



Valiant Strike	Paladin Attack 1
<b>At Will</b> ✧ <b>Divine, Weapon</b>	
Standard action	<b>Melee weapon</b>
<b>Target</b> One creature	
<b>Attack</b> +26 <sup>Str</sup> [+1 per enemy adjacent to you] vs AC	
<b>Hit</b> 2d12 <sup>b1</sup> + 18 <sup>StrI</sup> damage	

Virtuous Strike	Paladin Attack 1
<b>At Will</b> ✧ <b>Divine, Weapon</b>	
Standard action or melee basic attack	<b>Melee weapon</b>
<b>Target</b> One creature	
<b>Attack</b> +26 <sup>Cha</sup> vs AC	
<b>Hit</b> 2d12 + 18 <sup>StrI</sup> damage, and you gain +2 to saves <i>eoyn</i> t	

Divine Challenge	Paladin Feature
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**At Will** ✧ **Divine, Radiant**  
 Minor action once per turn **Close burst 5**

**Target** One creature in burst

**Effect** You mark the target until you use this power against another target or you fail to engage the target by attacking it or ending your turn next to it. If you fail to engage the target, the marked condition ends and you cannot use divine challenge on your next turn.

Immediate interrupt when the target makes an attack that doesn't include you as a target

**Effect** The target takes 16<sup>Cha+9</sup> radiant damage

Benediction	Paladin Utility 10
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**Encounter** ✧ **Divine, Healing**  
 Immediate reaction **Close burst 5**

**Trigger** An ally in burst hits with a melee attack

**Target** The triggering ally

**Effect** The target can either spend a healing surge or make two damage rolls for the attack and apply either result

Channel Divinity	Token and Feat Power
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**Encounter** ✧ **Divine**

**Creation Secret**

Free action when you use an item daily power **Personal**

**Effect** Roll a d20, and on a 10+, the item daily power is not expended

**Divine Mettle**

Minor action **Close burst 10**

**Target** One creature in burst

**Effect** The target makes a saving throw +7<sup>Cha</sup>

**Divine Strength**

Minor action **Personal**

**Effect** You gain +7<sup>Str</sup> damage on your next attack this turn

**Path of Virtue**

Minor action **Personal**

**Effect** You gain 15<sup>tier</sup> temporary hit points

**Solar Enemy**

Minor action **Close burst 2**

**Target** Each enemy in burst

**Effect** The targets are vulnerable 5 radiant *eoyn*t (any existing vulnerability to radiant damage instead increases by 5)

Dispensed Justice	Son of Mercy Attack 11
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**Encounter** ✧ **Divine, Fear, Weapon**

Standard action or immediate interrupt when the target of Lawbreakers Doom is adjacent to you and makes an attack that does not include you **Melee weapon**

**Target** One creature or the triggering creature

**Attack** +26<sup>Str</sup> vs AC

**Hit** 2d12<sup>b1</sup> + 18<sup>StrI</sup> damage, and the target takes -2 to attack rolls *eoyn*t

Guiding Strike	Corellon's Boon of Arcane Might
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**Encounter** ✧ **Arcane, Weapon**

Standard action **Melee weapon**

**Target** One creature

**Attack** +26<sup>Cha</sup> vs AC

**Hit** 2d12<sup>b1</sup> + 18<sup>Chal</sup> damage, and the target takes -2 to one defense of your choice *eoyn*t

Howling Strike	Half-Elf Dilettante Attack 1
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**Encounter** ✧ **Primal, Weapon**

Standard action or as part of a charge **Melee weapon**

**Target** One creature

**Attack** +26<sup>Str</sup> vs AC

**Hit** 2d12<sup>b1</sup> + 3d6 + 18<sup>StrI</sup> damage

Reassuring Strike	Paladin Attack 17
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**Encounter** ✧ **Divine, Healing, Weapon**

Standard action **Melee weapon**

**Target** One creature

**Attack** +26<sup>Str</sup> vs AC

**Hit** 3d12<sup>b1</sup> + 18<sup>StrI</sup> damage, and you can spend a surge +5<sup>Wis</sup>

Trial of Adversity	Paladin Attack 23
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**Encounter** ✧ **Divine, Weapon**

Standard action **Melee weapon**

**Target** One creature

**Effect** Before the attack, you and each ally within 5 squares of you make a saving throw. You gain +1 to the attack roll for each ally who saves against an effect

**Attack** +26<sup>Cha</sup> vs AC

**Hit** 4d12<sup>b1</sup> + 18<sup>StrI</sup> damage

Whirlwind Smit	Paladin Attack 13
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**Encounter** ✧ **Divine, Weapon**

Standard action **Close burst 1**

**Target** Each enemy in burst you can see

**Attack** +26<sup>Str</sup> vs AC

**Hit** 2d12<sup>b1</sup> + 18<sup>StrI</sup> damage, and the target is marked *eoyn*t

Cloak of Courage	Cleric Utility 16
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**Encounter** ✧ **Divine**

Standard action **Close burst 2**

**Target** Each ally in burst

**Effect** The target gains temporary hit points equal to its surge value, and *eoyn*t, +4<sup>P</sup> to defenses against fear effects

**Gambler's Word** Feat **Encounter**Free action when you score a critical hit **Personal****Effect** Gain an additional use of your healing word power during this encounter**Lawbreaker's Doom** Son of Mercy Feature **Encounter** ✧ **Divine**

Free action

**Target** One enemy you just marked**Effect** Until *eof*, whenever you hit the target with an attack, you deal +5<sup>Wis</sup> damage and the target is slowed *eoyn*t.**Strength of Conviction** Whenever you reduce the target to 0 hit points, you gain 17<sup>Str+10</sup> temporary hit points**Red Death** Son of Mercy Utility 12 **Encounter** ✧ **Divine**

Minor action

**Close burst 1****Target** Each enemy in burst**Effect** The target is marked and subject to your Lawbreaker's Doom power *eoyn*t**Action Point** **Daily**  **Milestone**

Free action on your turn in a regular round once per encounter

**Effect** Gain an extra action this turn**Action Surge** If you use the extra action to make an attack, you gain a +3 bonus on attack rolls made during that attack**Divine Mastery** recharge an expended divine encounter power**Immobilizing Action** If you use the extra action to make an attack against the target of your Lawbreaker's Doom power, a hit with that attack immobilizes the target *soyn*t**Eyebite** Feiglaím Regional Benefit **Milestone** ✧ **Arcane, Charm, Implement, Psychic**

Standard action

**Ranged 10****Target** One creature**Attack** +24<sup>Cha</sup> vs Will**Hit** 2d6 + 14<sup>Cha</sup> psychic damage, and you are invisible to the target *soyn*t**Guided Strike** Champion of Ávatar 1 **Milestone** ✧ **Divine**

Minor action

**Close burst 5****Target** You or one ally in burst**Effect** The target gains +5<sup>P</sup> to its next attack roll before *eoyn*t**Bless Weapon** Paladin Utility 2 **Daily** ✧ **Divine, Radiant**

Minor action

**Personal****Effect** Until *eof*, one weapon you are wielding gains +1<sup>P</sup> attack, +1d6 radiant damage when it hits, and scores a critical hit on a roll of 18-20 against creatures vulnerable to radiant damage**Lay on Hands** Champion of Ávatar 4 **Daily** ✧ **Divine, Healing**

Minor action once per round

**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.**Blood Oath Fulfilled** Son of Mercy Attack 20 **Daily** ✧ **Divine, Fear, Weapon**

Standard action

**Close burst 1****Effect** You can shift 1 square before the attack**Target** Each enemy in burst**Attack** +26<sup>Str</sup> vs AC**Hit** 3d12<sup>b1</sup> + 18<sup>Str</sup> damage, and the target is knocked prone and cannot stand (save ends)**Miss** Half damage**Bloodied Retribution** Paladin Attack 15 **Daily** ✧ **Divine, Healing, Weapon**

Standard action

**Melee weapon****Requirement** You must be bloodied to use this power**Target** One creature**Attack** +26<sup>Str</sup> vs AC**Hit** 4d12<sup>b1</sup> + 18<sup>Str</sup> damage**Miss** half damage**Effect** You can spend a healing surge**Indomitable Spirit** Cleric Attack 19 **Daily** ✧ **Divine, Healing, Weapon**

Standard action

**Melee weapon****Target** One creature**Attack** +26<sup>Str</sup> vs AC**Hit** 3d12<sup>b1</sup> + 18<sup>Str</sup> damage**Miss** Half damage**Effect** You and each ally in 5 regains as if you each spent a surge**Sign of Vulnerability** Paladin Attack 5 **Daily** ✧ **Divine, Implement, Radiant**

Standard action

**Ranged 5****Target** One creature**Attack** +24<sup>Cha</sup> vs Fortitude**Hit** 3d8 + 14<sup>Cha</sup> radiant damage, and the target gains vulnerable 5 radiant *eof***Return to the Living** Paladin Utility 22 **Daily** ✧ **Divine, Healing**

No action when you drop but do not die

**Personal****Effect** You regain 1 hp and can spend four healing surges**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 Charisma modifier to damage *eof***Healing Word** Cleric Feature **Daily** ✧ **Divine, Healing**

Minor action once per round

**Close burst 15****Target** You or one ally**Effect** The target can spend a healing surge +5d6**Virtue's Touch** Paladin Feature **Daily** ✧ **Divine**

Minor action once per round

**Melee touch****Target** One creature**Effect** You remove one condition from the target: blinded, dazed, deafened, slowed, stunned, or weakened