

At-Will - Divine, Healing

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.

Special: You can use this power once per day per point of Wisdom modifier (1/day).

Your divine touch instantly heals wounds.

Daily — Divine

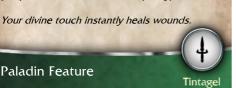
Effect: Apply your Strength modifier (+4) as

extra damage on your next attack this turn.

Minor Action

lay low your enemies.

Personal





Paladin's Judgment

Standard Action

Melee Weapon

Target: One creature

spend a healing surge.

Attack: +7 vs. AC

Daily - Divine, Healing, Weapon

Valiant Strike

At-Will — Divine, Weapon



power of your draconic kin blasts forth to engulf

Dragonborn Racial Power

your foes.

Your weapon glows with a pearly luminescence.

Radiant Strike

Standard Action

Melee Weapon

Target: One creature

Hit: 2d8 + 5 radiant damage.

Attack: +7 vs. AC

Encounter — Divine, Radiant, Weapon



Hit: 3d8 + 4 damage, and one ally within 5

squares of you can spend a healing surge.

Miss: One ally within 5 squares of you can





Paladin feature



Tintage





Tintage

Paladin Utility 2

Tintagel



Spinning Sweep

Standard Action

Melee weapon

Target: One creature

Attack: +6 vs. AC

Encounter — Martial, Weapon



CLEAVE

At-Will — Martial, Weapon



Reaping Strike

Standard Action

Melee weapon

Target: One creature

Hit: 2d6 + 3 damage.

Attack: +6 vs. AC

Miss: 3 damage.

At-Will - Martial, Weapon







Standard Action Ranged 10

Target: One Creature

Attack: +3 vs. Will

Hit: 1d6 +3 psychic damage, and you are invisible to the target until the start of your next turn

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

Tintage

Warlock (Fey) Attack 1

Minor Action

wounds.

Ranged 5



Encounter-Divine, Healing, Radiant, Weapo

Standard Action Melee weapon

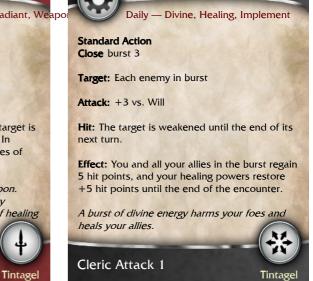
Target: One creature

Attack: +3 vs. AC

Hit: 2d8 + 1 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.

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.





BEACON OF HOPE



creature with a dim silver light

Cleric Utility 2

Tintagel





Tintage

Tintagel

an ally

Effect: Turn a critical hit against you or an ally within range into a normal hit.

Bahamut protects you or a friend from devastating harm.

Cleric Feature



Encounter — Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a light blade.

Target: One creature

Attack: +8 vs. Will

Hit: 2d4 + 4 modifier damage, and you slide the target 3 square.

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

Rogue Attack 1



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Tintagel

Encounter — Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +9 vs Will

Hit: 2d4 + 4 damage. In addition, you switch places with the target and can then shift up to 3 squares

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

Rogue Attack 3







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Tintagel

Tintagel

Wizard Attack 1

Tintagel





Standard Action Area burst 2 within 20 squares

Daily — Arcane, Implement, Sleep

Target: Each creature in burst

SLEEP

Attack: +4 vs. Will

Wizard Attack 1

Hit: The target is slowed *(save ends).* If the target fails its first saving throw against this power, the target falls asleep *(save ends).*

Miss: The target is slowed (save ends).

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.









Wizard Cantrip





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