

## HOLY STRIKE

At-Will — Divine, Radiant, Weapon

**Standard Action**  
Melee weapon

**Target:** One creature

**Attack:** +7 vs. AC

**Hit:** 1d8+4 radiant damage. If you marked the target, you gain a +1 bonus to the damage roll.

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

Paladin Attack 1



## VALIANT STRIKE

At-Will — Divine, Weapon

**Standard Action**  
Melee Weapon

**Target:** One creature

**Attack:** +7, +1 per enemy adjacent to you, vs. AC

**Hit:** 1d8 + 4 damage.

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

Paladin Attack 1



## RADIANT STRIKE

Encounter — Divine, Radiant, Weapon

**Standard Action**  
Melee Weapon

**Target:** One creature

**Attack:** +7 vs. AC

**Hit:** 2d8 + 5 radiant damage.

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

Paladin Attack 1



## LAY ON HANDS

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.*

Paladin Feature



## PALADIN'S JUDGMENT

Daily — Divine, Healing, Weapon

**Standard Action**  
Melee Weapon

**Target:** One creature

**Attack:** +7 vs. AC

**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 spend a healing surge.

*Your melee attack punishes your enemy and heals an ally.*

Paladin Attack 1



## DRAGON BREATH

Daily—Acid, Cold, Fire, Lightning or Poison

**Minor Action**  
Close blast 3

**Target:** All creatures in area

**Attack:** +4 vs. Reflex

**Hit:** 1d6 + 1 damage.

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

Dragonborn Racial Power



## CHANNEL DIVINITY: DIVINE STRIKE

Daily — Divine

**Minor Action**  
Personal

**Effect:** Apply your Strength modifier (+4) as extra damage on your next attack this turn.

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

Paladin Feature



## DIVINE CHALLENGE


At-Will — Divine, Radiant

**Minor Action**  
Close burst 5

**Target:** One creature in burst

**Effect:** You mark the target. If the creature was already marked, your mark supersedes the previous one. The target remains marked until you use this power against another target, or 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 and takes 6 radiant damage if it makes an attack doesn't include you as a target. The target takes this damage only once per turn. 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. *You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.*

Paladin feature



## MARTYR'S BLESSING

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*

Paladin Utility 2





## STAGGERING SMITE



Encounter — Divine, Weapon

**Standard Action**  
Melee weapon

**Target:** One creature

**Attack:** +8 vs AC

**Hit:** 2d8 + 4 damage, and you can push the target 1 square

*With a mighty swing, you knock your enemy back*



Paladin Attack 3

Tintagel

## CLEAVE



At-Will — Martial, Weapon

**Standard Action**  
Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 2d6 + 3 damage, and an enemy adjacent to you takes 3 damage.

*You hit one enemy, then cleave into another.*



Fighter Attack 1

Tintagel

## REAPING STRIKE



At-Will — Martial, Weapon

**Standard Action**  
Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 2d6 + 3 damage.

**Miss:** 3 damage.

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



Fighter Attack 1

Tintagel

## SPINNING SWEEP



Encounter — Martial, Weapon

**Standard Action**  
Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 2d6 + 3 damage, and you knock the target prone.

*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.*



Fighter Attack 1

Tintagel

## BRUTE STRIKE



Daily — Martial, Reliable, Weapon

**Standard Action**  
Melee weapon

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 6d6 + 3 damage.

**Miss:** You don't expend the use of this power.

*You shatter armor and bone with a ringing blow.*



Fighter Attack 1

Tintagel

## UNSTOPPABLE



Daily — Healing, Martial

**Minor Action**  
Personal

**Effect:** You gain 2d6 + 3 temporary hit points.

*You let your adrenaline surge carry you through the battle.*



Fighter Utility 2

Tintagel

## CRUSHING BLOW



Encounter

**Standard Action**  
Melee weapon

**Target:** One creature

**Attack:** +7 vs AC

**Hit:** 4d6 + 8 damage

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



Fighter Attack 3

Tintagel

## LANCE OF FAITH



At-Will — Divine, Implement, Radiant

**Standard Action**  
Ranged 5

**Target:** One creature

**Attack:** +3 vs. Reflex

**Hit:** 1d6 + 3 radiant damage, and one ally you can see chooses either to gain 2 temporary hit points or to make a saving throw.

*Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.*



Cleric Attack 1

Tintagel

## SACRED FLAME



At-Will — Divine, Implement, Radiant

**Standard Action**  
Ranged 5

**Target:** One creature

**Attack:** +3 vs. Reflex

**Hit:** 1d6 + 3 radiant damage, and one ally you can see chooses either to gain 2 temporary hit points or to make a saving throw.

*Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.*



Cleric Attack 1

Tintagel



## EYEBITE



Encounter—Arcane, Charm, Implement, Psychic

**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.*



Warlock (Fey) Attack 1

Tintagel

## HEALING STRIKE



Encounter—Divine, Healing, Radiant, Weapon

**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.*



Cleric Attack 1

Tintagel

## BEACON OF HOPE



Daily — Divine, Healing, Implement

**Standard Action**  
Close burst 3

**Target:** Each enemy in burst

**Attack:** +3 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.  
*A burst of divine energy harms your foes and heals your allies.*



Cleric Attack 1

Tintagel

## HEALING WORD



Encounter — Divine, Healing

**Minor Action**  
Close burst 5

**Target:** You or one ally in the burst

**Effect:** The target can spend a healing surge and regain an additional 1d6 + 3 hit points.

**Special:** You can use this power twice per encounter, but only once per round.

*You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.*



Cleric Feature

Tintagel

## CHANNEL DIVINITY: DIVINE BOON



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.

**Special:** You may only use one "Channel Divinity" power per encounter.

*In the face of peril, you hold true to your faith and receive a special boon.*



Cleric Feature

Tintagel

## CHANNEL DIVINITY: TURN UNDEAD



Encounter—Divine, Implement, Radiant

**Standard Action**  
Close burst 2

**Target:** Each undead creature in burst

**Attack:** +3 vs. Will

**Hit:** 1d10 + 3 radiant damage, and you push the target 6 squares. The target is immobilized until the end of your next turn.

**Miss:** Half damage, and the target is not pushed or immobilized.  
*You sear undead foes, push them back, and root them in place.*



Cleric Feature

Tintagel

## CHANNEL DIVINITY: ARMOR OF FAITH



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.

*Bahamut protects you or a friend from devastating harm.*



Cleric Feature

Tintagel

## CURE LIGHT WOUNDS



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*



Cleric Utility 2

Tintagel

## DAUNTING LIGHT



Encounter—Divine, Implement, Radiant

**Standard Action**  
Ranged 10

**Target:** One creature

**Attack:** +4 vs. Reflex

**Hit:** 2d10 + 3 radiant damage

**Effect:** One ally you can see gains combat advantage against the target until the end of your next turn.  
*A burning column of light engulfs your foe, its brilliance burns and hinders your foe's defense for a short time*



Cleric Attack 3

Tintagel



## SECOND CHANCE



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.*



Halfling Racial Power

Tintagel

## DEFT STRIKE



At-Will — Martial, Weapon

**Standard Action**  
**Melee** or **Ranged** weapon

**Requirement:** You must be wielding a crossbow, a light blade, or a sling.

**Target:** One creature

**Special:** You can move 2 squares before the attack.

**Attack:** +8 vs. AC

**Hit:** 1d4 + 4 damage.  
*A final lunge brings you into an advantageous position.*



Rogue Attack 1

Tintagel

## SLY FLOURISH



At-Will — Martial, Weapon

**Standard Action**  
**Melee** or **Ranged** weapon

**Target:** One creature

**Attack:** +8 vs. AC

**Hit:** 1d4 + 7 damage.

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



Rogue Attack 1

Tintagel

## POSITIONING STRIKE



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

Tintagel

## TRICK STRIKE



Daily — Martial, Weapon

**Standard Action**  
**Melee** or **Ranged** weapon

**Target:** one creature

**Attack:** +8 vs. AC

**Hit:** 3d4 + 4 damage, and you can slide the target 1 square.

**Effect:** Until the end of the encounter, each time you hit the target you can slide it 1 square.  
*Through a series of feints and lures, you maneuver your foe right where you want him.*



Rogue Attack 1

Tintagel

## TUMBLE



Daily — Martial

**Move Action**  
**Personal**

**Prerequisite:** You must be trained in Acrobatics.

**Effect:** You can shift 3 squares.

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



Rogue Utility 2

Tintagel

## BAIT AND SWITCH



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

Tintagel

## MAGIC MISSILE



At-Will — Arcane, Force, Implement

**Standard Action**  
**Ranged** 20

**Target:** One creature

**Attack:** +4 vs. Reflex

**Hit:** 2d4 + 4 force damage.

**Special:** This can be used to make ranged basic attacks.

*You launch a silvery bolt of force at an enemy.*



Wizard Attack 1

Tintagel

## RAY OF FROST



At-Will — Arcane, Cold, Implement

**Standard Action**  
**Ranged** 10

**Target:** One creature

**Attack:** +4 vs. Fortitude

**Hit:** 1d6 + 4 cold damage, and the target is slowed until the end of your next turn.

*A blisteringly cold ray of white frost streaks to your target.*



Wizard Attack 1

Tintagel



## SCORCHING BURST



At-Will — Arcane, Fire, Implement

### Standard Action

**Area** burst 1 within 10 squares.

**Target:** Each creature in burst.

**Attack:** +4 vs Reflex

**Hit:** 1d6 + 4 fire damage.

*A vertical column of golden flames burns all within.*



Wizard Attack 1

Tintagel

## BURNING HANDS



Encounter

### Standard Action

**Close** blast 5

**Target:** Each creature in blast

**Attack:** +4 vs. Reflex

**Hit:** 2d6 + 4 fire damage.

*A fierce burst of flame erupts from your hands and scorches nearby foes.*



Wizard Attack 1

Tintagel

## ACID ARROW



Daily — Arcane, Implement

Standard Action  
Ranged 20

Primary Target: One creature

Attack: +4 vs. Reflex

**Hit:** 2d8 + 4 acid damage, and ongoing 5 acid damage (*save ends*). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target.

Secondary Attack: +4. vs Reflex

**Hit:** 1d8 + 4 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.

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



Wizard Attack 1

Tintagel

## SLEEP



Daily — Arcane, Implement, Sleep

### Standard Action

**Area** burst 2 within 20 squares

**Target:** Each creature in burst

**Attack:** +4 vs. Will

**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 Attack 1

Tintagel

## GHOST SOUND



At-Will — Arcane, Vision

### 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.*



Wizard Cantrip

Tintagel

## LIGHT



At-Will — Arcane

### Minor Action

**Ranged** 5

**Target:** One object or unoccupied square.

**Effects:** You cause the target to shed bright light. The light lits 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.*



Wizard Cantrip

Tintagel

## EXPEDITIOUS RETREAT



Daily — Arcane

### Move Action

**Personal**

**Effect:** Shift up to twice your speed.

*Your form blurs as you hastily withdraw from the battlefield.*



Wizard Utility 2

Tintagel

## FIRE SHROUD



Encounter — Arcane, Fire, Implement

### Standard Action

**Close** burst 3

**Target:** Each enemy in burst

**Attack:** Int vs Fortitude

**Hit:** 1d8 + 4 fire damage, and ongoing 5 fire damage (*save ends*).

*With a subtle gesture, you wreath nearby enemies in flames.*



Wizard Attack 3

Tintagel

## INSPIRING WORD



Encounter — Healing, Martial

### Minor Action

**Close** burst 5

**Target:** You or one ally in the burst

**Effect:** The target can spend a healing surge and regain an additional 1d6 + 4 hit points.

**Special:** You can use this power twice per encounter, but only once per round.

*NOTE: Based on Cleric's healing word, real ability not yet available*



Warlord Feature

Tintagel



## VIPER'S STRIKE



At-Will — Martial, Weapon

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

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 1d8+3 damage.

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

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



Warlord Attack 1

Tintagel

## WOLF PACK TACTICS



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:** +6 vs. AC

**Hit:** 1d8 + 3 damage.

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



Warlord Attack 1

Tintagel

## INFERNAL WRATH



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 an extra +1 damage.

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



Tiefling Racial Power

Tintagel

## LEAF ON THE WIND



Encounter — Martial, Weapon

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

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 2d8 + 3 damage. You or one ally adjacent to the target swaps places with the target.

*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.*



Warlord Attack 1

Tintagel

## LEAD THE ATTACK



Daily — Martial, Weapon

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

**Target:** One creature

**Attack:** +6 vs. AC

**Hit:** 3d8 + 3 damage. Until the end of the encounter, you and each ally within 5 squares of you gain a +5 power bonus to attack rolls against the target.

**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.

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



Warlord Attack 1

Tintagel

## SCORCHING BURST



Encounter — Arcane, Fire, Implement

**Standard Action**  
**Area** burst 1 within 10 squares.

**Target:** Each creature in burst.

**Attack:** +4 vs Reflex

**Hit:** 1d6 + 4 fire damage.

*A vertical column of golden flames burns all within.*



Wizard Attack 1

Tintagel

## AID THE INJURED



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.*



Warlord Utility 2

Tintagel

## STEEL MONSOON



Encounter — Martial, Weapon

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

**Target:** One creature

**Attack:** +7 vs. AC

**Hit:** 2d8 + 3 damage, and one ally within 5 squares of you can shift 5 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.*



Warlord Attack 3

Tintagel