock (Infernal—Life-Stealer) Attack 11



Encounter + Arcane, Fire, Implement, Necrotic
Standard Action Ranged 10
Con vs. Will


Target: One creature
Attack: Con vs. Will
Hit: 3d8 + Con fire and necrotic damage.
Effect: If the target creature has the same origin as a life spark you possess, you can expend that life spark to deal an extra 10 damage to the target.

As black fire immolates your adversary, you release one of your life sparks. Your foe cries out in pain as he feels the life ebb from his body.



Life Spark Summons


Warlock (Infernal—Life-Stealer) Utility 12



Daily + Arcane
Minor Action Ranged 10


Effect: Expend a life spark you possess. Place the creature from which you received that life spark back in the encounter within the 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.



Soultheft


Warlock (Infernal—Life-Stealer) Attack 20



Daily + Arcane, Implement, Necrotic
Standard Action Ranged 5
Con vs. Fort


Targets: One, two, or three creatures
Attack: Con vs. Fort, one attack per target
Hit: 3d8 + Con necrotic damage, and you gain a life spark from any target that drops to 0 hit points or fewer as a result of this attack.
Miss: Half damage, and no life spark.

You engulf your enemies in crackling purple energy. As they crumple, blazing motes of soul-light rise up from their bodies and fly into your grasp.



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.



Cleave

Fighter Attack 1



At-Will + Martial, Weapon
Standard Action Melee weapon
Str vs. AC

Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Str damage, and an enemy adjacent to you other than the target takes damage equal to your Str.
 Increase damage to 2[W] + Str at 21st level.

You hit one enemy, then cleave into another.

Reaping Strike

Fighter Attack 1

At-Will + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Str damage. Increase damage to 2[W] + Str at 21st level.
Miss: Half Str damage. If you're wielding a two-handed weapon, you deal damage equal to your Str.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Damage	<input style="width: 100%; height: 20px;" type="text"/>
	Miss	<input style="width: 100%; height: 20px;" type="text"/>

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

Sure Strike

Fighter Attack 1

At-Will + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength + 2 vs. AC
Hit: 1[W] damage.
 Increase damage to 2[W] at 21st level.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Damage	<input style="width: 100%; height: 20px;" type="text"/>

You trade power for precision.

Tide of Iron

Fighter Attack 1

At-Will + Martial, Weapon
Standard Action Melee weapon
Requirement: Shield
Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.
 Increase damage to 2[W] + Str at 21st level.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Damage	<input style="width: 100%; height: 20px;" type="text"/>

After each mighty swing, you bring your shield to bear and use it to push your enemy back.

Covering Attack

Fighter Attack 1

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and an ally adjacent to the target can shift 2 squares.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Damage	<input style="width: 100%; height: 20px;" type="text"/>

You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that same foe.

Passing Attack

Fighter Attack 1

Encounter + Martial, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str damage, and you can shift 1 square. Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Str + 2 vs. AC
Hit: 1[W] + Str damage.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Damage	<input style="width: 100%; height: 20px;" type="text"/>
	Secondary Atk	<input style="width: 100%; height: 20px;" type="text"/>

You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.

Spinning Sweep

Fighter Attack 1

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str damage, and you knock the target prone.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Damage	<input style="width: 100%; height: 20px;" type="text"/>

You spin beneath your enemy's guard with a long, powerful cut, and then sweep your leg through his an instant later to knock him head over heels.

Steel Serpent Strike

Fighter Attack 1

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and the target is slowed and cannot shift until end of your next turn.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Damage	<input style="width: 100%; height: 20px;" type="text"/>

You stab viciously at your foe's knee or foot to slow him down. No matter how tough he is, he's going to favor that leg for a time.


Brute Strike

Fighter Attack 1

Daily + Martial, Reliable, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	<input style="width: 100%; height: 20px;" type="text"/>
	Damage	<input style="width: 100%; height: 20px;" type="text"/>

You shatter armor and bone with a ringing blow.



Comeback Strike

Fighter Attack 1




Daily + Healing, Martial, Reliable, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and you can spend a healing surge.

Str vs. AC


Damage

A timely strike against a hated foe invigorates you, giving you the Str and resolve to fight on.



Villain's Menace

Fighter Attack 1




Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.
Miss: Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

Str vs. AC


Damage

You strike your enemy hard and hound him with skilled parries and stern reprisals.



Boundless Endurance


Fighter Utility 2



Daily + Healing, Martial, Stance
Minor Action Personal
Effect: You gain regeneration 2 + your Con when you are bloodied.


Regeneration

You shake off the worst of your wounds.




Get Over Here

Fighter Utility 2




Encounter + Martial
Move Action Melee 1
Target: One willing adjacent ally
Effect: You slide the target 2 squares to a square that is adjacent to you.

You pull one of your allies into a more advantageous position.




No Opening

Fighter Utility 2




Encounter + Martial
Immediate Interrupt Personal
Trigger: An enemy attacks you and has combat advantage against you
Effect: Cancel the combat advantage you were about to grant to the attack.

You raise your weapon or shield to block an opening in your



Unstoppable


Fighter Utility 2



Daily + Healing, Martial
Minor Action Personal
Effect: You gain temporary hit points equal to 2d6 + your Con.


Hit Points

You let your adrenaline surge carry you through the battle.



Armor-Piercing Thrust

Fighter Attack 3




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
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.
Hit: 1[W] + Str damage.
Weapon: If you're wielding a light blade or a spear, you gain a bonus to the damage roll equal to your Dex.

Str vs. Ref


Damage

You drive your weapon through a weak point in your foe's defenses.



Crushing Blow

Fighter Attack 3




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage.
Weapon: If you're wielding an axe, a hammer, or a mace, you gain a bonus to the damage roll equal to your Con.

Str vs. AC


Damage

You wind up and deliver a devastating blow with your weapon.



Dance of Steel


Fighter Attack 3



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage.
Weapon: If you're wielding a polearm or a heavy blade, the target is slowed until the end of your next turn.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Weaving your weapon in a graceful figure-eight, you lash out with a sudden attack.



Precise Strike


Fighter Attack 3



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str + 4 vs. AC
Hit: 1[W] + Str damage.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You trade damage for accuracy when you really want to land an attack on your opponent.



Rain of Blows


Fighter Attack 3



Encounter + Martial, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. AC, two attacks
Hit: 1[W] + Str damage.
Weapon: If you're wielding a light blade, a spear, or a flail and have Dexterity 15 or higher, make a secondary attack.
Secondary Target: The same or a different target
Secondary Attack: Str vs. AC
Hit: 1[W] + Str damage.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

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



Sweeping Blow


Fighter Attack 3



Encounter + Martial, Weapon
Standard Action Close burst 1
Target: Each enemy in burst you can see
Attack: Str vs. AC
Weapon: If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Str.
Hit: 1[W] + Str damage.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You put all your Str into a single mighty swing that strikes many enemies at once.



Crack the Shell


Fighter Attack 5



Daily + Martial, Reliable, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You break through your enemy's armor and deal a painful bleeding wound.



Dizzying Blow


Fighter Attack 5



Daily + Martial, Reliable, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and the target is immobilized (save ends).


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You crack your foe upside the head.



Rain of Steel


Fighter Attack 5



Daily + Martial, Stance, Weapon
Minor Action Personal
Effect: Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.


	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You constantly swing your weapon about, slashing and cutting into nearby enemies.




Battle Awareness

Fighter Utility 6




Daily + Martial
No Action Personal
Effect: You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.

No villain or monster can get the drop on you!




Defensive Training

Fighter Utility 6




Daily + Martial, Stance
Minor Action Personal
Effect: Gain a +2 power bonus to your Fortitude, Reflex, or Will defense.

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




Unbreakable

Fighter Utility 6




Encounter + Martial
Immediate Reaction Personal
Trigger: You are hit by an attack
Effect: Reduce the damage from the attack by 5 + your Con.

You steel yourself against a brutal attack.



Come and Get It

Fighter Attack 7




Encounter + Martial, Weapon
Standard Action Close burst 3
Target: Each enemy in burst you can see
Effect: Each target must shift 2 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (*close burst 1*).
Attack: Str vs. AC
Hit: 1[W] + Str damage.

Str vs. AC


Damage

You call your opponents toward you and deliver a blow they will never forget.



Griffon's Wrath

Fighter Attack 7




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and the target takes a -2 penalty to AC until the end of your next turn.

Str vs. AC


Damage

You rain several heavy overhand blows down on your foe. They force him to raise his guard high to meet your attack, exposing a vulnerable spot for your next attack—the underarm, side, or belly.



Iron Bulwark

Fighter Attack 7




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage.
Effect: You gain a +1 power bonus to AC (*or a +2 bonus if you're using a shield*) until the end of your next turn.

Str vs. AC


Damage

You use your weapon or shield to parry one blow after another, denying your foes the satisfaction of getting in a solid hit against you.



Reckless Strike

Fighter Attack 7




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str -2 vs. AC
Hit: 3[W] + Str damage.

Str vs. AC


Damage

You trade precision for power.



Sudden Surge

Fighter Attack 7




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage.
Effect: Move a number of squares equal to your Dex (*minimum 1*).

Str vs. AC

Damage

Squares

You throw your weight into a strike, using the momentum of the swing to surge forward.



Shift the Battlefield

Fighter Attack 9




Daily + Martial, Weapon
Standard Action Close burst 1
Target: Each enemy in burst you can see
Attack: Str vs. AC
Hit: 2[W] + Str damage, and you slide the target 1 square.
Miss: Half damage.

Str vs. AC


Damage

With supreme skill and great resolve, you beat your enemies back.



Thicket of Blades

Fighter Attack 9




Daily + Martial, Reliable, Weapon
Standard Action Close burst 1
Target: Each enemy in burst you can see
Attack: Str vs. AC
Hit: 3[W] + Str damage, and the target is slowed (save ends).

Str vs. AC


Damage

You sting and hinder nearby foes with a savage flurry of strikes aimed at their legs.



Victorious Surge

Fighter Attack 9




Daily + Healing, Martial, Reliable, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and you regain hit points as if you had spent a healing surge.

Str vs. AC


Damage

You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.




Into the Fray

Fighter Utility 10




Encounter + Martial
Minor Action Personal
Effect: You can move 3 squares, as long as you can end your move adjacent to an enemy.

You unleash a fierce battle cry as you leap boldly into the fray.




Last Ditch Evasion

Fighter Utility 10




Daily + Martial
Immediate Interrupt Personal
Trigger: You are hit by an attack
Effect: You take no damage from the attack that just hit you. However, you are stunned and take a -2 penalty to all defenses until the end of your next turn.

Thanks to a combination of skill and luck, you narrowly avoid an attack but leave yourself perilously exposed.




Stalwart Guard

Fighter Utility 10




Daily + Martial
Minor Action Close burst 1
Target: Each ally in burst
Effect: The targets gain a +1 shield bonus to AC until the end of the encounter. If you are using a shield, increase the bonus to +2 and apply it to your allies' Reflex defense as well.

Your thoughts turn to defense as you begin using your weapon or shield to protect nearby allies.



Anvil of Doom

Fighter Attack 13




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and the target is dazed until the end of your next turn.
Weapon: If you're wielding a hammer or a mace, the target is stunned rather than dazed.

Str vs. AC


Damage

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



Chains of Sorrow

Fighter Attack 13




Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and the target takes a -2 penalty to all defenses until the end of your next turn.
Weapon: If you're wielding a flail, the target's takes a penalty to all defenses equal to your Dex.

Str vs. AC

Damage


Penalty

You deliver a ferocious blow and catch your enemy's armor, shield, or claws with your weapon as you draw back for another attack. Your recovery wrenches your enemy out of place.



Giant's Wake

Fighter Attack 13



Encounter + Martial, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage. Make a secondary attack.
Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Con.
Secondary Target: Each enemy adjacent to the primary target and within your melee reach
Secondary Attack: Str vs. AC
Hit: 1[W] + Str damage.
Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Con.

Str vs. AC

Damage

Secondary Dmg

You lay about with heavy, sweeping blows, hewing your enemies left and right.



Silverstep

Fighter Attack 13



Encounter + Martial, Weapon

Standard Action Melee weapon

Targets: One or two creatures

Attack: Str vs. AC, one attack per target

Hit: 2[W] + Str damage, and you push the target 1 square.


Weapon: If you're wielding a spear or a polearm, you push the target a number of squares equal to your Dex.

Effect: You shift 1 square.

Weapon: If you're wielding a spear or a polearm, you can shift a number of squares equal to your Dex.


You trip your enemies, knocking them back. As they recover, you shift to a more advantageous position.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Squares	
	<input style="width: 100%; height: 20px;" type="text"/>	



Storm of Blows

Fighter Attack 13



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC


Hit: 1[W] + Str damage.

Weapon: If you're wielding a heavy blade or a light blade, you gain a bonus to the damage roll equal to your Dex.

Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can then shift 1 square and repeat the attack against a third target within reach. After the final attack, you can shift 1 square.


You duck and weave between your enemies while slashing at them ferociously.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	



Talon of the Roc

Fighter Attack 13



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Str vs. AC

Hit: 3[W] + Str damage, and the target is slowed until the end of your next turn.

Weapon: If you're wielding a pick or a spear, the target also cannot shift until the end of your next turn.

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

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	



Dragon's Fangs

Fighter Attack 15



Daily + Martial, Weapon

Standard Action Melee weapon

Targets: One or two creatures


Attack: Str vs. AC, two attacks against one target or one attack against each target

Hit: 3[W] + Str damage.

Miss: Half damage.


You strike twice in rapid succession.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	



Serpent Dance Strike

Fighter Attack 15



Daily + Martial, Weapon

Standard Action Melee weapon

Target: One creature


Attack: Str vs. AC

Hit: 2[W] + Str damage, and the target is knocked prone if it is your size or smaller.

Effect: After the attack, you can shift 1 square and repeat the attack against another target within reach. You can shift and repeat the attack up to three times against different targets.


You weave through the battlefield, striking like a hungry serpent and sweeping the feet out from under your enemies.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	



Unyielding Avalanche

Fighter Attack 15




Daily + Healing, Martial, Stance, Weapon

Minor Action Personal

Effect: You gain regeneration equal to your Con, a +1 power bonus to AC, and a +1 power bonus to saving throws. Any enemy that starts its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn, as long as you are able to make opportunity attacks.


You twirl your weapon about and test the defenses of nearby foes while expertly parrying their blows.

	Regeneration	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	



Interposing Shield

Fighter Utility 16




Encounter + Martial

Immediate Interrupt Melee 1

Trigger: An adjacent ally is hit by an attack


Effect: The ally gains a +2 power bonus to AC and Reflex defense against the triggering attack. If you are using a shield, increase the bonus to +4.

Using your weapon or shield, you block an attack made against a close ally.



Iron Warrior

Fighter Utility 16



Daily + Healing, Martial

Minor Action Personal

Effect: You spend a healing surge, regain additional hit points equal to 2d6 + your Con, and make a saving throw against one effect that a save can end.

Like a tankard of bad ale, you don't go down easy.

	Healing	
	<input style="width: 100%; height: 20px;" type="text"/>	

Surprise Step

Fighter Utility 16

Encounter + Martial
Immediate Reaction Personal
Trigger: An adjacent enemy moves away from you
Effect: Shift into the square that the enemy vacated. You have combat advantage against that enemy until the end of your next turn.

You dog your enemy's footsteps, refusing to yield.

Exacting Strike

Fighter Attack 17

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str + 6 vs. AC
Hit: 2[W] + Str damage.

Str vs. AC

Damage

You trade damage for accuracy to land a much-needed hit on your opponent.

Exorcism of Steel

Fighter Attack 17

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Reflex
Hit: 2[W] + Str damage, and the target drops one weapon it is holding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (*in your square*).

Str vs. Ref

Damage

You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon.

Harrying Assault

Fighter Attack 17

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage.
Effect: After the attack, you can move a number of squares equal to your Dex and make a melee basic attack after your move.

Str vs. AC

Damage

Squares

You frustrate your enemy, landing a calculated blow and then moving away before he can retaliate.

Mountain Breaking Blow

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 3 squares.
Effect: After the attack, you can shift the same distance you pushed the target. You must end your move adjacent to the target.

Str vs. AC

Damage

You land a ringing blow, then push your enemy back without giving other nearby enemies the opportunity to strike you.

Vorpal Tornado

Fighter Attack 17

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. You push the target 1 square, and it is knocked prone.

Str vs. AC

Damage

You become a whirling cyclone of death, spinning your weapon about as you strike one foe after another, pushing them back and knocking them down.

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 2 squares.
Special: All of your enemies within 2 squares of the target are marked until the end of your next turn.

Str vs. AC

Damage

You land a mighty blow that causes your foe to stagger backward. With a wicked grin, you hoist your weapon and flash it menacingly at other enemies nearby.

Devastation's Wake

Fighter Attack 19


Daily + Martial, Weapon
Standard Action Close burst 1
Primary Target: Each enemy in burst you can see
Attack: Str vs. AC
Hit: 3[W] + Str damage.
Miss: Half damage.
Effect: Until the start of your next turn, adjacent enemies are subject to a secondary attack.
Secondary Target: Any enemy that moves adjacent to you or starts its turn adjacent to you
Secondary Attack: Str vs. AC
Hit: 1[W] + Str damage.

Str vs. AC

Damage


Secondary Dmg

You thrash your foes with a devastating array of strikes, and then unleash your fury a second time against anyone left standing.



Reaving Strike


Fighter Attack 19



Daily + Martial, Reliable, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 5[W] + Str damage, and you push the target 1 square.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You swing your weapon in a terrific arc, hitting with such force that your foe stumbles backward.



Strike of the Watchful Guard


Fighter Attack 19



Daily + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage.
Effect: Until the end of the encounter, you can make a melee basic attack against the target as a free action if you are adjacent to it and it either shifts or attacks one of your allies.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

After landing a tremendous blow, you dog your enemy and make him think twice about turning his back on you.




Act of Desperation

Fighter Utility 22




Daily + Martial
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.




No Surrender

Fighter Utility 22




Daily + Healing, Martial
No Action Personal
Trigger: Your hit points drop to 0 or lower
Effect: You regain enough hit points to bring you to one-half your maximum hit points. However, you take a -2 penalty to attack rolls until the end of the encounter.

You refuse to go down, turning a death blow into one last chance for victory.



Cage of Chains


Fighter Attack 23



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Reflex
Hit: 4[W] + Str damage.
Weapon: If you're wielding a flail and are adjacent to the target at the end of your turn, the target is restrained until the start of your next turn.


	Str vs. Ref
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

After landing a decisive blow, you skillfully use your weapon to entangle and restrain your opponent.



Fangs of Steel


Fighter Attack 23



Encounter + Martial, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage. Make a secondary attack.
Weapon: If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dex.
Secondary Target: One creature adjacent to the primary target and within your melee reach
Secondary Attack: Str vs. AC
Hit: 2[W] + Str damage
Weapon: If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dex.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Secondary Dmg
	<input style="width: 100%; height: 30px;" type="text"/>

You lunge forward and draw blood from one enemy, then spin around and strike another foe with deadly ferocity.



Hack 'n' Slash


Fighter Attack 23



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage.
Weapon: If you're wielding an axe, you gain a bonus to the damage roll equal to your Con.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You swing your weapon in deadly arcs, mercilessly hacking and slashing at your foe's armor until finally you break through.



Paralyzing Strike


Fighter Attack 23



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Weapon: If you're wielding a pick, a polearm, or a spear, you can score a critical hit on a roll of 18-20.
Hit: 3[W] + Str damage, and the target is immobilized until the end of your next turn.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You swing your weapon in deadly arcs, mercilessly hacking and slashing at your foe's armor until finally you break through.



Skullcrusher

Fighter Attack 23



Encounter + Martial, Weapon

Standard Action Melee weapon

Target: One creature


Attack: Str vs. AC

Hit: 4[W] + Str damage, and the target is dazed until the end of your next turn.

Weapon: If you're wielding a hammer or a mace, you gain a bonus to the damage roll equal to your Con, and your enemy is blinded until the end of your next turn.


	Str vs. AC
	Damage

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



Warrior's Urging

Fighter Attack 23



Encounter + Charm, Martial, Weapon

Standard Action Close burst 4

Target: Each enemy in burst you can see


Effect: Each target must shift 3 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (*close burst 1*).

Attack: Str vs. AC

Hit: 2[W] + Str damage.


	Str vs. AC
	Damage

You call your opponents toward you and strike out with lashing blows.



Reaper's Stance

Fighter Attack 25



Daily + Martial, Stance, Weapon

Minor Action Personal

Effect: Whenever you use a fighter power, you 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 Bonus
	Damage

Every enemy within your reach falls victim to the ruthless precision of your attacks and suffers bleeding wounds.



Reign of Terror

Fighter Attack 25



Daily + Martial, Reliable, Weapon

Standard Action Melee weapon


Target: One creature

Attack: Str vs. AC

Hit: 6[W] + Str damage, and all of your enemies you can see are marked until the end of your next turn.


	Str vs. AC
	Damage

After smashing your weapon into a foe with amazing force, you cast your baleful glare upon the enemies that still stand before you.



Supremacy of Steel

Fighter Attack 25



Daily + Martial, Reliable, Weapon

Standard Action Melee weapon


Target: One creature

Attack: Str vs. AC

Hit: 6[W] + Str damage, and until the end of your next turn the only attacks the target can make are basic attacks.


	Str vs. AC
	Damage

Your weapon blurs as you attack your foe a dozen times in the blink of an eye. You have an answer for every parry and every counterattack. Under your incredible assault, your enemy can do little more than defend itself.



Adamantine Strike

Fighter Attack 27



Encounter + Martial, Weapon

Standard Action Melee weapon


Target: One creature

Attack: Str vs. Reflex

Hit: 4[W] + Str damage, and the target takes a –2 penalty to AC until the end of your next turn.


	Str vs. Ref
	Damage

Your weapon breaks through shields and armor like they're made of parchment.



Cruel Reaper

Fighter Attack 27



Encounter + Martial, Weapon

Standard Action Close burst 1

Primary Target: Each enemy in burst you can see

Attack: Str vs. AC

Hit: 2[W] + Str damage.

Effect: You can shift 2 squares, and then make a secondary attack.


Secondary Target: Each enemy in close burst 1

Secondary Attack: Str vs. AC

Hit: 2[W] + Str damage.


	Str vs. AC
	Damage

You spin your weapon about, carving into adjacent foes and causing them to scream in agony. Without warning, you slip through their blockade and make another spinning sweep.



Diamond Shield Defense

Fighter Attack 27



Encounter + Martial, Weapon

Standard Action Melee weapon

Requirement: Shield

Target: One creature

Attack: Str vs. AC

Hit: 4[W] + Str damage, and you take half damage from the target's attacks until the end of your next turn.

Effect: You gain a +2 power bonus to AC until the end of your next turn.

	Str vs. AC
	Damage

Your shield becomes your staunchest ally.

Indomitable Battle Strike
Fighter Attack 27

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage.
Effect: All of your enemies within 10 squares of you are marked until the end of your next turn.

Str vs. AC

Damage

You will not be denied your enemy's blood, and other foes that witness your savage attack know the ill fate that awaits them.

Force the Battle
Fighter Attack 29

Daily + Martial, Stance, Weapon
Minor Action Personal
Effect: You deal an extra 1[W] damage with your at-will and encounter fighter powers. If an enemy starts its turn adjacent to you, you can use an at-will fighter power against it as a free action at the start of its turn, as long as you are able to make opportunity attacks.

Damage Bonus

With the slightest flick of your weapon and minimal movement, you control the battle and turn your enemies' thoughts from conquest to survival.

No Mercy
Fighter Attack 29

Daily + Martial, Reliable, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 7[W] + Str damage.

Str vs. AC

Damage

Let nothing stand between a warrior and the object of his wrath.

Storm of Destruction
Fighter Attack 29

Daily + Martial, Weapon
Standard Action Melee weapon
Targets: One or two creatures
Attack: Str vs. AC, one attack per target
Hit: 5[W] + Str damage.
Miss: Half damage.

Str vs. AC

Damage

You knock aside your enemies' weapons, creating holes in their defenses that enable you to strike deadly blows against two of them at once.

Inexorable Shift
Fighter (Iron Vanguard) Utility 12

Encounter + Martial
Move Action Personal
Effect: Shift into any adjacent square. If a creature occupies the square into which you shift, you push that creature 1 square.

You throw yourself at your enemy and knock him back.

Surge
Fighter (Iron Vanguard) Attack 11

Encounter + Martial
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and you push the target 1 square. You can shift into the square formerly occupied by the target. If you do so, each ally within 2 squares of you can shift 1 square as well.

Str vs. AC

Damage

You beat back your enemy, allowing you and your allies to seize new ground.

Indomitable Strength
Fighter (Iron Vanguard) Attack 20

Daily + Healing, Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage, and you push the target 1 square and it is knocked prone. In addition, the target is dazed until the end of your next turn.
Miss: Half damage.
Effect: You can spend a healing surge.

Str vs. AC



Damage

A mighty blow sends your opponent flying through the air and gives you a few seconds to regain your composure.

Ultimate Parry
Fighter (Kensei) Utility 12

Encounter + Martial
Immediate Reaction Personal
Trigger: You take damage from an attack
Effect: Reduce the damage by an amount equal to your level.

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



 **Masterstroke**
Fighter (Kensei) Attack 11 

Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str + 2 vs. AC
Hit: 2[W] + Str damage.

Str + 2 vs. AC

Damage

An unerring strike foretells your enemy's demise.


 **Weaponsoul Dance**
Fighter (Kensei) Attack 20 

Daily + Martial, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and the target is knocked prone and immobilized until the end of your next turn.
Effect: You can shift 5 squares, and then make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Str + 2 vs. AC
Hit: 2[W] + Str damage, and the target is knocked prone and immobilized until the end of your next turn.
Effect: You can shift 5 squares, and then make a tertiary attack.
Tertiary Target: One creature other than the primary and secondary targets
Tertiary Attack: Str + 3 vs. AC
Hit: 1[W] + Str damage, and the target is knocked prone and immobilized until the end of your next turn.

Str vs. AC

Damage

You leap from one foe to the next, striking with ever-increasing accuracy while negotiating your way through your enemies' thicket of swords.

 **All Bets Are Off**
Fighter (Pit Fighter) Attack 11 



Encounter + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage. Make a secondary attack against the same target.
Secondary Attack: Str + 2 vs. AC
Hit: 1d6 + Str damage, and the target is dazed until the end of your next turn.

Str vs. AC

Damage



Secondary Atk

After landing a solid blow, you belt your enemy in the face with your fist.

 **Deadly Payback**
Fighter (Pit Fighter) Utility 12 

Encounter + Martial, Weapon
Immediate Reaction Personal
Trigger: You take damage from a melee attack
Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against the enemy that damaged you.

You react viciously to an enemy that just hurt you.



 **Lion of Battle**
Fighter (Pit Fighter) Attack 20 

Daily + Fear, Martial, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage. If the target was bloodied before the attack, it takes +2[W] damage.
Miss: Half damage.
Effect: If you reduce the target to 0 hit points or fewer, you can make a secondary attack.
Secondary Target: Each enemy within 5 squares of you
Secondary Attack: Str vs. Will
Hit: The target moves its speed away from you.

Str vs. AC / Will



Damage

You skewer yet another unworthy foe and let loose a terrifying roar of triumph when he falls.

 **Fantastic Flourish**
Fighter (Swordmaster) Utility 12 

Encounter + Martial
Minor Action Ranged 5
Requirement: You make a successful melee attack with a light blade or a heavy blade (*not a polearm*)
Target: One enemy other than the one you just hit
Effect: The target is marked until the end of your next turn.

With perfect timing, you flick one enemy's blood into the eyes of another.



 **Precision Cut**
Fighter (Swordmaster) Attack 11 

Encounter + Martial, Weapon
Standard Action (Special) Melee weapon
Special: This power can be used as an opportunity attack.
Target: One creature
Attack: Str vs. Ref
Hit: 3[W] + Str damage.

Str vs. Ref

Damage

You slip your blade past your enemy's armor and slice him just so, leaving a bleeding gash.

 **Crescendo Sword**
Fighter (Swordmaster) Attack 20 

Daily + Martial, Weapon
Standard Action Close burst 1
Requirement: You must be wielding a light blade or a heavy blade (*not a polearm*).
Target: Each enemy in burst you can see
Attack: Str vs. AC
Hit: 2[W] + Str damage.
Effect: If you hit at least one of your enemies, you regain one daily power you have already used. If you miss all enemies, you regain one encounter power you have already used.

Str vs. AC

Damage

With a tremendous roar, you swing your blade over your head and make lunging strikes at all nearby enemies. At the end of the flurry, you regain some of your power.

Channel Divinity: Divine Mettle
Paladin Feature

Encounter + Divine
Minor Action Close burst 10
Target: One creature in burst
Effect: The target makes a saving throw with a bonus equal to your Cha.

Save Bonus

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Channel Divinity: Divine Strength
Paladin Feature

Encounter + Divine
Minor Action Personal
Effect: Apply your Str as extra damage on your next attack this turn.

Damage Bonus

You petition your deity for the divine strength to lay low your enemies.

Divine Challenge
Paladin Feature

At-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, or if 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 radiant damage equal 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 level, 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 target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn. You can use divine challenge once per turn. **Special:** Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

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

Lay on Hands
Paladin Feature

At-Will (Special) + Divine, Healing
Special: You can use this power a number of times per day equal to your Wis (minimum 1), but only once per round.
Minor Action Melee touch
Target: One creature
Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

Uses/day

Your divine touch instantly heals wounds.

Enfeebling Strike
Paladin Attack 1

At-Will + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. AC
Hit: 1[W] + Cha damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn. Increase damage to 2[W] + Cha at 21st level.

Cha vs. AC

Damage

Your brutal weapon attack leaves your foe weakened.

Bolstering Strike
Paladin Attack 1

At-Will + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. AC
Hit: 1[W] + Cha damage, and you gain temporary hit points equal to your Wis. Increase damage to 2[W] + Cha at 21st level.

Cha vs. AC

Damage

Hit Points

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

Holy Strike
Paladin Attack 1

At-Will + Divine, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wis. Increase damage to 2[W] + Str at 21st level.

Str vs. AC

Damage

Bonus Damage

You strike an enemy with your weapon, which ignites with holy light.


Valiant Strike
Paladin Attack 1

At-Will + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str + 1 per enemy adjacent to you vs. AC
Hit: 1[W] + Str damage. Increase damage to 2[W] + Str at 21st level.

Str vs. AC


Damage

As you bring your weapon to bear, the odds against you add Str to your attack.



Fearsome Strike

Paladin Attack 1




Encounter + Divine, Fear, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. AC
Hit: 2[W] + Cha damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wis.

Cha vs. AC

Damage


Attack Penalty

When you strike a foe with your weapon, the force of the blow causes him to shudder and second-guess his tactics.



Piercing Smite

Paladin Attack 1




Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Ref
Hit: 2[W] + Str damage, and the target and a number of enemies adjacent to you equal to your Wis are marked until the end of your next turn.

Str vs. Ref

Damage


Add. Marks

Silvery spikes cover your weapon, punching through your foe's armor.



Radiant Smite

Paladin Attack 1




Encounter + Divine, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str + Wis radiant damage.

Str vs. AC


Damage

Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.



Shielding Smite

Paladin Attack 1




Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. AC
Hit: 2[W] + Cha damage.
Effect: Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wis.

Cha vs. AC

Damage


AC Bonus

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.



On Pain of Death

Paladin Attack 1




Daily + Divine, Implement
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Will
Hit: 3d8 + Cha damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (*save ends*).
Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (*save ends*).

Cha vs. Will


Damage

You invoke a prayer that wracks your foe with terrible pain and causes further pain whenever he makes an attack.



Paladin's Judgment

Paladin Attack 1




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

Str vs. AC


Damage

Your melee attack punishes your enemy and heals an ally.



Radiant Delirium

Paladin Attack 1




Daily + Divine, Implement, Radiant
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Ref
Hit: 3d8 + Cha radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (*save ends*).
Miss: Half damage, and the target is dazed until the end of your next turn.

Cha vs. Ref


Damage

You engulf your enemy in searing ribbons of radiance.




Astral Speech

Paladin Utility 2




Daily + Divine
Minor Action Personal
Effect: You gain a +4 power bonus to Diplomacy checks until the end of the encounter.

You speak with such compelling conviction that others find it difficult to refute your beliefs and claims.




Martyr's Blessing

Paladin Utility 2




Daily + Divine
Immediate Interrupt Close burst 1
Trigger: An adjacent ally is hit by a melee or a ranged attack
Effect: You are hit by the attack instead.

You step into an attack made against an adjacent ally to save your comrade.




Sacred Circle

Paladin Utility 2




Daily + Divine, Implement, Zone
Standard Action Close burst 3
Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

You trace a circle around you with your hand, and it quickly expands into a wide circle of faintly glowing runes that glows brightly and protects you and your close allies.



Arcing Smite

Paladin Attack 3



Encounter + Divine, Weapon
Standard Action Melee weapon
Targets: One or two creatures
Attack: Str vs. AC, one attack per target
Hit: 1[W] + Str damage, and the target is marked until the end of your next turn.

	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	

You swing your weapon in a wide arc that strikes not one but two creatures within your reach.



Invigorating Smite

Paladin Attack 3



Encounter + Divine, Healing, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. Will
Hit: 2[W] + Cha damage. If you are bloodied, you regain hit points equal to 5 + your Wis. Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wis.

	Cha vs. Will	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Healing	
	<input style="width: 100%; height: 20px;" type="text"/>	

When you hit an enemy with your weapon, you and your allies suddenly feel invigorated by the divine power of your faith.



Righteous Smite


Paladin Attack 3



Encounter + Divine, Healing, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. AC
Hit: 2[W] + Cha damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wis.


	Cha vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Hit Points	
	<input style="width: 100%; height: 20px;" type="text"/>	

Your righteous blow fills you and your nearby allies with premature resolve.



Staggering Smite


Paladin Attack 3



Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and you push the target a number of squares equal to your Wis.


	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Squares	
	<input style="width: 100%; height: 20px;" type="text"/>	

With a mighty swing of your weapon, you knock your enemy back.



Hallowed Circle


Paladin Attack 5



Daily + Divine, Implement, Zone
Standard Action Close burst 3
Target: Each enemy in burst
Attack: Cha vs. Ref
Hit: 2d6 + Cha damage.
Effect: The burst creates a zone of bright light. You and each ally within the zone gain a +1 power bonus to all defenses until the end of the encounter.


	Cha vs. Ref	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	

You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.



Martyr's Retribution


Paladin Attack 5



Daily + Divine, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC, and you must spend a healing surge without regaining any hit points
Hit: 4[W] + Str radiant damage.
Miss: Half damage.


	Str vs. AC	
	<input style="width: 100%; height: 20px;" type="text"/>	
	Damage	
	<input style="width: 100%; height: 20px;" type="text"/>	

Divine light engulfs your weapon as you sacrifice your ability to heal in order to strike down your enemy.



Sign of Vulnerability

Paladin Attack 5




Daily + Divine, Implement, Radiant
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Fort
Hit: 3d8 + Cha radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter.
Miss: Half damage, and the target gains no vulnerability.

Cha vs. Fort


Damage

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




Divine Bodyguard

Paladin Utility 6




Daily + Divine
Minor Action Ranged 5
Effect: Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.

As your weapon connects with your enemies, so too does the magic of your god connect you to your allies.




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.



Wrath of the Gods


Paladin Utility 6



Daily + Divine
Minor Action Close burst 1
Targets: You and each ally in burst
Effect: The targets add your Cha to damage rolls until the end of the encounter.


Damage Bonus

A halo of divine light emanates from you, enabling you and nearby allies to strike down your enemies with greater determination.



Beckon Foe

Paladin Attack 7




Encounter + Divine, Implement
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Will
Hit: 2d10 + Cha damage, and you pull the target a number of squares equal to your Wis.

Cha vs. Will

Damage

Squares

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



Benign Transposition

Paladin Attack 7



Encounter + Divine, Teleportation, Weapon
Standard Action Melee weapon
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.
Secondary Target: One enemy
Secondary Attack: Cha vs. AC
Hit: 2[W] + Cha damage.

Cha vs. AC

Damage

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.



Divine Reverence

Paladin Attack 7




Encounter + Divine, Implement, Radiant
Standard Action Close burst 1
Target: Each enemy in burst
Attack: Cha vs. Will
Hit: 1d8 + Cha radiant damage, and the target is dazed until the end of your next turn.

Cha vs. Will


Damage

You present yourself with such conviction that your enemies cannot help but be awestruck by the power of your faith.



Thunder Smite

Paladin Attack 7





Encounter + Divine, Thunder, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC (can score a critical hit against a marked enemy on a roll of 19–20)
Hit: 2[W] + Str thunder damage, and the target is knocked prone.

Str vs. AC

Damage

Your weapon flashes as it strikes, and moments later, a peal of thunder slams into your foe.



 **Crown of Glory** 
Paladin Attack 9

Daily + Divine, Implement, Radiant
Standard Action Close burst 1
Target: Each enemy in burst
Attack: Cha vs. Will
Hit: 2d8 + Cha radiant damage.
Effect: Any enemy that starts its turn adjacent to you is slowed until the end of your next turn.
Sustain Minor: You can sustain the power's effect.

Cha vs. Will

 Damage

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



 **One Stands Alone** 
Paladin Attack 9

Daily + Divine, Implement, Radiant
Standard Action Close burst 1
Target: Each enemy in burst
Attack: Cha vs. Will
Hit: 2d8 + Cha radiant damage.
Effect: The targets are weakened (*save ends*).
Special: You cannot use this power if any allies are within 5 squares of you.

Cha vs. Will

 Damage

Unable to fight alongside your allies, you turn to your faith for protection and press forward undaunted.



 **Radiant Pulse** 
Paladin Attack 9

Daily + Divine, Implement, Radiant
Standard Action Ranged 10
Primary Target: One creature
Attack: Cha vs. Fort
Hit: 1d10 + Cha radiant damage. Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Cha vs. Fort
Hit: 1d10 + Cha radiant damage, and you push the target 3 squares.
Sustain Minor: When you sustain this power, you can repeat the secondary attack (*the primary target is the same each time*).
Miss: Half damage, and no secondary attack.

Cha vs. Fort



 Damage

You target an enemy with a searing, pulsating light that also damages enemies adjacent to him and thrusts them back.

 **Cleansing Spirit** 
Paladin Utility 10



Encounter + Divine
Minor Action Ranged 5
Target: You or one ally
Effect: The target makes a saving throw with a +2 bonus.

A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.

 **Noble Shield** 
Paladin Utility 10



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.

 **Turn the Tide** 
Paladin Utility 10

Daily + Divine
Standard Action Close burst 3
Targets: You and each ally in burst
Effect: The targets make saving throws against every effect that a save can end.

You whisper a solemn hymn, and divine light washes gently over you and nearby allies, potentially negating harmful and debilitating afflictions.



 **Entangling Smite** 
Paladin Attack 13

Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. Will
Hit: 2[W] + Cha damage, and the target is immobilized until the end of your next turn.

Cha vs. Will

 Damage

Strands of energy erupt from your weapon as it strikes true, wrapping around your foe and rooting it to the ground.

 **Radiant Charge** 
Paladin Attack 13

Encounter + Divine, Radiant, Weapon
Standard Action Melee weapon
Effect: You can fly a number of squares equal to your Wis and make an attack.
Target: One creature within your melee reach
Attack: Str vs. AC
Special: You must charge as part of this attack.
Hit: 3[W] + Str radiant damage, and the target is marked until the end of your next turn.

Str vs. AC

 Damage

 Squares

You propel yourself through the air toward a nearby foe as brilliant rays of light stream from your weapon.



Renewing Smite

Paladin Attack 13



Encounter + Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Cha vs. AC

Hit: 2[W] + Cha damage, and one ally within 5 squares of you regains hit points equal to 10 + your Wis.

Cha vs. AC

Damage

Healing

As you strike a foe with your weapon, you murmur a prayer of renewal, causing a momentary nimbus of light to engulf and heal a nearby ally.



Whirlwind Smite

Paladin Attack 13



Encounter + Divine, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see


Attack: Str vs. AC

Hit: 2[W] + Str damage, and the target is marked until the end of your next turn.

Str vs. AC


Damage

You sweep your weapon in a full circle, attacking all adjacent enemies in a dazzling display of martial prowess.



Bloodied Retribution

Paladin Attack 15



Daily + Divine, Healing, Weapon

Standard Action Melee weapon

Special: You can use this power only when you are bloodied.

Target: One creature

Attack: Str vs. AC

Hit: 4[W] + Str damage.

Miss: Half damage.

Effect: You can spend a healing surge.

Str vs. AC

Damage

Battered and bloodied, you call upon the divine power of your deity to deal a retributive blow to your enemy and heal your wounds.



Break the Wall

Paladin Attack 15



Daily + Divine, Implement

Standard Action Ranged 5

Target: One creature

Attack: Cha vs. Fort


Hit: 3d10 + Cha damage, and the target takes a -2 penalty to all defenses (*save ends*).

Miss: Half damage, and the target takes a -1 penalty to all defenses (*save ends*).

Cha vs. Fort


Damage

You lash out at an enemy with the power of your faith and break down its defenses.



True Nemesis

Paladin Attack 15



Daily + Divine, Implement

Standard Action Ranged 5

Target: One creature

Attack: Cha vs. Will

Hit: 2d10 + Cha damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever the target is within 5 squares of you and attacks you or an ally, you can make a secondary attack against the target as an immediate reaction.

Secondary Attack: Cha vs. Will


Hit: 2d10 + Cha damage.

Miss: Half damage.

Cha vs. Will

Damage

You extend your holy symbol toward a foe, dealing damage and singling him out as the continuing subject of your divine retribution.



Angelic Intercession

Paladin Utility 16




Daily + Divine, Teleportation

Immediate Interrupt Personal

Trigger: An ally within 5 squares of you is hit by an attack


Effect: You teleport adjacent to the ally and are hit by the attack instead.

You teleport to the side of a friend in peril and take the effects of an attack meant for him.



Death Ward

Paladin Utility 16



Daily + Divine, Healing


Standard Action Melee touch

Target: One dying creature

Effect: You spend a healing surge but regain no hit points from it. Instead, the target regains hit points as if it had spent two healing surges. Add your Cha to the hit points regained.

Healing Bonus

You touch a dying creature and share some of your divine inner light, bestowing upon the recipient the power to resist the call of death.



Enervating Smite

Paladin Attack 17



Encounter + Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Cha vs. Will

Hit: 2[W] + Cha damage, and the target is weakened until the end of your next turn.

Cha vs. Will

Damage

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



Fortifying Smite

Paladin Attack 17




Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. AC
Hit: 3[W] + Cha damage. Until the end of your next turn, you gain a power bonus to AC equal to your Wis.

Cha vs. Will

Damage

AC Bonus

A symphony of otherworldly music resonates throughout your body, fortifying it to withstand the tests to come.



Hand of the Gods

Paladin Attack 17



Encounter + Divine, Implement, Radiant
Minor Action Close burst 1
Target: Each enemy in burst
Attack: Cha vs. Fort
Hit: 2d10 + Cha radiant damage, and the target is marked until the end of your next turn.
Effect: Until the end of your next turn, allies in the burst gain a power bonus to attack rolls equal to your Wis.

Cha vs. Fort

Damage

Attack Bonus

You hold your holy symbol high above your head, and a brilliant flash of divine light explodes from it. The radiance sears your foes and inspires your closest allies.



Terrifying Smite

Paladin Attack 17




Encounter + Divine, Fear, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and you push the target a number of squares equal to your Cha. The target can't move nearer to you on its next turn.

Str vs. AC

Damage


Squares

Striking mercilessly, you hound your foe with waves of divine dread.



Corona of Blinding Radiance

Paladin Attack 19




Daily + Divine, Radiant, Weapon
Standard Action Close burst 1
Target: Each enemy in burst you can see
Attack: Cha vs. Ref
Hit: 3[W] + Cha radiant damage, and the target is blinded (*save ends*).
Miss: Half damage, and the target is blinded until the end of your next turn.

Cha vs. Ref


Damage

You swing your weapon and brilliant light explodes around you, blinding your enemies.



Crusader's Boon

Paladin Attack 19




Daily + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage.
Miss: Half damage.
Effect: You and allies adjacent to you gain a +1 power bonus to attack rolls until the end of the encounter.

Str vs. AC


Damage

You strike your foe with such conviction that nearby allies can't help but feel inspired.



Righteous Inferno

Paladin Attack 19




Daily + Divine, Fire, Implement, Zone
Standard Action Area burst 2 within 10 squares
Target: Each enemy in burst
Attack: Cha vs. Ref
Hit: 3d10 + Cha fire damage, and the target grants combat advantage to you and your allies until the end of your next turn.
Miss: Half damage, and the target does not grant combat advantage.
Effect: The burst creates a zone of fire that lasts until the end of your next turn. Enemies that enter the zone or start their turns there take 1d10 fire damage and grant combat advantage to you and your allies.
Sustain Minor: The zone persists.

Cha vs. Ref

Damage

A raging inferno of holy fire engulfs your enemies and continues to burn those who are drawn to it like moths.




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.




Cleansing Burst

Paladin Utility 22




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 targets are removed.

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.




United in Faith

Paladin Utility 22




Daily + Divine, Healing
Minor Action Close burst 5
Targets: You and each ally in burst
Effect: Each target can spend a healing surge.

You utter words of faith, instantly healing yourself and nearby allies.



Here Waits Thy Doom


Paladin Attack 23



Encounter + Divine, Implement, Radiant
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Will
Hit: 4d10 + Cha radiant damage, and you pull the target a number of squares equal to your Wis (*minimum 1*).


	Cha vs. Will	
	[]	
	Damage	
	[]	
	Squares	
	[]	

You pull an enemy toward you, searing him with radiant energy as he tries to resist.



Martyr's Smite


Paladin Attack 23



Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage. Until the end of your next turn, any time the target deals damage, you can choose to take that damage. The target's intended victim takes no damage but is subject to any other effects of the attack.


	Str vs. AC	
	[]	
	Damage	
	[]	

As you assail your foe, you utter a prayer that grants you the power to absorb the damage from your foe's attacks, even when such attacks aren't directed at you.



Resounding Smite


Paladin Attack 23



Encounter + Divine, Thunder, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str thunder damage, and the target is knocked prone. Make a secondary attack.
Secondary Target: Each enemy adjacent to you other than the primary target
Secondary Attack: Str vs. AC
Hit: 1[W] + Str thunder damage, and the target is knocked prone.


	Str vs. AC	
	[]	
	Damage	
	[]	
	Secondary Dmg	
	[]	

You swing your weapon in a mighty arc, unleashing a peal of thunder that knocks adjacent enemies prone.



Sublime Transposition


Paladin Attack 23



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


	Cha vs. AC	
	[]	
	Damage	
	[]	
	Defense Bonus	
	[]	

With a wave of your hand, you teleport an endangered ally to a safer location, teleport yourself to his previous location, and strike a foe within reach.



Exalted Retribution

Paladin Attack 25



Daily + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 4[W] + Str damage.
Miss: Half damage.
Effect: Until the end of the encounter, the target provokes an opportunity attack from you when it attacks (*save ends*). You gain a +2 bonus to the opportunity attack roll and deal an extra 1[W] damage.

	Str vs. AC	
	[]	
	Damage	
	[]	
	Opportunity Atk	
	[]	

You land a mighty blow, and the symbol of your deity appears above your enemy's head as a glowing red rune that only you can see, flashing brightly to warn you whenever he's about to attack.



To the Nine Hells with You


Paladin Attack 25



Daily + Divine, Fire, Implement
Standard Action Close burst 5
Target: Each enemy in burst
Attack: Cha vs. Will
Hit: 6d6 + Cha damage, and ongoing 10 fire damage (*save ends*). The target is marked until the end of your next turn.
Miss: Half damage, and ongoing 10 fire damage (*save ends*). The target is marked until the end of your next turn.


	Cha vs. Will	
	[]	
	Damage	
	[]	

Divine light explodes out from your holy symbol, blasting and igniting enemies nearby.



Blinding Smite


Paladin Attack 27



Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Will
Hit: 3[W] + Str damage, and the target is blinded until the end of your next turn.


	Str vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Your weapon glows with a pale inner light, and your enemy is struck blind by the force of your blow.



Brand of Judgment

Paladin Attack 27



Encounter + Divine, Implement, Radiant
Standard Action Melee touch
Target: One creature
Attack: Cha vs. Will
Hit: 4d8 + Cha radiant damage. If the target makes an attack on its next turn, it takes half damage from its own attack whether it hits or misses.

	Cha vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You touch your holy symbol to an enemy, branding it with the painfully radiant symbol of your deity and causing it to take damage from its own attacks.



Deific Vengeance


Paladin Attack 27



Encounter + Divine, Implement
Immediate Reaction Ranged 20
Trigger: A creature within range attacks you
Target: The attacking creature
Attack: Cha + 2 vs. Fort
Hit: 4d10 + Cha damage, and the target is weakened until the end of your next turn.


	Cha + 2 vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You invoke an ancient prayer that unleashes your deity's ire upon a nearby enemy that has just attacked you.



Restricting Smite


Paladin Attack 27



Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. Will
Hit: 3[W] + Cha damage, and the target is marked until the end of your next turn. In addition, the target cannot gain line of effect to anyone but you until the end of your next turn.


	Cha vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You strike your enemy with such resolve that he is blind to all foes except you.



Stunning Smite


Paladin Attack 27



Encounter + Divine, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. Will
Hit: 2[W] + Str damage, and the target is stunned until the end of your next turn. Make a secondary attack.
Secondary Target: Each enemy other than the primary target adjacent to you
Secondary Attack: Str vs. Will
Hit: 1[W] + Str damage, and the target is stunned until the end of your next turn.


	Str vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Secondary Dmg
	<input style="width: 100%; height: 30px;" type="text"/>

You swing your weapon in a mighty arc, stunning targets that you hit.



Even Hand of Justice


Paladin Attack 29



Daily + Divine, Implement
Standard Action Ranged 5
Target: One creature
Attack: Cha vs. Will
Hit: 5d10 + Cha damage. Whenever the target 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.
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.


	Cha vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You pronounce a divine sentence upon your enemy and force him to take the damage of his own attacks.



Powerful Faith


Paladin Attack 29



Daily + Divine, Weapon
Standard Action Melee weapon
Primary Target: One creature
Attack: Str vs. AC
Hit: 7[W] + Str damage. Make a secondary attack.
Miss: Half damage, and no secondary attack.
Secondary Target: Each enemy within 10 squares of you
Secondary Attack: Str vs. Fort
Hit: The target is blinded until the end of your next turn.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Str vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>

You deal a hard blow to your enemy, and divine arcs of light spring from the tip of your weapon and blind those who stand against you.




Pray for More

Paladin (Astral Weapon) Utility 12




Encounter + Divine
Free Action Personal
Effect: If you don't like the damage you have rolled with one of your attacks, reroll your damage. You must use the result of the second roll.

You strike your enemy, but you pray to increase the amount of damage you deal.



Carving a Path of Light

Paladin (Astral Weapon) Attack 11



Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and until the end of your next turn, your allies have combat advantage against any enemy adjacent to you.

	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

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.



Astral Whirlwind


Paladin (Astral Weapon) Attack 20



Daily + Divine, Fear, Weapon
Standard Action Close burst 1
Target: Each enemy in burst you can see
Attack: Str vs. AC
Hit: 2[W] + Str damage. In addition, the target takes a -2 penalty to all defenses (*save ends*).
Special: If this attack kills one or more evil or chaotic evil creatures, roll a d20. On a roll of 10 or higher, you can use this power again during this encounter.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Your faith directs you into a whirling attack that strikes out at every foe within reach, instilling them with fear and weakening their defenses.




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.



Certain Justice


Paladin (Champion of Order) Attack 11



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
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You call upon your devotion to law to make your attack strike true.



Rule of Order


Paladin (Champion of Order) Attack 20



Daily + Divine, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Fort
Special: If the target has scored a critical hit against you or your allies in this encounter, your attack gains a +2 power bonus and deals +2d10 radiant damage.
Hit: 4[W] + Str damage, and you push the target 1 square. The target is weakened (*save ends*).
Miss: 1[W] + Str damage, and the target is weakened (*save ends*).


	Str vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Miss
	<input style="width: 100%; height: 30px;" type="text"/>

You invoke order through your weapon, causing it to glow as you deliver a punishing blow against an enemy.



Healing Font


Paladin (Hospitaler) Utility 12



Daily + Divine, Healing
Minor Action Personal
Effect: Until the end of this encounter, when you attack on your turn and hit at least one enemy, you heal an ally. Choose one ally within 10 squares of you. That ally regains a number of hit points equal to 1d6 times your Wis.


	Healing
	<input style="width: 100%; height: 30px;" type="text"/>

A short prayer imbues your weapon with healing power, so that whenever it strikes an enemy it heals an ally.



Life-Giving Smite


Paladin (Hospitaler) Attack 20



Daily + Divine, Healing, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Cha vs. Fort
Hit: 4[W] + Cha radiant damage.
Effect: Choose one ally within 10 squares of you. The ally can spend a healing surge. Add your Cha to the hit points regained.


	Cha vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Healing Bonus
	<input style="width: 100%; height: 30px;" type="text"/>

You imbue your weapon with radiant power, and as you strike at a foe the power of the attack heals an ally.



Warding Blow


Paladin (Hospitaler) Attack 11



Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature that is marked by you
Attack: Cha vs. AC
Hit: 2[W] + Cha damage, and each ally within 5 squares of you can make a saving throw.


	Cha vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You strike a foe you have challenged, bringing hope and encouragement to nearby allies.



Just Radiance

Paladin (Justiciar) Attack 11




Encounter + Divine, Implement, Radiant
Standard Action Close burst 5
Target: Each enemy marked by you in burst
Attack: Cha vs. Will

Hit: 2d8 + Cha radiant damage, and until the end of your next turn, the target cannot make an attack that does not include you.

Cha vs. Will


Damage

A burst of light, like purity and justice, explodes from your holy symbol, sending searing pain through enemies you have challenged.



Challenge the Unjust

Paladin (Justiciar) Attack 20




Daily + Divine, Implement, Radiant
Standard Action Close burst 10
Target: Each enemy in burst
Attack: Cha vs. Will

Hit: 3d8 + Cha radiant damage, and the target is marked until the end of your next turn.
Miss: Half damage, and the target is marked until the end of your next turn.

Cha vs. Will


Damage

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.



Strike Me Instead

Paladin (Justiciar) Utility 12



Daily + Divine
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.

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.




Channel Divinity: Divine Fortune

Cleric Feature




Encounter + Divine
Free Action Personal
Effect: You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

In the face of peril, you hold true to your faith and receive a special boon.



Channel Divinity: Turn Undead

Cleric Feature



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


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 21st level, and 6d10 + Wis at 25th level.
Miss: Half damage, and the target is not pushed or immobilized.

Wis vs. Will

Damage


Squares

You sear undead foes, push them back, and root them in place.



Healing Word

Cleric Feature



Encounter (Special) + Divine, Healing
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.
Minor Action Close burst 5
(10 at 11th level, 15 at 21st level)
Target: You or one ally
Effect: The target can spend a healing surge and regain an additional 1d6 hit points.
Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Healing Bonus

You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.



Lance of Faith

Cleric Attack 1




At-Will + Divine, Implement, Radiant
Standard Action Ranged 5
Target: One creature
Attack: Wis vs. Ref

Hit: 1d8 + Wis radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.
Increase damage to 2d8 + Wis at 21st level.

Wis vs. Ref


Damage

A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.



Priest's Shield

Cleric Attack 1



At-Will + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC

Hit: 1[W] + Str damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.
Increase damage to 2[W] + Str at 21st level.

Str vs. AC

Damage

You utter a minor defensive prayer as you attack with your weapon.

Righteous Brand

Cleric Attack 1

At-Will + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Str until the end of your next turn.
 Increase damage to 2[W] + Str at 21st level.

Str vs. AC

Damage

Melee Atk Bonus

Wis vs. Ref

Damage

Hit Points

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

Sacred Flame

Cleric Attack 1

At-Will + Divine, Implement, Radiant
Standard Action Ranged 5
Target: One creature
Attack: Wis vs. Ref
Hit: 1d6 + Wis radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Cha + one-half your level or to make a saving throw.
 Increase damage to 2d6 + Wis at 21st level.

Str vs. AC

Damage

Melee Atk Bonus

Wis vs. Ref

Damage

Hit Points

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

Cause Fear

Cleric Attack 1

Encounter + Divine, Fear, Implement
Standard Action Ranged 10
Target: One creature
Attack: Wis vs. Will
Hit: The target moves its speed + your Cha away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Wis vs. Will

Movement

Wis vs. Ref

Damage

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.

Divine Glow

Cleric Attack 1

Encounter + Divine, Implement, Radiant
Standard Action Close blast 3
Target: Each enemy in blast
Attack: Wis vs. Ref
Hit: 1d8 + Wis radiant damage.
Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Wis vs. Will

Movement

Wis vs. Ref

Damage

Murmuring a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.

Healing Strike

Cleric Attack 1

Encounter + Divine, Healing, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

Str vs. AC

Damage

Wis vs. Ref

Damage

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

Wrathful Thunder

Cleric Attack 1

Encounter + Divine, Thunder, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str thunder damage, and the target is dazed until the end of your next turn.

Str vs. AC

Damage

Wis vs. Ref

Damage

Your arm is made strong by the power of your deity. When you strike, a terrible thunderclap smites your adversary and dazes him.

Avenging Flame

Cleric Attack 1

Daily + Divine, Fire, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and ongoing 5 fire damage (save ends).
Miss: Half damage, and no ongoing fire damage.
Special: If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

Str vs. AC

Damage

Wis vs. Will

Damage

You slam your weapon into your foe, who bursts into flame. Divine fire avenges each attack your enemy dares to make.

Beacon of Hope

Cleric Attack 1

Daily + Divine, Healing, Implement
Standard Action Close burst 3
Target: Each enemy in burst
Attack: Wis vs. Will
Hit: The target is weakened until the end of its next turn.
Effect: You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.


Str vs. AC

Damage

Wis vs. Will


Damage

A burst of divine energy harms your foes and heals your allies. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.



Cascade of Light

Cleric Attack 1



Daily + Divine, Implement, Radiant
Standard Action Ranged 10
Target: One creature
Attack: Wis vs. Will


Hit: 3d8 + Wis radiant damage, and the target gains vulnerability 5 to all your attacks (*save ends*).

Miss: Half damage, and the target gains no vulnerability.

Wis vs. Will


Damage

A burst of divine radiance sears your foe.



Guardian of Faith

Cleric Attack 1




Daily + Conjuraton, Divine, Implement, Radiant
Standard Action Ranged 5
Effect: You conjure a guardian that occupies 1 square within range. Every round, you can move the guardian 3 squares as a move action. The guardian lasts until the end of the encounter. Any enemy that ends its turn next to the conjured guardian is subject to a Wis vs. Fort attack. Creatures can move through the space occupied by the guardian.
 On a hit, the attack deals 1d8 + Wis radiant damage.

Wis vs. Fort


Damage

You conjure a ghostly guardian, indistinct except for a glowing shield emblazoned with your deity's symbol. A burst of radiance erupts from it to sear foes that move next to it.




Bless

Cleric Utility 2




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.

You beseech your deity to bless you and your allies.



Cure Light Wounds

Cleric Utility 2



Daily + Divine, Healing
Standard Action Melee touch
Target: You or one creature
Effect: The target regains hit points as if it had spent a healing surge.

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



Divine Aid


Cleric Utility 2



Encounter + Divine
Standard Action Ranged 5
Target: You or one ally
Effect: The target makes a saving throw with a bonus equal to your Cha.


Save Bonus

You beseech your deity to grant you or one of your allies the strength to overcome a hindrance.




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.

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




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.

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



Blazing Beacon

Cleric Attack 3




Encounter + Divine, Radiant, Weapon
Standard Action Melee weapon
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.



Command

Cleric Attack 3




Encounter + Charm, 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 target prone or slide the target a number of squares equal to 3 + your Cha.


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.



Daunting Light

Cleric Attack 3




Encounter + Divine, Implement, Radiant
Standard Action Ranged 10
Target: One creature
Attack: Wis vs. Ref

Hit: 2d10 + Wis radiant damage.
Effect: One ally you can see gains combat advantage against the target until the end of your next turn.


Damage

A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.



Split the Sky

Cleric Attack 3



Encounter + Divine, Thunder, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Fort

Hit: 1[W] + Str thunder damage, and you push the target 2 squares and knock it prone.

Damage

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.



Consecrated Ground

Cleric Attack 5




Daily + Divine, Healing, Radiant, Zone
Standard Action Close burst 1
Effect: The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Cha radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Cha.
Sustain Minor: The zone persists.

Damage


Healing

With a wave of your hand, jagged lines of radiant light spread across the ground around you like a crackling web, moving at your whim. Enemies that stand upon this ground suffer the wrath of your deity.



Rune of Peace

Cleric Attack 5




Daily + Charm, Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Will

Hit: 1[W] + Str damage, and the target cannot attack (save ends).
Miss: The target cannot attack you until the end of your next turn.


Damage

You smash your weapon into your foe, leaving behind a glowing rune that prevents your foe from making attacks.



Spiritual Weapon

Cleric Attack 5




Daily + Conjuraton, Divine, Implement
Standard Action Ranged 10
Target: One creature
Attack: Wis vs. AC

Hit: 1d10 + Wis damage.
Effect: You conjure a weapon that appears in the target's square and attacks. Your allies gain combat advantage against the target. You can move the weapon up to 10 squares to another enemy's square as a move action. The weapon lasts until the end of your next turn.
Sustain Minor: When you sustain the power, repeat the attack. Your allies continue to gain combat advantage against the weapon's target.


Damage

You conjure a glowing weapon adorned with the symbol of your deity. The weapon attacks one of your foes and guides your allies' attacks against the same target.




Weapon of the Gods

Cleric Attack 5




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.

Your weapon glows with divine radiance, enhancing your attacks.



Bastion of Health

Cleric Utility 6



Encounter + Divine, Healing
Minor Action Ranged 10
Target: You or one ally
Effect: The target can spend a healing surge. Add your Cha to the hit points regained.

Healing Bonus

You invoke a prayer that instantly fortifies one of your allies.

Cure Serious Wounds
Cleric Utility 6

Daily + Divine, Healing
Standard Action Melee touch
Target: You or one creature
Effect: The target regains hit points as if it had spent two healing surges.

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.

Divine Vigor
Cleric Utility 6

Daily + Divine, Healing
Minor Action Close burst 5
Targets: You and each ally in burst
Effect: Each target regains the use of his or her second wind.

You call upon your deity to invigorate you and your battle-weary allies.

Holy Lantern
Cleric Utility 6

At-Will + Conjunction, Divine
Standard Action Ranged 3
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.

Awe Strike
Cleric Attack 7

Encounter + Divine, Fear, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Will
Hit: 1[W] + Str damage, and the target is immobilized until the end of your next turn.

Str vs. Will
[]

Damage
[]

The supernatural awe and dread that radiates from you as you swing your weapon leaves your foe momentarily frozen in terror.

Break the Spirit
Cleric Attack 7

Encounter + Charm, Divine, Implement, Radiant
Standard Action Ranged 10
Target: One creature
Attack: Wis vs. Will
Hit: 2d8 + Wis radiant damage, and the target takes a penalty to attack rolls equal to your Cha until the end of your next turn.

Wis vs. Will
[]

Damage
[]

Attack Penalty
[]

Calling down the power of your god, you bathe your foe in agonizing radiance, driving strength out of its impending attacks.

Searing Light
Cleric Attack 7

Encounter + Divine, Implement, Radiant
Standard Action Ranged 10
Target: One creature
Attack: Wis vs. Ref
Hit: 2d6 + Wis radiant damage, and the target is blinded until the end of your next turn.

Wis vs. Ref
[]

Damage
[]

You invoke the power of your deity. From your holy symbol a searing ray of light flashes forth, striking and blinding your enemy for a short time.

Strengthen the Faithful
Cleric Attack 7

Encounter + Divine, Healing, Weapon
Standard Action Melee weapon
Target: One creature
Attack: 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.

Str vs. AC
[]

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.


Astral Defenders
Cleric Attack 9

Daily + Conjunction, Divine, Implement, Radiant
Standard Action Ranged 10
Effect: You conjure two soldiers, each occupying 1 square within range. The conjured soldiers don't attack normally, but whenever an opportunity attack would be provoked from a conjured soldier, the soldier makes a Wis vs. Ref attack. On a hit, the attack deals 1d10 + Wis radiant damage. You can move one soldier or both a total of 3 squares as a move action. Creatures can move through the spaces occupied by the soldiers. The soldiers last until the end of the encounter.

Wis vs. Ref
[]


Damage
[]

You conjure two ghostly soldiers, indistinct except for glowing weapons. They lash out with divine radiance against enemies that pass.



Blade Barrier

Cleric Attack 9



Daily + Conjuration, Divine, Implement

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. 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.

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

Damage



Divine Power

Cleric Attack 9



Daily + Divine, Healing, Radiant, Weapon

Standard Action Close burst 2

Target: Each enemy in burst you can see

Attack: Str vs. Fort


Hit: 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.

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.

Str vs. Fort

Damage



Flame Strike

Cleric Attack 9



Daily + Divine, Fire, Implement

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wis vs. Ref


Hit: 2d10 + Wis fire damage, and ongoing 5 + Wis fire damage (*save ends*).

Miss: Half damage, and no ongoing fire damage.

A column of flame roars downward to engulf your foes.


Wis vs. Ref

Damage



Astral Refuge

Cleric Utility 10




Daily + Divine, Healing, Teleportation

Standard Action Melee touch

Target: One willing ally


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 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.

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.



Knights of Unyielding Valor

Cleric Utility 10




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.



Mass Cure Light Wounds

Cleric Utility 10



Daily + Divine, Healing


Standard Action Close burst 5

Targets: You and each ally in burst

Effect: The targets regain hit points as if they had spent a healing surge. Add your Cha to the hit points regained.


With a wave of your hand, healing motes of silver light engulf you and all nearby allies.

Healing Bonus



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.

You invoke a prayer that instantly defends one of your allies.



Arc of the Righteous

Cleric Attack 13



Encounter + Divine, Lightning, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Str vs. AC

Hit: 2[W] + Str lightning damage. Make a secondary attack.

Secondary Target: One creature within 3 squares of you

Secondary Attack: Str vs. AC


Hit: 1[W] + Str lightning damage.

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.

Str vs. AC


Damage

Secondary Dmg



Inspiring Strike


Cleric Attack 13



Encounter + Divine, Healing, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage, and you or an ally within 5 squares regains hit points equal to 15 + your Cha.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Healing
	<input style="width: 100%; height: 30px;" type="text"/>

You recite a short verse as you strike your enemy with your weapon. If you hit, the power of the quoted verse brings healing to you or an ally close by.



Mantle of Glory


Cleric Attack 13



Encounter + Divine, Healing, Implement, Radiant
Standard Action Close blast 5
Target: Each enemy in blast
Attack: Wis vs. Will
Hit: 2d10 + Wis radiant damage.
Effect: Allies in the blast can spend a healing surge.


	Wis vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Whispering a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its glorious light, but your allies are fortified by it.



Plague of Doom

Cleric Attack 13



Encounter + Divine, Healing, Implement, Radiant
Standard Action Ranged 10
Target: One creature
Attack: Wis vs. Fort
Hit: 3d8 + Wis damage, and the target takes a penalty to all defenses equal to your Cha until the end of your next turn.

	Wis vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Defense Penalty
	<input style="width: 100%; height: 30px;" type="text"/>

You direct your attention at an enemy, whisper an ancient battle prayer, and send jolts of wracking pain through his body.



Holy Spark


Cleric Attack 15



Daily + Divine, Lightning, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Will
Hit: 2[W] + Str lightning damage, and ongoing 10 lightning damage (*save ends*). While this power's ongoing damage is in effect, any ally of the target that starts its turn within 3 squares of the target takes 2d10 lightning damage.
Miss: Half damage, and no ongoing lightning damage.


	Str vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Crackling with heavenly lightning, your weapon hits your foe and engulfs him in glowing arcs. Lightning jumps to other foes that approach the target.



Purifying Fire


Cleric Attack 15



Daily + Divine, Fire, Healing, Implement
Standard Action Area burst 2 within 10 squares
Target: Each enemy in burst
Attack: Wis vs. Ref
Hit: 3d10 + Wis fire damage, and ongoing 10 fire damage (*save ends*). While this power's ongoing damage is in effect, you and your allies regain hit points equal to 5 + your Cha when starting a turn adjacent to one or more targets taking the ongoing damage.
Miss: Half damage, and no ongoing fire damage.


	Wis vs. Ref
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Healing
	<input style="width: 100%; height: 30px;" type="text"/>

Divine fire engulfs your foes and leaves them burning. Like beacons of holy flame, your burning foes heal your nearby allies while the flames persist.



Seal of Warding


Cleric Attack 15



Daily + Divine, Implement, Radiant, Zone
Standard Action Close burst 3
Target: Each enemy in burst
Attack: Wis vs. Will
Hit: 4d10 + Wis radiant damage, and the target is slowed until the end of your next turn.
Miss: Half damage, and the target is not slowed.
Effect: The burst creates a zone of difficult terrain that grants cover to you and your allies against ranged attacks until the end of your next turn.
Sustain Minor: The zone persists.


	Wis vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You create a circle of faintly glowing divine symbols around you that hinders the movement of enemies caught within it and protects you and your allies from ranged attacks.




Astral Shield

Cleric Utility 16




Encounter + Conjuration, Divine
Standard Action Ranged 5
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.




Cloak of Peace

Cleric Utility 16




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.




Divine Armor

Cleric Utility 16




Daily + Divine, Healing
Standard Action Close burst 3
Targets: You and each ally in burst
Effect: You gain a +2 power bonus to AC, and all targets gain resist 5 to all damage until the end of the encounter.

As you mutter a fervent prayer, the power of your god encases you and healing motes of silver light surround you and all nearby allies.




Hallowed Ground

Cleric Utility 16




Daily + Divine, Zone
Standard Action Close burst 5
Effect: The burst creates a zone of hallowed ground. You and any allies gain the following benefits while within the zone: a +2 power bonus to saving throws, a +2 power bonus to all defenses, and a +2 power bonus to attack rolls.
 The area remains hallowed until the end of the encounter.

You speak a prayer, and the ground around you becomes hallowed, granting you and your allies divine protection.



Blinding Light


Cleric Attack 17



Encounter + Divine, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. Fort
Hit: 2[W] + Str radiant damage, and the target is blinded until the end of your next turn.


	Str vs. Fort
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You utter a brief prayer, and a brilliant nimbus of golden light surrounds your weapon, blinding your enemy on impact



Enthral


Cleric Attack 17



Encounter + Charm, Divine, Implement, Psychic
Standard Action Area burst 3 within 10 squares
Target: Each enemy in burst
Attack: Wis vs. Will
Hit: 2d10 + Wis psychic damage, and the target is immobilized and unable to make attacks against you until the end of your next turn.


	Wis vs. Will
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You begin reciting a verse from some ancient holy text. The truths you speak are enough to wound and hamper your enemies.



Sentinel Strike


Cleric Attack 17



Encounter + Divine, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage. Choose one ally within 5 squares of you; if the target attacks that ally before the end of your next turn, reduce the target's damage against that ally to 0.


	Str vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You shout a sacred invocation, and your weapon smolders with silver wisps of divine power. In addition to delivering a stern blow to your enemy, the divine energy clings to your target and foils its attacks for a short time.



Thunderous Word


Cleric Attack 17



Encounter + Divine, Implement, Thunder
Standard Action Close blast 5
Target: Each enemy in blast
Attack: 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.


	Wis vs. Ref
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Squares
	<input style="width: 100%; height: 20px;" type="text"/>

You shout a word that forcefully thrusts your enemies back while allowing your allies to position themselves more advantageously.



Fire Storm

Cleric Attack 19



Daily + Divine, Fire, Implement, Zone
Standard Action Area burst 5 within 10 squares
Target: Each enemy in burst
Attack: Wis vs. Ref
Hit: 5d10 + Wis fire damage.
Miss: Half damage.
Effect: The burst creates a zone of fire that lasts until the end of your next turn. Enemies that start their turn in this zone take 1d10 + Wis fire damage.
Sustain Minor: The zone persists.

	Wis vs. Ref
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Zone Damage
	<input style="width: 100%; height: 20px;" type="text"/>

A roiling cloud of fire scours your foes, lingering on the battlefield until you allow it to burn itself out.



Holy Wrath

Cleric Attack 19



Daily + Divine, Healing, Implement, Radiant
Standard Action Close burst 3
Target: Each enemy in burst
Attack: Str vs. AC
Hit: 2d10 + Str radiant damage.
Effect: You gain regeneration 10 and a +2 power bonus to attack rolls until the end of the encounter.


	Str vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

A burst of furious light washes over your foes and fortifies you with the wrath of your god.



Indomitable Spirit


Cleric Attack 19



Daily + Divine, Healing, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage.
Miss: Half damage.
Effect: You and each ally within 5 squares of you regain hit points as if you had each spent a healing surge.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

The divine power of your mighty attack fortifies your allies.



Knight of Glory


Cleric Attack 19



Daily + Conjuraton, Divine, Implement
Standard Action Ranged 10
Target: One creature adjacent to the ghostly knight
Attack: Wis vs. AC
Hit: 3d10 + Wis damage.
Effect: You conjure a ghostly knight that occupies 1 square within range, and the knight attacks an adjacent creature. Once per round as a minor action, you can make the knight attack an adjacent creature. Every round, you can move the knight 5 squares as a move action. It lasts until the end of the encounter.


	Wis vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You conjure a ghostly warrior clad in the ceremonial armor of your faith. With sword in hand, it attacks your enemies.




Angel of the Eleven Winds

Cleric Utility 22




Daily + Conjuraton, 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.




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.




Cloud Chariot

Cleric Utility 22




Daily + Conjuraton, Divine
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.




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.




Spirit of Health

Cleric Utility 22




Daily + Conjuraton, 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.



Astral Blades of Death


Cleric Attack 23



Encounter + Divine, Implement, Radiant
Standard Action Ranged 10
Target: One creature
Attack: Wis vs. Ref
Hit: 6d6 + Wis radiant damage.


	Wis vs. Ref
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You invoke a holy phrase. Merciless blades of silvery light suddenly appear around your enemy and begin hacking at it.



Divine Censure


Cleric Attack 23



Encounter + Divine, Weapon
Standard Action **Melee weapon**
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

With a hushed prayer, you imbue your weapon with the divine might of your god, such that one hit with the weapon leaves your enemy reeling.



Haunting Strike

Cleric Attack 23



Encounter + Divine, Weapon
Standard Action **Melee weapon**
Target: One creature
Attack: Str + 2 vs. AC
Hit: 4[W] + Str damage. The next attack roll you make against the target gains a +2 power bonus.

	Str + 2 vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You strike your enemy hard with your weapon and invoke an ancient divine curse that makes him more vulnerable to a subsequent attack.



Healing Torch


Cleric Attack 23



Encounter + Divine, Healing, Implement, Radiant
Standard Action **Area burst 5 within 10 squares**
Target: Each enemy in burst
Attack: Wis vs. Will
Hit: 3d8 + Wis radiant damage.
Effect: You and each ally in the burst gain a power bonus to AC equal to your Cha until the end of your next turn and can spend a healing surge. Add your Cha to the hit points regained.


	Wis vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	AC/Healing Bonus
	<input style="width: 100%; height: 30px;" type="text"/>

You whisper an ancient prayer, igniting your holy symbol with divine light that quickly spreads to engulf your enemies and allies. The light sears your foes and momentarily bathes your allies in a protective, healing glow.



Nimbus of Doom


Cleric Attack 25



Daily + Divine, Radiant, Weapon
Standard Action **Melee weapon**
Target: One creature
Attack: Str vs. AC
Hit: 6[W] + Str radiant damage.
Effect: The target takes a -2 penalty to all defenses (save ends).


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Your attack illuminates your foe with a radiant glow, guiding attacks against it.



Sacred Word


Cleric Attack 25



Daily + Divine, Implement, Psychic
Standard Action **Close burst 5**
Target: Each enemy in burst
Attack: Wis vs. Fort
Hit: 4d10 + Wis psychic damage, and the target is stunned until the end of your next turn.
Miss: Half damage, and the target is not stunned.


	Wis vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

A single word of divine power damages and stuns nearby foes.



Seal of Binding


Cleric Attack 25



Daily + Divine, Implement
Standard Action **Ranged 10**
Target: One creature
Attack: Wis vs. Will
Hit: 3d10 + Wis damage, and the target is stunned and can't be affected by any attack other than this one until the end of your next turn.
Sustain Standard: Each time you sustain the power, you and the target both take 2d10 + Wis damage. The target remains stunned and protected against all other attacks. You can't sustain this power if you are bloodied.


	Wis vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Sustain Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Faintly glowing symbols encircle your foe, trapping it.



Seal of Protection


Cleric Attack 25



Daily + Divine, Implement, Radiant, Zone
Standard Action **Close burst 2**
Target: Each enemy in burst
Attack: Str vs. Ref
Hit: 3d10 + Str radiant damage.
Effect: The burst creates a protected zone until the end of your next turn. You and each ally within the zone gain a +2 bonus to AC. Enemies that enter the zone end their current movement.
Sustain Minor: The zone persists.


	Str vs. Ref
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You create a circle of faintly glowing symbols that halts your enemies and protects you and your allies from attack.



Punishing Strike

Cleric Attack 27



Encounter + Divine, Weapon
Standard Action **Melee weapon**
Target: One creature
Attack: Str + 2 vs. AC
Hit: 4[W] + Str damage.

	Str + 2 vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

With a simple prayer, you gain a sudden clarity of purpose and empower your weapon with the indomitable might of your deity.



Sacrificial Healing


Cleric Attack 27



Encounter + Divine, Healing, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 3[W] + Str damage, and you and each ally within 10 squares of you can spend a healing surge. Add your Cha to the hit points regained.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Healing Bonus
	<input style="width: 100%; height: 30px;" type="text"/>

As you spill the blood of your enemy, you whisper a prayer to your deity, who rewards your battle prowess with a timely blessing upon you and all nearby allies.



Scourge of the Unworthy

Cleric Attack 27



Encounter + Divine, Implement, Necrotic
Standard Action Ranged 20
Target: One creature
Attack: Wis vs. Ref
Hit: 4d10 + Wis necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.


	Wis vs. Ref
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You utter a divine phrase that lashes your enemy, dealing a terrible wound.



Sunburst


Cleric Attack 27



Encounter + Divine, Healing, Implement, Radiant
Standard Action Area burst 2 within 10 squares
Target: Each enemy in burst
Attack: Wis vs. Will
Hit: 3d8 + Wis radiant damage.
Effect: You and each ally in the burst regain hit points equal to 10 + your Cha and make a saving throw.


	Wis vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Healing
	<input style="width: 100%; height: 30px;" type="text"/>

When you invoke an ancient prayer, a brilliant burst of light explodes in front of you, healing your allies and searing your enemies.



Astral Storm

Cleric Attack 29



Daily + Cold, Divine, Fire, Implement, Lightning, Thunder, Zone
Standard Action Area burst 5 within 20 squares
Target: Each enemy in burst
Attack: Wis vs. Ref
Hit: 6d10 + Wis cold, fire, lightning, and thunder damage. Resistance doesn't reduce the damage unless the target has resistance to all four damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the four damage types is subject to that vulnerability.
Miss: Half damage.
Effect: The burst creates a stormy zone until the end of your next turn.
Sustain Minor: Make a Wis vs. Ref attack against every enemy within the zone, dealing 2d10 + Wis lightning damage if you hit and half damage if you miss.

	Wis vs. Ref
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Zone Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You unleash a terrible storm upon your enemies, raining ice, fire, lightning, and thunder down upon them.



Godstrike


Cleric Attack 29



Daily + Divine, Radiant, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 7[W] + Str radiant damage.
Miss: Half damage.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

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



Astral Wave

Cleric (Angelic Avenger) Attack 11



Encounter + Divine, Implement; Lightning, Radiant, or Thunder
Standard Action Close burst 8
Target: Each enemy in burst
Attack: Wis vs. Will
Hit: 2d8 + Wis damage of the energy type you chose for your Astral Vibrance path feature.

	Wis vs. Will
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

As your angelic visage emerges, a wave of astral energy emanates from you and washes over your enemies with deadly effect.



Angel Ascendant


Cleric (Angelic Avenger) Attack 20



Daily + Divine, Weapon
Standard Action Melee weapon
Attack: Str vs. AC
Hit: 5[W] + Str damage.
Effect: You gain a speed of fly 6 (hover) until the end of the encounter. (See the *Dungeon Master's Guide* for rules on hovering.)


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You channel divine energy into a single, powerful attack that transforms you into an angelic being. Wings of radiant light spread from your back as your features transform into those of an angel.




Angelic Presence

Cleric (Angelic Avenger) Utility 12




Daily + Divine, Fear
Minor Action Personal
Effect: Enemies gain a -2 penalty to attack rolls against you until the end of the encounter 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.



Hammer of Fate

Cleric (Divine Oracle) Attack 20




Daily + Divine, Implement
Standard Action Ranged 20
Target: One creature
Attack: Wis vs. Will
Hit: 5d10 + Wis damage.
Miss: Rewind your turn to the moment before you made the attack, and you don't use this power. Choose a different standard action this turn. You can't use hammer of fate again until the next encounter.

Wis vs. Will


Damage

You hammer your foe with prophetic words of power. If your foe avoids the barrage, you can untangle the lines of fate and perform a different action.




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 predict dire results for your enemy.



Solar Wrath

Cleric (Radiant Servant) Attack 11




Encounter + Divine, Implement, Radiant
Standard Action Close burst 8
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.

Wis vs. Will

Damage

Radiant light explodes from you like a solar flare, evaporating shadows and dealing illuminating damage to everything around you.



Healing Sun

Cleric (Radiant Servant) Utility 12



Daily + Divine, Healing, Radiant, Zone
Standard Action Close burst 2
Effect: The burst creates a zone of divine light until the end of your next turn. You and each ally who ends his or her turn within the zone regain hit points equal to 5 + your Cha. A demon or an undead creature that enters the zone or starts its turn there takes 1d10 + your Cha radiant damage.
Sustain Standard: The zone persists.
Special: The zone ends at the end of your turn if you are bloodied.

Healing

Damage

A healing sun shines forth from you, repairing the wounds of your allies while keeping creatures of darkness at bay.



Radiant Brilliance

Cleric (Radiant Servant) Attack 20




Daily + Divine, Implement, Radiant
Standard Action Ranged 20
Target: One creature
Attack: Wis vs. Ref
Hit: 3d10 + Wis radiant damage.
Effect: At the start of your next turn, the target is the center of a burst 5 radiant explosion that affects only your enemies: Wis vs. Will; 3d10 radiant damage; half damage on a miss.

Wis vs. Ref / Will


Damage

You fire a brilliant ray of searing light into a foe, igniting that foe and briefly turning it into a small sun.



Battle Cry

Cleric (Warpriest) Attack 11




Encounter + Divine, Healing, Implement
Standard Action Close burst 1
Target: Each adjacent enemy
Attack: Wis vs. Fort
Hit: 2[W] + Wis
Effect: You and each bloodied ally within 10 squares of you can spend a healing surge.

Wis vs. Fort


Damage

You attack every enemy next to you, shouting a revitalizing battle cry that inspires your allies.



Battle Pyres

Cleric (Warpriest) Attack 20




Daily + Divine, Implement, Radiant
Standard Action Close burst 5
Primary Target: Each enemy in burst
Attack: Wis vs. Will
Hit: 2d8 + Wis damage, and ongoing 5 radiant damage (save ends). Make a secondary attack.
Secondary Target: One creature taking ongoing radiant damage within 5 squares of you
Secondary Attack: Wis vs. Ref
Hit: 5d10 + Wis damage.
Sustain Standard: You can make the secondary attack in subsequent rounds as long as at least one of your primary targets is taking ongoing radiant damage.

Wis vs. Will / Ref

Damage


Secondary Dmg

You call upon a powerful prayer that turns your enemies into pyres ablaze with radiant energy.



Battle Favor


Cleric (Warpriest) Utility 12



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 rest.


	Wis vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

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



Careful Attack


Ranger Attack 1



At-Will + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Two melee weapons or a ranged weapon
Target: One creature
Attack: Str + 2 vs. AC (*melee*) or Dex + 2 vs. AC (*ranged*).
Hit: 1[W] damage (*melee*) or 1[W] damage (*ranged*).
 Increase damage to 2[W] (*melee*) or 2[W] (*ranged*) at 21st level.


	Str/Dex +2 vs AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Melee Dmg
	<input style="width: 100%; height: 30px;" type="text"/>
	Ranged Dmg
	<input style="width: 100%; height: 30px;" type="text"/>

You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.



Hit and Run


Ranger Attack 1



At-Will + Martial, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 1[W] + Str damage
 Increase damage to 2[W] + Str at 21st level.
Effect: If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.



Nimble Strike


Ranger Attack 1



At-Will + Martial, Weapon
Standard Action Ranged weapon
Target: One creature
Special: Shift 1 square before or after you attack
Attack: Dex vs. AC
Hit: 1[W] + Dex damage.
 Increase damage to 2[W] + Dex at 21st level.


	Dex vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.



Twin Strike


Ranger Attack 1



At-Will + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Two melee weapons or a ranged weapon
Targets: One or two creatures
Attack: Str vs. AC (*melee; main weapon and off-hand weapon*) or Dex vs. AC (*ranged*), two attacks
Hit: 1[W] damage per attack.
 Increase damage to 2[W] at 21st level.


	Str/Dex vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Melee Dmg
	<input style="width: 100%; height: 30px;" type="text"/>
	Ranged Dmg
	<input style="width: 100%; height: 30px;" type="text"/>

If the first attack doesn't kill it, the second one might.



Dire Wolverine Strike


Ranger Attack 1



Encounter + Martial, Weapon
Standard Action Close burst 1
Requirement: Two melee weapons
Target: Each enemy in burst you can see
Attack: Str vs. AC
Hit: 1[W] + Str damage.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Enemies surround you—much to their chagrin, as you slash them to pieces with the ferocity of a wounded dire wolverine.



Evasive Strike


Ranger Attack 1



Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Target: One creature
Special: You can shift a number of squares equal to 1 + your Wis either before or after the attack.
Attack: Str vs. AC (*melee*) or Dex vs. AC (*ranged*)
Hit: 2[W] + Str damage (*melee*) or 2[W] + Dex damage (*ranged*).


	Str/Dex vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	Squares
	<input style="width: 100%; height: 30px;" type="text"/>

You confound enemies by weaving through the battlefield unscathed as you make your attacks.



Fox's Cunning


Ranger Attack 1



Encounter + Martial, Weapon
Immediate Reaction Melee or Ranged weapon
Trigger: An enemy makes a melee attack against you
Attack: You can shift 1 square, then make a basic attack against the enemy.
Special: Gain a power bonus to your basic attack roll equal to your Wis.


	Attack Bonus
	<input style="width: 100%; height: 30px;" type="text"/>

Using the momentum from your enemy's blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his composure.



Two-Fanged Strike

Ranger Attack 1



Encounter + Martial, Weapon


Standard Action **Melee** or **Ranged** weapon
Requirement: Two melee weapons or a ranged weapon
Target: One creature
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.

Str/Dex vs. AC

Melee Dmg


Ranged Dmg

You sink two arrows or both of your blades into the flesh of your enemy, causing it to howl in pain.



Hunter's Bear Trap

Ranger Attack 1



Daily + Martial, Weapon

Standard Action **Melee** or **Ranged** weapon
Target: One creature
Attack: Str vs. AC (*melee*) or Dex vs. AC (*ranged*)
Hit: 2[W] + 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

Str/Dex vs. AC

Melee Dmg

Ranged Dmg

A well-placed shot to the leg leaves your enemy hobbled and bleeding.



Jaws of the Wolf

Ranger Attack 1




Daily + Martial, Weapon

Standard Action **Melee** weapon
Requirement: Two melee weapons
Target: One creature
Attack: Str vs. AC (*main weapon and off-hand weapon*), two attacks
Hit: 2[W] + Str damage per attack.
Miss: Half damage per attack.

Str vs. AC


Damage

You use your weapons to hedge in your foe and trick him into exposing a weak spot, at which point you strike.



Split the Tree

Ranger Attack 1



Daily + Martial, Weapon

Standard Action **Ranged** weapon
Targets: Two creatures within 3 squares of each other
Attack: Dex vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.
Hit: 2[W] + Dex damage.

Dex vs. AC


Damage

You fire two arrows at once, which separate in mid-flight to strike two different targets.



Sudden Strike

Ranger Attack 1



Daily + Martial, Weapon


Standard Action **Melee** weapon
Requirement: Two melee weapons
Target: One creature
Attack: Str vs. AC (*off-hand weapon*)
Hit: 1[W] damage (*off-hand weapon*).
Effect: You shift 1 square and make a secondary attack against the target.
Secondary Attack: Str vs. AC (*main weapon*)
Hit: 2[W] + Str damage (*main weapon*), and the target is weakened until the end of your next turn.

Str vs. AC

Damage


Secondary Dmg

You hold your weapons blade-down and slash your foe across the face with one of them. As he spins away and drops his guard, you roll to one side, spring to your feet, and plunge your other blade into his back.



Crucial Advice

Ranger Utility 2




Encounter + Martial

Immediate Reaction **Ranged** 5
Trigger: An ally within range that you can see or hear makes a skill check using a skill in which you're trained
Effect: Grant the ally the ability to reroll the skill check, with a power bonus equal to your Wis.


Skill Bonus

You are wise in all things. The sooner your friends realize this, the safer and better off they'll be.



Unbalancing Parry


Ranger Utility 2



Encounter + Martial, Weapon


Immediate Reaction **Melee** 1
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.

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



Yield Ground

Ranger Utility 2



Encounter + Martial

Immediate Reaction **Personal**
Trigger: An enemy damages you with a melee attack
Effect: You can shift a number of squares equal to your Wis. Gain a +2 power bonus to all defenses until the end of your next turn.

Squares

Even as your foe connects, you leap backward, out of the way of further harm.

Cut and Run
Ranger Attack 3

Encounter + Martial, Weapon

Standard Action **Melee or Ranged** weapon
Requirement: Two melee weapons or a ranged weapon
Target: One or two creatures
Attack: Str vs. AC (*melee; main weapon and 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 damage (*ranged*) per attack.

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

Str/Dex vs. AC

Melee Dmg

Ranged Dmg

Disruptive Strike
Ranger Attack 3

Encounter + Martial, Weapon

Immediate Interrupt **Melee or Ranged** weapon
Trigger: You or an ally is attacked by a creature
Target: The attacking creature
Attack: Str vs. AC (*melee*) or Dex vs. AC (*ranged*)
Hit: 1[W] + Str damage (*melee*) or 1[W] + Dex damage (*ranged*). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wis.

You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.

Str/Dex vs. AC

Damage

Attack Penalty

Shadow Wasp Strike
Ranger Attack 3

Encounter + Martial, Weapon

Standard Action **Melee or Ranged** weapon
Target: One creature that is your quarry
Attack: Str vs. AC (*melee*) or Dex vs. AC (*ranged*)
Hit: 2[W] + Str damage (*melee*) or 2[W] + Dex damage (*ranged*).

You strike quickly, like a shadow wasp flying out of the darkness, hitting where your foe is most vulnerable.

Str/Dex vs. AC

Melee Dmg

Ranged Dmg

Thundertusk Boar Strike
Ranger Attack 3

Encounter + Martial, Weapon

Standard Action **Melee or Ranged** weapon
Requirement: Two melee weapons or a ranged weapon
Targets: One or two creatures
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. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wis.

You attack twice, causing your foes to stagger backward.

Str/Dex vs. AC

Melee Dmg

Ranged Dmg

Excruciating Shot
Ranger Attack 5

Daily + Martial, Weapon

Standard Action **Ranged** weapon
Target: One creature
Attack: Dex vs. AC
Hit: 3[W] + Dex damage, and the target is weakened (*save ends*).
Miss: Half damage, and the target is not weakened.

One well-placed arrow leaves your enemy hunched over and howling in pain.

Dex vs. AC

Damage

Frenzied Skirmish
Ranger Attack 5

Daily + Martial, Weapon

Standard Action **Melee** weapon
Requirement: Two melee weapons
Targets: One or two creatures
Attack: Str vs. AC (*main weapon and off-hand weapon*), two attacks
Special: Before or after these attacks, you can move your speed without provoking opportunity attacks.
Hit: 1[W] + Str damage per attack. If an attack hits, the target is dazed until the end of your next turn. If both attacks hit the same target, it is dazed and slowed until the end of your next turn.

You leap into the fray and unleash a torrent of steel upon your unsuspecting foes, staggering them with the ferocity of your attacks.

Str vs. AC

Damage

Splintering Shot
Ranger Attack 5

Daily + Martial, Weapon

Standard Action **Ranged** weapon
Target: One creature
Attack: Dex vs. AC
Hit: 3[W] + Dex damage, and the target takes a -2 penalty to attack rolls until the end of the encounter.
Miss: Half damage, and the target takes a -1 penalty to attack rolls until the end of the encounter.

Your arrow burrows into flesh and shatters, sending splinters of wood deep into the wound.

Dex vs. AC

Damage

Two-Wolf Pounce
Ranger Attack 5

Daily + Martial, Weapon

Standard Action **Melee** weapon
Requirement: Two melee weapons
Special: You can shift 2 squares before making this attack.
Primary Target: One creature
Attack: Str vs. AC, two attacks (*main weapon and offhand weapon*)
Hit: 2[W] + Str damage (*main weapon*) and 1[W] + Str damage (*off-hand weapon*).
Effect: After attacking the primary target, you can shift 2 squares and make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Str vs. AC (*off-hand weapon*)
Hit: 2[W] damage (*off-hand weapon*).

You set upon a foe with weapons bared, then weave to the side and deal a wound to another adversary.

Str vs. AC

Damage

Secondary Dmg

Weave through the Fray
Ranger Utility 6

Encounter + Martial
Immediate Interrupt Personal
Trigger: An enemy moves adjacent to you
Effect: You can shift a number of squares equal to your Wis.

Squares

You dodge through the thick of the fight, denying your foes a chance to pin you down in one spot.

Evade Ambush
Ranger Utility 6

Daily + Martial
No Action Ranged sight
Effect: At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Wis to avoid being surprised.

Allies

You are the eyes and ears of the group, always alert for the telltale signs of an ambush.

Skilled Companion
Ranger Utility 6

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

Your allies benefit from the things that you have learned.

Claws of the Griffon
Ranger Attack 7

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

Dmg

Your steel blades flash menacingly as you taunt your foes with parries and cut deep wounds into their flesh.

Hawk's Talon
Ranger Attack 7

Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Target: One creature
Attack: Str vs. AC (melee) or Dex vs. AC (ranged). Gain a power bonus to this attack equal to your Wis. Ignore any penalties from cover or concealment (but not superior cover or total concealment).
Hit: 2[W] + Str damage (melee) or 2[W] + Dex damage (ranged).

Str/Dex vs. AC

Melee Dmg

Ranged Dmg

Like the hawk, you strike with calculated precision.

Spikes of the Manticore
Ranger Attack 7

Encounter + Martial, Weapon
Standard Action Ranged weapon
Target: One or two creatures
Attack: Dex vs. AC, one attack per target
Hit: 2[W] + Dex damage (first shot) and 1[W] + Dex damage (second shot).

Dex vs. AC

Damage

You unleash two arrows in rapid succession.

Sweeping Whirlwind
Ranger Attack 7

Encounter + Martial, Weapon
Standard Action Close burst 1
Requirement: Two melee weapons
Target: Each enemy in burst
Attack: Str vs. AC
Hit: 1[W] + Str damage, and you push the target a number of squares equal to your Wis and it is knocked prone.

Str vs. AC

Damage

You slash and stab at surrounding foes with unbound fury, knocking them off balance with thrusts and leg sweeps.

Attacks on the Run
Ranger Attack 9

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 attacks with a melee weapon or two Dex vs. AC attacks with a ranged weapon.
Hit: 3[W] + Str damage (melee) or 3[W] + Dex damage (ranged) per attack.
Miss: Half damage per attack.

Str/Dex vs. AC

Melee Dmg

Ranged Dmg

Without breaking stride, you make two attacks against a single foe or two different targets.

Close Quarters Shot
Ranger Attack 9

Daily + Martial, Weapon
Standard Action Ranged 1
Target: One adjacent enemy
Attack: Dex vs. AC. This attack does not provoke opportunity attacks.
Hit: 4[W] + Dex damage.
Miss: Half damage.

Dex vs. AC

Damage

Though menaced by fangs and claws, you calmly unload an arrow into the creature's gaping maw—mere inches from your outstretched arm.

Spray of Arrows
Ranger Attack 9

Daily + Martial, Weapon
Standard Action Close blast 3
Requirement: ranged weapon
Target: Each enemy in blast you can see
Attack: Dex vs. AC
Hit: 2[W] + Dex damage.
Miss: Half damage.

Dex vs. AC

Damage

You fire repeatedly with a short draw, showering arrows at each enemy in front of you.

Swirling Leaves of Steel
Ranger Attack 9

Daily + Martial, Weapon
Standard Action Close burst 1
Requirement: Two melee weapons
Target: Each enemy in burst you can see
Attack: Str vs. AC, one attack per target
Hit: 2[W] + Str damage.
Miss: Half damage.

Str vs. AC

Damage

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

Expeditious Stride
Ranger Utility 10

Encounter + Martial
Minor Action Personal
Effect: Until the end of your next turn, your speed increases by 4, and when you shift, you can shift 1 additional square.

Like a gazelle, you startle allies and enemies alike with your sudden swiftness.

Open the Range
Ranger Utility 10

Daily + Martial
Immediate Interrupt Personal
Trigger: An enemy moves adjacent to you
Effect: You can shift 1 square and then move a number of squares equal to 1 + your Wis. You can't end your move adjacent to the triggering enemy.

Squares

You keep your distance from an approaching adversary, backpedaling easily away from him.

Undaunted Stride
Ranger Utility 10

Daily + Martial, Stance
Minor Action Personal
Effect: Your movement is not hindered by difficult terrain.

You expertly navigate through difficult terrain.

Pinning Strike
Ranger Attack 13

Encounter + Martial, Weapon
Standard Action Melee or Ranged weapon
Requirement: Two melee weapons or a ranged weapon
Targets: One or two creatures
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. The target is immobilized until the start of your next turn.

Str/Dex vs. AC

Melee Dmg

Ranged Dmg

With a well-aimed attack, you pin your foe to the ground or to a nearby wall.

Nimble Defense
Ranger Attack 13

Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Two melee weapons
Target: One creature
Attack: Str vs. AC (main weapon and off-hand weapon), two attacks
Hit: 1[W] + Str damage per attack. If you hit with either attack, you gain a power bonus to AC equal to 2 + your Wis until the end of your next turn.

Str vs. AC

Damage

AC Bonus

Between strikes, you use both of your weapons to deflect incoming blows.



Armor Splinter

Ranger Attack 13




Encounter + Martial, Weapon

Standard Action **Melee weapon**
Requirement: Two melee weapons
Target: One creature
Attack: Str vs. AC (*main weapon and off-hand weapon*), two attacks
Hit: 1[W] + Str damage per attack. If one attack hits, the target takes a penalty to AC equal to your Wis until the end of your next turn. If both attacks hit, the target takes a penalty to AC equal to 2 + your Wis until the end of your next turn.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>
	AC Penalty
	<input style="width: 100%; height: 30px;" type="text"/>

You attack the weak spots in your opponent's armor, not only dealing damage but also leaving your prey vulnerable to later attacks.



Knockdown Shot

Ranger Attack 13




Encounter + Martial, Weapon

Standard Action **Ranged weapon**
Target: One creature of your size or smaller
Attack: Dex vs. Ref
Hit: 2[W] + Dex damage, and the target is knocked prone.


	Dex vs. Ref
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

One shot topples your foe.



Blade Cascade

Ranger Attack 15




Daily + Martial, Weapon

Standard Action **Melee weapon**
Requirement: Two melee weapons
Targets: One or more creatures
Attack: Str vs. AC. Alternate main and off-hand weapon attacks until you miss. As soon as an attack misses, this attack ends.
Hit: 2[W] + Str damage per attack.


	Str vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Time seems to slow down as your weapons fall upon your hapless foes like rain from an ominous sky.



Bleeding Wounds

Ranger Attack 15




Daily + Martial, Weapon

Standard Action **Ranged weapon**
Targets: One, two, or three creatures
Attack: Dex vs. AC, three attacks
Hit: 1[W] + Dex damage per attack, and ongoing 5 damage (*save ends*). A target hit twice takes ongoing 10 damage (*save ends*). A target hit three times takes ongoing 15 damage (*save ends*).
Miss: Half damage per attack, and no ongoing damage.


	Dex vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Your arrows puncture flesh, and from these wounds blood flows in crimson streams.



Confounding Arrows

Ranger Attack 15




Daily + Martial, Weapon

Standard Action **Ranged weapon**
Targets: One, two, or three creatures
Attack: Dex vs. AC, three attacks
Hit: 1[W] + Dex damage per attack. A target hit once is dazed (*save ends*). A target hit twice is stunned (*save ends*). A target hit three times is stunned (*save ends*) and takes +2[W] damage.
Miss: The target is dazed (*save ends*).


	Dex vs. AC
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

Your targets won't know what hit them.



Stunning Steel

Ranger Attack 15




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.


	Str vs. Fort
	<input style="width: 100%; height: 30px;" type="text"/>
	Damage
	<input style="width: 100%; height: 30px;" type="text"/>

You fight past your enemies' shields and armor and deal nasty cuts that leave them reeling and unable to react.



Evade the Blow


Ranger Utility 16



Daily + Martial


Immediate Interrupt **Personal**
Trigger: An enemy hits you with a melee attack
Effect: Shift 1 square away from the enemy.

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



Longstrider


Ranger Utility 16



Daily + Martial, Stance


Minor Action **Personal**
Effect: Your speed increases by 2.

You have an uncanny knack for being in the right place at the right time.



Momentary Respite


Ranger Utility 16



Daily + Martial
Standard Action Personal
Effect: Shift a number of squares equal to your Wis and make a saving throw. You are no longer marked by any enemy.


Squares

Amid the chaos of combat, you're able to calm yourself for an instant and recover from a harmful effect.



Arrow of Vengeance

Ranger Attack 17




Encounter + Martial, Weapon
Immediate Reaction Ranged weapon
Trigger: A creature within range attacks your ally
Target: The attacking creature
Attack: Dex vs. AC, and gain a power bonus to this attack equal to your Wis.
Hit: 2[W] + Dex damage.

Dex vs. AC


Damage

You point your bow at the villain who just wounded your friend and loose a vengeful arrow.



Cheetah's Rake

Ranger Attack 17




Encounter + Martial, Weapon
Standard Action Close burst 1
Requirement: Two melee weapons
Target: Each enemy in burst you can see
Attack: Str vs. AC
Hit: 1[W] + Str damage, and the target is immobilized and knocked prone until the end of your next turn.

Str vs. AC


Damage

You whirl around with blades outstretched, slashing your foes across the legs and causing them to fall to the ground in mawling heaps.



Two-Weapon Eviscerate

Ranger Attack 17




Encounter + Martial, Weapon
Standard Action Melee weapon
Requirement: Two melee weapons
Target: One creature
Attack: Str vs. AC (main weapon and off-hand weapon), two attacks
Hit: 1[W] + Str damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is weakened until the end of your next turn.

Str vs. AC


Damage

You swing your blades in lethal arcs, dousing the battlefield in your enemy's blood.



Cruel Cage of Steel

Ranger Attack 19




Daily + Martial, Weapon
Standard Action Melee weapon
Requirement: Two melee weapons
Targets: One, two, or three creatures
Attack: Str + 2 vs. AC, three attacks
Hit: 2[W] + Str damage (first attack; main), 2[W] + Str damage (second attack; offhand), and 1[W] + Str (third attack; main).
 A target hit once is dazed until the end of your next turn. A target hit twice is stunned until the end of your next turn. A target hit three times is weakened and stunned until the end of your next turn.
Miss: Half damage per attack, and the target is not dazed, stunned, or weakened.
Effect: After the first attack and after the second attack, you can shift 1 square.

Str +2 vs. AC


Damage

You move swiftly around your enemies, weaving back and forth and delivering a vicious slash with each soft step.



Great Ram Arrow

Ranger Attack 19




Daily + Martial, Weapon
Standard Action Ranged weapon
Target: One creature
Attack: Dex vs. AC
Hit: 3[W] + Dex damage. In addition, you push the target a number of squares equal to your Str, and it is knocked prone.
Miss: Half damage, and you push the target 1 square and it is knocked prone.

Dex vs. AC

Damage


Squares

You loose an arrow that pierces your foe, hurls him back, and knocks him off his feet.



Two-in-One Shot

Ranger Attack 19




Daily + Martial, Weapon
Standard Action Ranged weapon
Target: One creature
Attack: Dex vs. AC, two attacks. If the first attack hits, you gain a +5 bonus to the attack roll for the second attack. If the first attack misses, make the second attack normally.
Hit: 2[W] + Dex damage per attack.
Miss: Half damage per attack.

Dex vs. AC


Damage

The first shot is always the toughest.



Wounding Whirlwind

Ranger Attack 19




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
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.

Str vs. AC


Damage

Crimson droplets splatter as you slash into all nearby foes.




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.




Hit the Dirt

Ranger Utility 22




Daily + Martial
Immediate Interrupt Personal
Trigger: You are hit by an area attack or a close attack
Effect: Shift a number of squares equal to your Wis.

You throw yourself to the ground, tumble a safe distance, and spring to your feet no worse for wear.




Master of the Hunt

Ranger Utility 22




Daily + Martial, Stance
Minor Action Personal
Effect: You gain a bonus to damage rolls equal to your Wis.

You take careful aim with every shot.




Safe Stride

Ranger Utility 22




Encounter + Martial, Stance
Move Action Personal
Effect: Shift a number of squares equal to your Wis.

You deftly maneuver around your foes as the battle rages on.



Triple Shot

Ranger Attack 17




Encounter + Martial, Weapon
Standard Action Ranged weapon
Targets: One, two, or three creatures
Attack: Dex vs. AC, three attacks
Hit: 1[W] + Dex damage per attack.

Dex vs. AC


Damage

You launch a volley of three arrows, which streak across the battlefield with whispered threats of oblivion.



Blade Ward

Ranger Attack 23




Encounter + Martial, Weapon
Immediate Interrupt Melee weapon
Trigger: A creature makes a melee attack against you
Target: The attacking creature
Attack: Str vs. AC
Hit: 1[W] + Str damage.
Effect: Until the end of your next turn, the target's attack rolls against you take a penalty equal to your Wis.

Str vs. AC

Damage


Attack Penalty

Your enemy strikes, and as you defend yourself with one blade, you drive the other deep into his gullet.



Cloak of Thorns

Ranger Attack 23




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 per attack. If one attack hits, the target takes a -2 penalty to attack rolls until the end of your next turn. If both attacks hit the same target, this penalty worsens to -4.
Effect: If any adjacent creature makes an attack against you and misses before the start of your next turn, make a melee basic attack against it with both your main weapon and your off-hand weapon as an immediate reaction.

Str vs. AC


Damage

You stab and slash enemies that come close to you.



Hammer Shot

Ranger Attack 23




Encounter + Martial, Weapon
Standard Action Ranged weapon
Target: One creature
Attack: Dex vs. Fort
Hit: 4[W] + Dex damage, and you push the target a number of squares equal to 2 + your Wis.

Dex vs. Fort

Damage


Squares

You test the strength of your bowstring as you pull an arrow back as far as it will go and unleash it upon your unsuspecting foe.



Manticore's Volley

Ranger Attack 23



Encounter + Martial, Weapon

Standard Action Ranged weapon


Target: One creature

Attack: Dex vs. AC, three attacks

Hit: 1[W] + Dex damage per attack. If two attacks hit, deal an extra 1[W] damage. If all three attacks hit, deal an extra 2[W] damage.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You pepper your foe with arrows.



Bloodstorm

Ranger Attack 25



Daily + Martial, Weapon

Standard Action Melee or Ranged weapon

Requirement: Two melee weapons or a ranged weapon

Target: One creature

Attack: Str vs. AC (*melee; main weapon and off-hand weapon*) or Dex vs. AC (*ranged*), two attacks

Hit: 2[W] + Str damage (*melee*) or 2[W] + Dex damage (*ranged*) per attack.

Miss: Half damage per attack.

Effect: After making these attacks, you can shift a number of squares equal to your Wis.


	Str/Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Melee Dmg
	<input style="width: 100%; height: 20px;" type="text"/>
	Ranged Dmg
	<input style="width: 100%; height: 20px;" type="text"/>

With bow or blades, you rain a series of deadly blows on your opponent.



Tiger's Reflex

Ranger Attack 25




Daily + Martial, Stance

Minor Action Personal


Effect: You can make a basic attack against an enemy you choose as an immediate interrupt if it attacks you.

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



Unstoppable Arrows

Ranger Attack 25



Daily + Martial, Weapon

Standard Action Close blast 5

Requirement: ranged weapon

Target: Each enemy in blast


Attack: Dex vs. AC

Hit: 3[W] + Dex damage.

Miss: Half damage.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You loose a volley of arrows with such force that they skewer several nearby enemies.



Hail of Arrows

Ranger Attack 27



Encounter + Martial, Weapon

Standard Action Ranged weapon


Target: Each enemy in range

Attack: Dex vs. AC

Hit: 1[W] + Dex damage.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You launch a barrage of arrows that strike all enemies before you.



Death Rend

Ranger Attack 27



Encounter + Martial, Weapon

Standard Action Melee weapon

Requirement: Two melee weapons


Target: One creature

Attack: Str vs. AC (*main weapon and off-hand weapon*), two attacks

Hit: 2[W] + Str damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is stunned until the end of your next turn.


	Str vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You plunge your blades into your opponent and rip them out with the ferocity of a tiger, leaving your prey gasping for life.



Lightning Shot

Ranger Attack 27



Encounter + Martial, Weapon

Immediate Reaction Ranged weapon

Trigger: One creature you can see has just taken damage


Target: The creature that took damage

Attack: Dex vs. AC

Hit: 2[W] + Dex damage, or 3[W] + Dex damage if the target is bloodied.


	Dex vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

As an enemy reels from a terrible wound, you quickly loose an arrow to finish him off.



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.

Effect: You can shift a number of squares equal to 1 + your Wis, and make another close burst 1 attack (*as above*).


	Str vs. AC
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Squares
	<input style="width: 100%; height: 20px;" type="text"/>

You strike your enemies in all directions. Then, like a tornado, you weave through the battlefield and unleash a second onslaught of whirling steel.




Follow-up Blow

Ranger Attack 29




Daily + Martial, Stance, Weapon
Minor Action Personal
Requirement: Two melee weapons
Effect: You can use your off-hand weapon to make a melee basic attack with a -2 penalty against each enemy you hit using a melee attack power.

You follow every strike with a backhanded swipe that breaks through your enemy's defenses.



Three-in-One Shot

Ranger Attack 29




Daily + Martial, Weapon
Standard Action Ranged weapon
Target: One creature
Attack: Dex vs. AC, three attacks. If the first attack hits, you gain a +5 bonus to the second and third attack rolls. If the first attack misses, roll the second and third attacks normally.
Hit: 2[W] + Dex damage per attack.
Miss: Half damage per attack.

Dex vs. AC


Damage

If you can hit with the first arrow, the others will follow.



Weave a Web of Steel

Ranger Attack 29



Daily + Martial, Weapon
Immediate Interrupt Melee weapon
Trigger: An enemy hits you with a melee attack
Requirement: Two melee weapons
Target: The triggering enemy
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.

Dex vs. AC


Damage

Crossing your blades, you form a defense as solid as a mighty shield, ready to riposte if your enemy isn't lucky.



Combined Fire

Ranger (Battlefield Archer) Attack 11




Encounter + Martial, Weapon
Immediate Reaction Ranged weapon
Trigger: An ally makes a ranged attack or an area attack
Target: One creature attacked by your ally
Attack: Dex vs. AC
Hit: 3[W] + Dex damage.

Dex vs. AC


Damage

You combine fire with one of your allies to take down a troublesome foe.




Archer's Glory

Ranger (Battlefield Archer) Utility 12




Encounter + Martial
Free Action Personal
Trigger: One of your ranged attacks drops an enemy to 0 hit points or fewer
Effect: You gain an action point that you must spend before the end of your next turn.

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



Quarry's Bane

Ranger (Battlefield Archer) Attack 20




Daily + Martial, Weapon
Standard Action Ranged weapon
Target: Each enemy designated as your quarry
Attack: Dex vs. AC
Hit: 3[W] damage.
Miss: The target is knocked prone as it dodges your attack.

Dex vs. AC


Damage

You have multiple quarries in your sights, so you unleash a deadly volley of shots at each of them.



Pinpointing Arrow

Ranger (Beast Stalker) Attack 11




Encounter + Martial, Weapon
Standard Action Ranged weapon
Target: One creature designated as your quarry
Special: Ignore penalties for cover (*but not superior cover*), concealment, and total concealment. You can attack an invisible target as if it wasn't invisible.
Attack: Dex vs. AC
Hit: 2[W] + Dex damage.

Dex vs. AC


Damage

Your shot is undeterred by obstructions and magical veils.




Hunter's Grace

Ranger (Beast Stalker) Utility 12




Encounter + Martial
No Action Personal
Effect: Make a Stealth check and use that as your initiative check result. If you get the first turn in the encounter, you can shift up to your speed as a free action before taking any other actions.

Even as your allies take stock of the enemies pouring in around them, you move into position and set your plans into motion.



Beast Stalker's Target

Ranger (Beast Stalker) Attack 20



Daily + Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dex vs. AC


Hit: 4[W] + Dex damage.

Effect: The target is designated as your quarry until the end of the encounter, and you can designate one additional creature as a quarry following the normal Hunter's Quarry rules.

Dex vs. AC


Damage

"This foe is my prey!"



Wrong Step

Ranger (Pathfinder) Attack 11



Encounter + Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: An adjacent enemy shifts or moves

Target: The enemy


Attack: Str vs. AC

Hit: 1[W] + Str damage, and the target is immobilized until the end of your next turn.

Str vs. AC


Damage

Your enemy steps unwittingly into your trap, and you catch him by surprise with a sudden, paralyzing thrust.



Slasher's Mark

Ranger (Pathfinder) Attack 20



Daily + Healing, Martial, Weapon

Standard Action Melee weapon

Requirement: Two melee weapons

Special: You can spend a healing surge before attacking.

Primary Target: One creature

Attack: Str vs. AC (*main weapon*)

Hit: 3[W] + Str damage (*main weapon*).

Effect: The target is marked until the end of the encounter. Make a secondary attack.

Secondary Target: One creature other than the primary target

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

Hit: 2[W] + Str damage (*off-hand weapon*).


Effect: The target is marked until the end of the encounter.

Str vs. AC

Damage


Secondary Dmg

You fortify yourself, raise your weapons, and carve scarring wounds into the flesh of your enemies.



Act Together

Ranger (Pathfinder) Utility 12




Daily + Martial

Immediate Reaction Personal

Trigger: An ally spends an action point to take an extra action


Effect: You gain an action point that you must spend before the end of your next turn.

You find it within yourself to capitalize on your comrade's latest act of daring.



Clearing the Ground

Ranger (Stormwarden) Attack 11



Encounter + Martial, Weapon

Standard Action Close burst 1

Requirement: Two melee weapons

Target: Each enemy in burst you can see


Attack: Str vs. AC

Hit: 1[W] + Str damage, and you push the target 1 square.

Str vs. AC


Damage

You sweep your blades in mighty arcs around you, cutting foes that get too close and thrusting them back.



Throw Caution to the Wind

Ranger (Stormwarden) Utility 12




Encounter + Martial, Stance

Minor Action Personal


Effect: You take a -2 penalty to all defenses and gain a +2 bonus to attack rolls.

Aw, what the hell. You only live once.



Cold Steel Hurricane

Ranger (Stormwarden) Attack 20



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.

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.

Str vs. AC

Damage


Squares

You rush into the midst of your enemies and, like a freezing wind, flay them alive.



Ghost Sound

Wizard Cantrip




At-Will + Arcane, Illusion

Standard Action Ranged 10

Target: One object or unoccupied square


Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

With a wink, you create an illusory sound that emanates from somewhere close by.



Light

Wizard Cantrip



At-Will + Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

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

Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

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.



Mage Hand

Wizard Cantrip



At-Will + Arcane, Conjunction

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.



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, or 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 turn.
- ◆ 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.



Cloud of Daggers

Wizard Attack 1



At-Will + Arcane, Force, Implement

Standard Action Area 1 square within 10

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 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.

Int vs. Ref

Damage


Area Damage

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.



Magic Missile

Wizard Attack 1



At-Will + Arcane, Force, Implement

Standard Action Ranged 20

Target: One creature

Attack: Int vs. Ref

Hit: 2d4 + Int force damage.


Increase damage to 4d4 + Int at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Int vs. Ref


Damage

You launch a silvery bolt of force at an enemy.



Ray of Frost

Wizard Attack 1



At-Will + Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: Int vs. Fort


Hit: 1d6 + Int cold damage, and the target is slowed until the end of your next turn.

Increase damage to 2d6 + Int at 21st level.

Int vs. Fort


Damage

A blisteringly cold ray of white frost streaks to your target.



Scorching Burst

Wizard Attack 1



At-Will + Arcane, Fire, Implement

Standard Action Area burst 1 within 10

Target: Each creature in burst

Attack: Int vs. Ref


Hit: 1d6 + Int fire damage.

Increase damage to 2d6 + Int at 21st level.

Int vs. Ref


Damage

A vertical column of golden flames burns all within.



Thunderwave

Wizard Attack 1



At-Will + Arcane, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: Int vs. Fort

Hit: 1d6 + Int thunder damage, and you push the target a number of squares equal to your Wis.


Increase damage to 2d6 + Int at 21st level.

Int vs. Fort

Damage


Squares

You create a whip-crack of sonic power that lashes up from the ground.



Burning Hands


Wizard Attack 1



Encounter + Arcane, Fire, Implement
Standard Action Close blast 5
Target: Each creature in blast
Attack: Int vs. Ref
Hit: 2d6 + Int fire damage.


	Int vs. Ref
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

A fierce burst of flame erupts from your hands and scorches nearby foes.



Chill Strike


Wizard Attack 1



Encounter + Arcane, Cold, Implement
Standard Action Ranged 10
Target: One creature
Attack: Int vs. Fort
Hit: 2d8 + Int cold damage, and the target is dazed until the end of your next turn.


	Int vs. Fort
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You create a bolt of frigid purple energy around your hand and send it hurtling toward your foe.



Force Orb


Wizard Attack 1



Encounter + Arcane, Force, Implement
Standard Action Ranged 20
Primary Target: One creature or object
Attack: Int vs. Ref
Hit: 2d8 + Int force damage. Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Int vs. Ref
Hit: 1d10 + Int force damage.


	Int vs. Ref
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Secondary Dmg
	<input style="width: 100%; height: 20px;" type="text"/>

You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.



Icy Terrain


Wizard Attack 1



Encounter + Arcane, Cold, Implement
Standard Action Area burst 1 within 10
Target: Each creature in burst
Attack: Int vs. Ref
Hit: 1d6 + Int cold damage, and the target is knocked prone.
Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.


	Int vs. Ref
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.



Ray of Enfeeblement


Wizard Attack 1



Encounter + Arcane, Implement, Necrotic
Standard Action Ranged 10
Target: One creature
Attack: Int vs. Fort
Hit: 1d10 + Int necrotic damage, and the target is weakened until the end of your next turn.


	Int vs. Fort
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.



Freezing Cloud


Wizard Attack 1



Daily + Arcane, Cold, Implement
Standard Action Area burst 2 within 10
Target: Each creature in burst
Attack: Int vs. Fort
Hit: 1d8 + Int cold damage.
Miss: Half damage.
Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.


	Int vs. Fort
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>

A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.



Flaming Sphere


Wizard Attack 1



Daily + Arcane, Conjuration, Fire, Implement
Standard Action Ranged 10
Target: One creature adjacent to the flaming sphere
Attack: Int vs. Ref
Hit: 2d6 + Int fire damage.
Effect: You conjure a Medium flaming sphere in an unoccupied square within range, and the sphere attacks an adjacent creature. Any creature that starts its turn next to the flaming sphere takes 1d4 + Int fire damage. As a move action, you can move the sphere up to 6 squares.
Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.


	Int vs. Ref
	<input style="width: 100%; height: 20px;" type="text"/>
	Damage
	<input style="width: 100%; height: 20px;" type="text"/>
	Adjacent Dmg
	<input style="width: 100%; height: 20px;" type="text"/>

You conjure a rolling ball of fire and control where it goes.



Sleep



Wizard Attack 1



Daily + Arcane, Implement, Sleep
Standard Action Area burst 2 within 20
Target: Each creature in burst
Attack: Int vs. Will
Hit: The target is slowed (*save ends*). If the target fails its first saving throw against this power, the target becomes unconscious (*save ends*).
Miss: The target is slowed (*save ends*).



	Int vs. Will
	<input style="width: 100%; height: 20px;" type="text"/>

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

 **Expeditious Retreat**
Wizard Utility 2 



Daily + Arcane
Move Action Personal
Effect: Shift up to twice your speed.

Your form blurs as you hastily withdraw from the battlefield.

 **Feather Fall**
Wizard Utility 2 



Daily + Arcane
Free Action Ranged 10
Trigger: You or one creature in range falls
Effect: You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

You or a creature you choose falls gently, like a feather.

 **Jump**
Wizard Utility 2 



Encounter + Arcane
Move Action Ranged 10
Target: You or one creature
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 running jump.

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

 **Shield**
Wizard Utility 2 

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.

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



 **Color Spray**
Wizard Attack 3 

Encounter + Arcane, Implement, Radiant
Standard Action Close blast 5
Target: Each creature in blast
Attack: Int vs. Will
Hit: 1d6 + Int radiant damage, and the target is dazed until the end of your next turn.

Int vs. Will

Damage

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.



 **Fire Shroud**
Wizard Attack 3 

Encounter + Arcane, Fire, Implement
Standard Action Close burst 3
Target: Each enemy in burst
Attack: Int vs. Fort
Hit: 1d8 + Int fire damage, and ongoing 5 fire damage (*save ends*).

Int vs. Fort

Damage

With a subtle gesture, you wreath nearby enemies in flames.



 **Icy Rays**
Wizard Attack 3 

Encounter + Arcane, Cold, Implement
Standard Action Ranged 10
Targets: One or two creatures
Attack: Int vs. Ref, one attack per target
Hit: 1d10 + Int cold damage, and the target is immobilized until the end of your next turn.

Int vs. Ref

Damage

You fire two bolts of brilliant blue-white energy. A thin path of frost appears on the ground below each one before fading away.


 **Shock Sphere**
Wizard Attack 3 

Encounter + Arcane, Implement, Lightning
Standard Action Area burst 2 within 10
Target: Each creature in burst
Attack: Int vs. Ref
Hit: 2d6 + Int lightning damage.

Int vs. Ref


Damage

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.



Fireball

Wizard Attack 5




Daily + Arcane, Fire, Implement
Standard Action Area burst 3 within 20
Target: Each creature in burst
Attack: Int vs. Ref
Hit: 3d6 + Int fire damage.
Miss: Half damage.

Int vs. Ref


Damage

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.



Bigby's Icy Grasp

Wizard Attack 5




Daily + Arcane, Cold, Conjuration, Implement
Standard Action Ranged 20
Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.
Target: One creature adjacent to the hand
Attack: Int vs. Ref
Hit: 2d8 + Int cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fort or Ref defense.
Sustain Minor: A target grabbed by the hand takes 1d8 + Int cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

Int vs. Ref

Damage


Sustain Damage

You conjure a giant floating hand made of chiseled ice that clutches foes and freezes them.



Stinking Cloud

Wizard Attack 5




Daily + Arcane, Implement, Poison, Zone
Standard Action Area burst 2 within 20
Target: Each creature in burst
Attack: Int vs. Fort
Hit: 1d10 + Int poison damage.
Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Int poison damage. As a move action, you can move the zone up to 6 squares.
Sustain Minor: The zone persists.

Int vs. Fort


Damage

You call forth a thick cloud of bilious yellow vapors. The foul fumes overwhelm any creature within.



Web


Wizard Attack 5



Daily + Arcane, Implement, Zone
Standard Action Area burst 2 within 20
Target: Each creature in burst
Attack: Int vs. Ref
Hit: The target is immobilized (*save ends*).
Effect: The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (*save ends*).


Int vs. Ref

You call into being a giant web made of thick magical strands that hang in midair, trapping those within it.




Dimension Door

Wizard Utility 6




Daily + Arcane, Teleportation
Move Action Personal
Effect: Teleport 10 squares. You can't take other creatures with you.

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




Disguise Self

Wizard Utility 6




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.



Dispell Magic


Wizard Utility 6



Daily + Arcane, Implement
Standard Action Ranged 10
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.


Int vs. Will

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




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.

A creature you choose vanishes from sight.



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.



Wall of Fog

Wizard Utility 6




Daily + Arcane, Conjuration

Standard Action Area wall 8 within 10

Effect: You conjure a wall that consists of contiguous squares filled with arcane fog. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high. The fog grants concealment to creatures in its space and blocks line of sight.


Sustain Minor: The wall persists.

You create a billowing wall of gray fog that obscures vision.



Fire Burst

Wizard Attack 7



Encounter + Arcane, Fire, Implement

Standard Action Area burst 2 within 20

Target: Each creature in burst


Attack: Int vs. Ref

Hit: 3d6 + Int fire damage.

Int vs. Ref


Damage

A fiery red bead streaks from your finger to the spot you indicate, where it bursts into a great ball of magical flame.



Lightning Bolt

Wizard Attack 7



Encounter + Arcane, Implement, Lightning

Standard Action Ranged 10

Primary Target: One creature

Attack: Int vs. Ref

Hit: 2d6 + Int lightning damage.

Secondary Targets: Two creatures within 10 squares of the primary target

Secondary Attack: Int vs. Ref


Hit: 1d6 + Int lightning damage.

Int vs. Ref

Damage


Secondary Dmg

From your outstretched hand erupt brilliant strokes of blue-white lightning.



Spectral Ram

Wizard Attack 7



Encounter + Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature


Attack: Int vs. Fort

Hit: 2d10 + Int force damage, and you push the target 3 squares and it is knocked prone.

Int vs. Fort


Damage

You seize your foe with unseen magical force and bash him against the ceiling and walls before dropping him to the ground and hurling him back.



Winter's Wrath

Wizard Attack 7



Encounter + Arcane, Cold, Implement

Standard Action Area burst 2 within 10

Target: Each creature in burst

Attack: Int vs. Fort

Hit: 2d8 + Int cold damage.


Effect: A blizzard erupts in the designated area and continues until the end of your next turn. It grants concealment, and any creature that starts its turn in the storm takes cold damage equal to your Int. You can end this effect as a minor action.

Int vs. Fort

Damage


Area Damage

You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.



Ice Storm

Wizard Attack 9



Daily + Arcane, Cold, Implement, Zone

Standard Action Area burst 3 within 20

Target: Each creature in burst

Attack: Int vs. Fort

Hit: 2d8 + Int cold damage, and the target is immobilized (save ends).


Miss: Half damage, and the target is slowed (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.

Int vs. Fort


Damage

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



Lightning Serpent

Wizard Attack 9



Daily + Arcane, Implement, Lightning, Poison

Standard Action Ranged 10

Target: One creature

Attack: Int vs. Ref

Hit: 2d12 + Int lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Miss: Half damage, and the target is slowed (save ends).

Int vs. Ref


Damage

A crackling bolt of lightning springs from your hand and leaps at a foe, taking serpentine form as it strikes.



Mordenkainen's Sword

Wizard Attack 9




Daily + Arcane, Conjuration, Force, Implement
Standard Action Ranged 10
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.
Target: One creature adjacent to the sword
Attack: Int vs. Ref
Hit: 1d10 + Int force damage.
Sustain Minor: When you sustain the sword, it attacks again.

Int vs. Ref


Damage

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



Wall of Fire

Wizard Attack 9




Daily + Arcane, Conjuration, Fire, Implement
Standard Action Area wall 8 within 10
Effect: You conjure a wall that consists of contiguous squares filled with arcane fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Int fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Int fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.
Sustain Minor: The wall persists.

Adjacent Dmg


Entering Dmg

A blazing wall of flame erupts from the ground at your command.




Arcane Gate

Wizard Utility 10




Daily + Arcane, Teleportation
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.




Blur

Wizard Utility 10




Daily + Arcane, Illusion
Minor Action Personal
Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and enemies 5 or more squares away from you cannot see you.

You cloak yourself with a shimmering aura, making your outline almost impossible to discern.




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.



Resistance


Wizard Utility 10



Daily + Arcane
Minor Action Ranged 10
Target: You or one creature
Effect: Against a particular damage type chosen by you, the target gains resistance equal to your level + your Int until the end of the encounter or for 5 minutes. Choose the damage type from the following list:
acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.


Resistance

You make yourself or another creature in range resistant to a particular kind of damage.



Frostburn

Wizard Attack 13




Encounter + Arcane, Cold, Fire, Implement
Standard Action Area burst 2 within 20
Target: Each creature in burst
Attack: Int vs. Fort
Hit: 3d6 + Int cold and fire damage.
Effect: This power's area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area takes 5 cold and fire damage. You can dismiss the effect as a minor action.

Int vs. Fort


Damage

You whisper a word of elemental power and hurl a flaming ball of ice. Waves of fire and ice explode outward from the point of impact.



Mesmeric Hold

Wizard Attack 13




Encounter + Arcane, Charm, Implement, Psychic
Standard Action Ranged 10
Targets: One, two, or three creatures
Attack: Int vs. Will, one attack per target
Special: If you target only one creature with this power, you gain a +4 power bonus to the attack roll.
Hit: 2d6 + Int psychic damage, and the target is immobilized until the end of your next turn.

Int vs. Will


Damage

You immobilize your foes by commanding them to remain still.



Prismatic Burst

Wizard Attack 13




Encounter + Arcane, Implement, Radiant
Standard Action Area burst 2 within 20
Target: Each creature in burst
Attack: Int vs. Will
Hit: 3d6 + Int radiant damage, and the target is blinded until the end of your next turn.

Int vs. Will


Damage

You lob a fist-sized orb of pulsating white light some distance away, blasting creatures in the area with rays of multicolored light.



Thunderlance

Wizard Attack 13




Encounter + Arcane, Implement, Thunder
Standard Action Close blast 5
Target: Each creature in blast
Attack: Int vs. Ref
Hit: 4d6 + Int thunder damage, and you push the target 4 squares.

Int vs. Ref


Damage

A thunderous pulse of concussive energy rolls from your hand, bowling over your enemies.



Blast of Cold

Wizard Attack 15



Daily + Arcane, Cold, Implement
Standard Action Close blast 5
Target: Each enemy in blast
Attack: Int vs. Ref
Hit: 6d6 + Int cold damage, and the target is immobilized (*save ends*).
Miss: Half damage, and the target is slowed (*save ends*).

Int vs. Ref

Damage

You create a tremendous blast of supernatural cold, freezing your enemies.



Bigby's Grasping Hands

Wizard Attack 15




Daily + Arcane, Conjuration, Force, Implement
Standard Action Ranged 10
Effect: You conjure two 5-foot-tall hands of force, each one occupying 1 square within range. Each hand attacks one adjacent creature. A hand that is not grabbing a target can be moved and made to attack a new target within range as a move action. The hands last until the end of your next turn.
Targets: One or two creatures
Attack: Int vs. Ref
Hit: 2d10 + Int force damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.
Special: If the hands have each grabbed an enemy, you can slam the enemies into each other as a standard action, dealing 2d10 + Int force damage to each grabbed target. After the attack, each hand returns to its original square with its grabbed target.
Sustain Minor: The hands persist.

Int vs. Ref


Damage

Two hands of glowing golden force materialize, grab a couple of your foes, and slam them together.



Otiluke's Resilient Sphere

Wizard Attack 15




Daily + Arcane, Conjuration, Force, Implement
Standard Action Ranged 10
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 objects and creatures attempting to pass through it. The sphere, though impenetrable, is not impervious to damage. Attacks against the sphere automatically hit, and it has 100 hit points.
Sustain Minor: If your attack roll was successful, you can sustain the sphere.
Miss: The target is immobilized (*save ends*).
Special: Instead of attacking an enemy, you can put the sphere around yourself or a willing ally within range without making an attack roll.

Int vs. Ref


Hit Points

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



Prismatic Beams

Wizard Attack 15




Daily + Arcane, Fire, Implement, Poison
Standard Action Close burst 5
Target: Each enemy in burst
Attack: Int vs. Fort, Reflex, Will
Hit (Fortitude): 2d6 + Int poison damage, and ongoing 5 poison damage (*save ends*).
Hit (Reflex): 2d6 + Int fire damage, and ongoing 5 fire damage (*save ends*).
Hit (Will): The target is dazed (*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.

vs Fort, Ref, Will


Damage

Scintillating beams of rainbow-colored light spring from your outstretched hand, affecting your foes in unpredictable ways.



Wall of Ice


Wizard Attack 15



Daily + Arcane, Cold, Conjuration, Implement
Standard Action Area wall 12 within 10
Effect: You conjure a solid wall of contiguous squares filled with arcane ice. The wall can be up to 12 squares long and up to 6 squares high. Any creature that starts its turn adjacent to the wall takes 2d6 + Int cold damage. The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.
Special: A creature can attack the wall. Each square has 50 hit points. Any creature that makes a melee attack against the wall takes 2d6 cold damage. The wall has vulnerability 25 to fire. If the wall is not destroyed, it melts away after 1 hour.


Adjacent Dmg

A wall of glittering, jagged ice appears at your command.





Displacement

Wizard Utility 16





Encounter + Arcane, Illusion
Immediate Interrupt Ranged 5
Trigger: A ranged or a melee attack hits you or one ally in range
Effect: The attacker must reroll the attack roll.

The recipient of this spell appears to be standing slightly to the left or right of his actual position, making it harder for enemies to hit him.

 **Fly**
Wizard Utility 16 



Daily + Arcane
Standard Action Personal
Effect: You gain a speed of fly 8 until the end of your next turn.
Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain it, you float to the ground without taking falling damage.

You leap into the air and don't look back.

 **Greater Invisibility**
Wizard Utility 16 



Daily + Arcane, Illusion
Standard Action Ranged 20
Target: You or one creature
Effect: The target is invisible until the end of your next turn. If the target attacks, the power ends.
Sustain Minor: If the target is within range, you can sustain the effect.

With a wave of your hand, you or another creature nearby fades away, becoming invisible.

 **Stoneskin**
Wizard Utility 16 

Daily + Arcane
Standard Action Melee touch
Target: You or one ally
Effect: The target gains resist 10 to all damage until the end of the encounter or for 5 minutes.

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



 **Combust**
Wizard Attack 17 

Encounter + Arcane, Fire, Implement
Standard Action Area burst 2 within 20
Target: Each creature in burst
Attack: Int vs. Ref
Hit: 5d6 + Int fire damage.

Int vs. Ref

Damage

You cause several foes to spontaneously burst into flame.



 **Crushing Titan's Fist**
Wizard Attack 17 

Encounter + Arcane, Force, Implement
Standard Action Area burst 2 within 20
Target: Each creature in burst
Attack: Int vs. Ref
Hit: 3d8 + Int force damage, and the target is immobilized until the end of your next turn.
Effect: Entering a square within the power's area costs 4 extra squares of movement. This effect ends at the end of your next turn, and you can dismiss it as a minor action.

Int vs. Ref

Damage

You clench your fist, and crushing force seizes your enemies like the fist of an invisible titan.



 **Force Volley**
Wizard Attack 17 

Encounter + Arcane, Force, Implement
Standard Action Ranged 20
Targets: One, two, or three creatures
Attack: Int vs. Ref, one attack per target
Special: If you target only one creature with this power, you gain a +4 power bonus to the attack roll.
Hit: 3d6 + Int force damage, and the target is dazed until the end of your next turn.

Int vs. Ref

Damage

Silvery missiles spring from your fingertips and streak across the battlefield, striking your enemies with staggering force.



 **Ice Tomb**
Wizard Attack 17 

Encounter + Arcane, Cold, Implement
Standard Action Ranged 20
Target: One creature
Attack: Int vs. Ref
Hit: 3d10 + Int cold damage, and the target is entombed in ice. While entombed, the target is stunned, and attacks cannot gain line of effect against it. This effect lasts until the end of your next turn.

Int vs. Ref

Damage

You target an enemy with a freezing ray that briefly traps him in an icy sarcophagus.


 **Acid Wave**
Wizard Attack 19 

Daily + Acid, Arcane, Implement
Standard Action Close blast 5
Target: Each creature in blast
Attack: Int vs. Ref
Hit: 5d6 + Int acid damage, and ongoing 10 acid damage (save ends).
Miss: Half damage, and ongoing 5 acid damage (save ends).

Int vs. Ref


Damage

A wave of acid dissolves all creatures that stand before you.



Cloudkill


Wizard Attack 19



Daily + Arcane, Implement, Poison, Zone
Standard Action Area burst 5 within 20
Target: Each creature in burst
Attack: Int vs. Fort
Hit: 1d10 + Int poison damage.
Effect: The burst creates a zone of poisonous vapors that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 1d10 + Int poison damage. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.


Damage

Yellow-green vapors emerge from the ground with a hiss, forming a thick, toxic cloud.



Disintegrate

Wizard Attack 19




Daily + Arcane, Implement
Standard Action Ranged 10
Target: One creature or object
Attack: Int vs. Ref
Special: You don't need to make an attack roll to hit an unattended object with this power.
Hit: 5d10 + Int damage, and ongoing 10 damage (*save ends*). If the target saves, it takes ongoing 5 damage (*save ends*).
Miss: 3d10 + Int damage, and ongoing 5 damage (*save ends*).

Damage


Miss Damage

You fire a green ray from your wand. Whatever the emerald beam hits disappears in a puff of gray dust.



Evard's Black Tentacles


Wizard Attack 19



Daily + Arcane, Implement, Necrotic, Zone
Standard Action Area burst 4 within 10
Target: Each creature in burst
Attack: Int vs. Ref
Hit: 2d10 + Int necrotic damage, and the target is immobilized (*save ends*)
Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn.
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.


Damage

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




Mass Fly

Wizard Utility 22




Daily + Arcane
Standard Action Close burst 5
Targets: You and each ally in burst
Effect: All targets gain a speed of fly 8 until the end of your next turn.
Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain this power, all targets float to the ground without taking falling damage.

White motes of light fly from your fingertips and swirl about, lifting you and your allies off the ground and granting each of you the power of flight.




Mordenkainen's Mansion

Wizard Utility 22




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.




Time Stop

Wizard Utility 22




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.



Acid Storm


Wizard Attack 23



Encounter + Acid, Arcane, Implement
Standard Action Area burst 4 within 10
Target: Each creature in burst
Attack: Int vs. Fort
Hit: 4d6 + Int acid damage.
Effect: The cloud blocks line of sight, providing total concealment to creatures inside it. Any creature that enters the cloud or starts its turn there takes 10 acid damage. The cloud lasts until the end of your next turn, or you can dismiss it as a minor action.


Damage

You create a thick black cloud filled with pelting drops of acid.



Chain Lightning


Wizard Attack 23



Encounter + Arcane, Implement, Lightning
Standard Action Ranged 20
Primary Target: One creature
Attack: Int vs. Ref
Hit: 4d6 + Int lightning damage.
Secondary Targets: Two creatures within 5 squares of the primary target
Secondary Attack: Int vs. Ref
Hit: 2d6 + Int lightning damage.
Tertiary Targets: All other enemies within 20 of you
Attack: Int vs. Ref
Hit: 1d6 + Int lightning damage.

Damage

From your fingertips springs a tremendous stroke of blinding purple-white lightning that leaps from one enemy to another.



Thunderclap

Wizard Attack 23



Encounter + Arcane, Implement, Thunder

Standard Action Ranged 20

Target: One creature


Attack: Int vs. Fort

Hit: 3d6 + Int thunder damage, and the target is stunned until the end of your next turn.

Int vs. Fort


Damage

You tap your staff on the ground, and a peal of thunder rocks and stuns a distant enemy.



Elemental Maw

Wizard Attack 25



Daily + Arcane, Implement, Teleportation; Acid, Cold, Fire, Lightning

Standard Action Area burst 4 within 20

Target: Each creature in burst

Attack: Int vs. Ref

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.


Miss: Half damage, and no pull.

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 the start of your next turn.

Int vs. Ref


Damage

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



Maze

Wizard Attack 25



Daily + Arcane, Implement, Psychic, Teleportation

Standard Action Ranged 10

Target: One creature

Attack: Int vs. Will


Hit: 3d12 + Int psychic damage.

Effect: You trap the target in an extradimensional maze. While caught in the maze, the target cannot see, move, or affect the world outside in any way. Similarly, no one can see or attack the creature in the maze. The maze remains visible as a faintly glowing sigil or rune in the square the trapped creature occupied; it is harmless to all other beings, and creatures can move through or attack through that square without penalty. On its turn each round, the target can attempt an Intelligence check against your Will defense to escape as a standard action. The target gains a 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.

Int vs. Will


Damage

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.



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).

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. Any creature that ends its move in the web is immobilized (save ends).

Int vs. Ref


Damage

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



Prismatic Spray

Wizard Attack 25



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.

vs For, Ref, Will


Damage

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



Black Fire

Wizard Attack 27



Encounter + Arcane, Fire, Implement, Necrotic

Standard Action Close blast 5

Target: Each enemy in blast


Attack: Int vs. Ref

Hit: 6d6 + Int fire and necrotic damage.

Int vs. Ref


Damage

A blast of crackling black fire erupts from your hand, charring the flesh and burning the souls of your foes.



Confusion

Wizard Attack 27



Encounter + Arcane, Charm, Implement, Psychic

Standard Action Ranged 20

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 then makes a basic attack against its nearest ally.

Int vs. Will

Damage


Squares

You magically compel an enemy to attack its nearest ally.



Forcecage

Wizard Attack 27



Encounter + Arcane, Force, Implement

Standard Action Ranged 20

Target: One creature


Attack: Int vs. Ref

Hit: 3d10 + Int force damage. The target is confined in the forcecage until the end of your next turn. While confined, it is immobilized, grants combat advantage, and cannot gain line of effect against nonadjacent enemies.

Int vs. Ref


Damage

Around your foe you erect an invisible cage made of unbreakable bars of force, effectively imprisoning it.



Greater Ice Storm

Wizard Attack 29




Daily + Arcane, Cold, Implement, Zone
Standard Action Area burst 5 within 20
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 (*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.

Damage

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



Legion's Hold

Wizard Attack 29




Daily + Arcane, Charm, Implement, Psychic
Standard Action Close burst 20
Target: Each enemy in burst
Attack: Int vs. Will

Hit: 2d10 + Int psychic damage, and the target is stunned (*save ends*).
Miss: Half damage, and the target is dazed (*save ends*).


Damage

Your eyes darken, becoming black orbs as you command your enemies to stop in their tracks.



Meteor Swarm

Wizard Attack 29




Daily + Arcane, Fire, Implement
Standard Action Area burst 5 within 20
Target: Each creature in burst
Attack: Int vs. Ref

Hit: 8d6 + Int fire damage.
Miss: Half damage.


Damage

Fiery orbs rain down from above, shrieking loudly as they fall. They smash into your foes, obliterating them in a storm of fire and scorching the ground.



Forceful Retort

Wizard (Battle Mage) Attack 11




Encounter + Arcane, Implement
Standard Action Close burst 1
Target: Each enemy in burst
Attack: Int vs. Fort

Hit: 3d8 + Int force damage, and you push the target 1 square and it is knocked prone.


Damage

The power and certainty of your words knock your enemies off their feet.



Arcane Rejuvenation


Wizard (Battle Mage) Utility 12



Daily + Arcane, Healing
Immediate Interrupt Personal
Trigger: You are reduced to 0 hit points or fewer
Effect: You regain hit points equal to your level + your Int.


Healing

In a bad spot, you draw on arcane energy to help you stay on your feet.



Closing Spell

Wizard (Battle Mage) Attack 20




Daily + Arcane, Implement; Cold, Fire, Lightning, or Thunder
Standard Action Area burst 5 within 20
Target: Each enemy in burst
Attack: Int vs. Ref

Hit: 3d10 + Int damage of a particular damage type, chosen by you from the following list: cold, fire, lightning, or thunder. Add 5d10 damage of the same damage type if you have no other daily powers remaining.
Miss: Half damage.


Damage

You save the best for last—a devastating display of pure elemental power that your enemies aren't likely to see again.



Blood Pulse

Wizard (Blood Mage) Attack 11




Encounter + Arcane, Implement
Standard Action Area burst 3 within 20
Target: Each enemy in burst
Attack: Int vs. Will

Hit: 2d6 + Int damage, and until the end of your next turn the target takes 1d6 damage for every square it leaves.


Damage

A mote of crimson plasma springs from your hand, streaks across the battlefield, and detonates amid your enemies, covering them in a blood-red shroud.





Soul Burn

Wizard (Blood Mage) Utility 12



Daily + Arcane
Minor Action Personal
Effect: You spend a healing surge. Instead of regaining hit points, you regain one encounter power you have already used.

You trade your recuperative ability for more arcane power.



 **Destructive Salutation** 
Wizard (Blood Mage) Attack 20

Daily + Arcane, Implement, Psychic
Standard Action Area burst 3 within 20
Target: Each enemy in burst
Attack: Int vs. Will
Hit: 6d6 + Int psychic damage, and the target takes ongoing 10 psychic damage and is stunned (save ends both).
Miss: Half damage, no ongoing damage, and the target is stunned until the end of your next turn.

Int vs. Will

 Damage

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



 **Storm Cage** 
Wizard (Spellstorm Mage) Attack 11

Encounter + Arcane, Conjuration, Implement, Lightning, Thunder
Standard Action Area burst 2 within 20
Target: Each creature in burst
Attack: Int vs. Ref
Hit: 4d6 + Int lightning and thunder damage.
Effect: You conjure a wall in the 16 outer squares of the burst (forming a square enclosure). Any creature that starts its turn adjacent to the wall or moves into a wall square takes 10 lightning damage. Moving into a wall square costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn.

Int vs. Ref



 Damage

You trap your enemies in a cage made of lightning and filled with roaring thunder.

 **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.



 **Maelstrom of Chaos** 
Wizard (Spellstorm Mage) Attack 20

Daily + Arcane, Force, Implement, Teleportation
Standard Action Close burst 10
Target: Each enemy in burst
Attack: Int vs. Fort
Hit: 3d8 + Int force damage, and you can teleport the target to a location of your choice within the burst.
Miss: Half damage, and no teleportation.

Int vs. Fort

 Damage

Arcane winds and a hailstorm of force energy surrounds you, battering your enemies and teleporting them from one place to another.



 **The One Sword** 
Wizard (Wizard of the Spiral Tower) Attack 11

Encounter + Arcane, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Int vs. Ref
Hit: 2[W] + Int damage. Make a secondary attack against the target.
Secondary Attack: Int vs. Will
Hit: The target is dazed until the end of your next turn, and this power is not expended.

Int vs. Ref, Will



 Damage

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

 **Shape the Dream** 
Wizard (Wizard of the Spiral Tower) Utility 12

Daily + Arcane, Implement
Immediate Interrupt Personal
Trigger: You are hit by an attack against your Will defense
Effect: The attack doesn't occur, as if the creature that attacked you chose to do nothing with its action.

You alter reality slightly, so that an attack your foe assumed it had made didn't actually happen.



 **Corellon's Blade** 
Wizard (Wizard of the Spiral Tower) Attack 20

Daily + Arcane, Radiant, Teleportation, Weapon
Standard Action Close burst 1
Target: Each enemy in burst you can see
Attack: Intelligence + 4 vs. Will
Hit: 3[W] + Int radiant damage. In addition, the target is transported to a remote but nonthreatening corner of the Feywild until the end of your next turn. Return the creature to its original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice).
Miss: Half damage.

Int +4 vs. Will



 Damage

You swing your glowing longsword around you, striking nearby enemies with the flat of the blade and banishing them into the Feywild.

 **Shape Magic** 
Epic Destiny (Archmage) Utility 26

Daily
Standard Action Personal
Effect: You regain one arcane power you have already used.

You reach into the ebb and flow of arcane energy and pluck a spell you have already used out of the invisible tide, instantly recalling it to memory.

 **Epic Trick**
Epic Destiny (Deadly Trickster) Utility 26 

Daily + Healing
Minor Action Personal
Effect: Regain all of your hit points and healing surges, automatically save against all effects on you, recover all expended encounter powers, or recover all expended daily powers except this one. Once you use this power, you cannot recover it except by taking an extended rest.



When the need is great, you pull an amazing trick out of thin air.

 **Divine Regeneration**
Epic Destiny (Demigod) Utility 26 

Daily + Healing
Minor Action Personal
Effect: You gain regeneration equal to your highest ability score until the end of the encounter.



Regeneration

You ignite the divine spark that glows within you, unleashing a wave of regenerating energy for a short time.

 **Telekinetic Leap**
Githyanki Racial 



Encounter
Move Action Ranged 10
Target: You or one ally
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.

 **Iron Mind**
Githzerai Racial 



Encounter
Immediate Interrupt Personal
Trigger: You are hit by an attack.
Effect: You gain a +2 bonus to all defenses until the end of your next turn.

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

 **Ferocious Charge**
Gnoll Racial 



Encounter
Standard Action Personal
Effect: You charge and deal an extra 2 damage on a successful 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.

 **Fade Away**
Gnome Racial 



Encounter + Illusion
Immediate Reaction Personal
Trigger: You take damage.
Effect: You are invisible until you attack or until the end of your next turn.

You turn invisible in response to an enemy's attack.

 **Goblin Tactics**
Goblin Racial 

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

You avoid your enemy's blow and cleverly slink past his defenses.

 **Hobgoblin Resilience**
Hobgoblin Racial 

Encounter
Immediate Reaction Personal
Trigger: You suffer an effect that a save can end
Effect: You make a saving throw against the effect.

You shake off an effect that would cripple a lesser warrior.

Shifty

Kobold Racial

At-Will
Minor Action Personal
Effect: You shift 1 square.

You skitter and scamper through the ranks of your enemies, much to their chagrin.

Goring Charge

Minotaur Racial

Encounter
Standard Action Melee 1
Attack: Str +2 vs. AC
 Increase to +4 at 11th level, +6 at 21st level.
Special: You must charge as part of the attack.
Hit: 1d6 + Strength modifier damage, and the target is knocked prone.
 Increase the damage to 2d6 + Strength modifier at 11th level and 3d6 + Strength modifier at 21st level.

Str +2 vs. AC
 []

Damage
 []

You charge the enemy and gore him with your horns.

Warrior's Surge

Orc Racial

Encounter + Healing, Weapon
Standard Action Melee weapon
Attack: Str vs. AC
Hit: 1[W] + Strength modifier damage, and you can spend a healing surge.
 Increase to 2[W] + Strength modifier damage at 21st level.

Str vs. AC
 []

Damage
 []

Spilling the blood of your enemy invigorates you.

Shadow Jaunt

Shadar-kai Racial

Encounter + Teleportation
Move Action Personal
Effect: You teleport 3 squares and become insubstantial until the start of your next turn.

You step into the shadows and reappear a short distance away, hazy and insubstantial.

Longtooth Shifting

Shifter Racial

Encounter + Healing
Minor Action Personal
Special: 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.

Razorclaw Shifting

Shifter Racial

Encounter
Minor Action Personal
Special: You must be bloodied to use this power.
Effect: Until the end of the encounter or until rendered unconscious, your speed increases by 2 and you gain a +1 bonus to AC and Reflex defense.

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

Warforged Resolve (MM)

Warforged Racial

Encounter
Minor Action Personal
Special: You must be bloodied to use this power
Effect: You gain a number of temporary hit points equal to 3 + one-half your level.

Hit Points
 []



You might be bloodied, but the battle is far from over!

Channel Divinity: Armor of Bahamut

Feat



Encounter + Divine
Immediate Interrupt Ranged 5
Trigger: An enemy scores a critical hit on you or an ally
Effect: Turn a critical hit against you or an ally within range into a normal hit.
Special: You must take the Armor of Bahamut feat to use this power.

Bahamut protects you or a friend from devastating harm.

 **Channel Divinity: Avandra's Rescue** 
Feat



Encounter + Divine
Move Action **Melee 1**
Target: One ally
Effect: Shift into the space of an adjacent ally; that ally simultaneously shifts into your space. Your space and your ally's space must be the same size.
Special: You must take the Avandra's Rescue feat to use this power.

Avandra smiles upon you and helps you rescue a friend in need.

 **Channel Divinity: Corellon's Grace** 
Feat



Encounter + Divine
Immediate Interrupt **Ranged 10**
Trigger: Another creature within range spends an action point to take an extra action
Effect: You take a move action.
Special: You must take the Corellon's Grace feat to use this power.

Corellon's grace allows you to move when others take action.

 **Channel Divinity: Harmony of Erathis** 
Feat


Encounter + Divine
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.

Erathis brings harmony of purpose to like-minded allies.

 **Channel Divinity: Ioun's Poise** 
Feat



Encounter + Divine
Minor Action **Ranged 5**
Target: You or one ally
Effect: The target gains a +5 power bonus to Will defense until the start of your next turn.
Special: You must take the Ioun's Poise feat to use this power.

Ioun grants strength of will to those she favors.

 **Channel Divinity: Kord's Favor** 
Feat



Encounter + Divine, Healing
Free Action **Ranged 5**
Trigger: You or an ally within range scores a critical hit with a melee attack
Effect: You or the ally can spend a healing surge.
Special: You must take the Kord's Favor feat to use this power.

Kord favors a strong hit in combat with healing.

 **Channel Divinity: Melora's Tide** 
Feat



Encounter + Divine, Healing
Minor Action **Ranged 5**
Target: You or one ally; bloodied target only
Effect: The target gains regeneration 2 until the end of the encounter or until he or she is no longer bloodied. If you are 11th level or higher, this power grants regeneration 4 instead. If you are 21st level or higher, this power grants regeneration 6 instead.
Special: You must take the Melora's Tide feat to use this power.

Melora sends a tide of healing energy to aid you or a bloodied friend.

 **Channel Divinity: Moradin's Resolve** 
Feat

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.


Moradin's blessing puts the small on more equal footing with the large.

 **Channel Divinity: Pelor's Radiance** 
Feat


Encounter + Divine, Implement, Radiant
Standard Action **Close burst 1**
(3 at 11th level, 5 at 21st level)
Target: Each undead creature in burst
Attack: Wis vs. Will
Hit: 1d12 + Wis radiant damage, and the target is stunned until the end of your next turn.
Increase damage to 2d12 at 5th level, 3d12 at 11th, 4d12 at 15th, 5d12 at 21st, and 6d12 at 25th.
Special: You must take the Pelor's Radiance feat to use this power.

Wis vs. Will
<input type="text"/>
Damage
<input type="text"/>

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




Channel Divinity: Raven Queen's Blessing
 Feat




Encounter + Divine, Healing
Free Action Ranged 10
Trigger: Your attack drops an enemy within range to 0 hit points or fewer
Effect: You or an ally within 5 squares of the enemy can spend a healing surge.
Special: You must take the Raven Queen's Blessing feat to use this power.

The Raven Queen grants a boon to those who send the dead on their way.



Channel Divinity: Sehanine's Reversal
 Feat



Encounter + Divine, Healing
No Action Ranged 5
Trigger: You roll a natural 20 on a saving throw
Effect: Choose an enemy within range; that creature gains the condition you just saved against.
Special: You must take the Sehanine's Reversal feat to use this power.

Sehanine's blessing turns the powers of your enemies against them.

Item Armor

Enhancement: AC	Enhancement
Armor:	<input style="width: 100%; height: 30px;" type="text"/>
	Price
	<input style="width: 100%; height: 30px;" type="text"/>

Item Holy Symbol

Implement + Holy Symbol	
Enhancement: Attack rolls and damage rolls	Enhancement
Critical:	<input style="width: 100%; height: 30px;" type="text"/>
	Price
	<input style="width: 100%; height: 30px;" type="text"/>

Item Orb

Implement + Orb	
Enhancement: Attack rolls and damage rolls	Enhancement
Critical:	<input style="width: 100%; height: 30px;" type="text"/>
	Price
	<input style="width: 100%; height: 30px;" type="text"/>

Item Rod

Implement + Rod	
Enhancement: Attack rolls and damage rolls	Enhancement
Critical:	<input style="width: 100%; height: 30px;" type="text"/>
	Price
	<input style="width: 100%; height: 30px;" type="text"/>

Item Arms

Price

Item Wand

Implement + Wand	
Enhancement: Attack rolls and damage rolls	Enhancement
Critical:	<input style="width: 100%; height: 30px;" type="text"/>
	Price
	<input style="width: 100%; height: 30px;" type="text"/>

Item Feet

Price

Item Hands

Price

Item Head

Price

Item Neck

Enhancement: Fortitude, Reflex, and Will

Enhancement

Price

Item Ring

Property:

Power:

Price

Item Waist

Price

Item Wondrous

Price

Item Weapon


Enhancement: Attack rolls and damage rolls

Weapon:

Critical:


Enhancement

Price



Warforged Resolve


Warforged Racial



Encounter + Healing
Minor Action Personal
Effect: You gain a number of temporary hit points equal to 3 + one-half your level. You may make an immediate saving throw against one effect that inflicts ongoing damage and can be ended with a save. In addition, if you are bloodied you regain hit points equal to 3 + one half your level.


Hit Points

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




Warforged Fortification

Warforged Feat




Encounter
Immediate Interrupt Personal
Trigger: You take a critical hit.
Effect: Negate the critical hit. The triggering attack instead deals normal damage. The attack does not gain any of the benefits for scoring a critical hit, such as extra damage due to a magic item or the opportunity to recharge a power.

You're so tough, sometimes critical hits just don't phase you.




Warforged Immutability

Warforged Feat




Daily
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.

Seemingly through determination alone, your living construct body regularly proves inviolate.



Ruinous Onslaught

Warforged Juggernaut Attack 11




Encounter + Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage and the target is dazed until the end of your next turn. You can also push your enemy 1 square, and you can shift 1 square closer to a target you push.

Str vs. AC


Damage

You end a reckless charge with a brutal blow that throws your enemy backward and rattles its nerves.




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.



Crag of Steel


Warforged Juggernaut Attack 20



Daily + Stance, Weapon
Minor Action Personal
Effect: You gain resist 5 to all damage, and whenever this reduces an attack's damage to 0, you also negate conditions and ongoing damage imposed by that attack. Additionally, you can reduce the distance of any pull, push, or slide effect against you by 5. Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.


Damage

You lock yourself into position, closing weak points in your armor and flailing your weapon in deadly arcs.



Verve Strike

Warforged Lifeseeker Attack 11




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 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.

Str vs. AC

Damage


Hit Points

Swearing by your existence, you smite your enemy, dazing him and rallying an ally's spirit.



Unleashed Vigor

Warforged Lifeseeker Attack 20



Daily + Healing, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Str vs. AC
Hit: 2[W] + Str damage and ongoing 10 damage (save ends). Aftereffect: Ongoing 5 damage (save ends).
Miss: Half damage and ongoing 5 damage (save ends).
Effect: Each time your target takes ongoing damage from this power, you or one ally of your choice within 5 squares of the target regains 5 hit points.

Str vs. AC

Damage

You sunder the ties of your foe's life force, invigorating you and your allies.



Empathic Resonance

Warforged Lifeseeker Utility 12



Daily

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.