

DIVINE CHALLENGE



At-Will — Divine, Radiant

Minor Action

Close Burst 5

Target: One creature in burst
Effect: Mark the target. Mark lasts until you use this power to mark another target or if you fail to engage the target (see below). Newer marks replace older marks.
 Marked target takes a -2 penalty to attack rolls and takes [3+Cha mod] radiant damage if it makes an attack that doesn't include you as a target. The target takes this damage only once per turn.
 On your turn, you must engage the marked target (attack it or end your turn adjacent) or challenge a different target. If not, the mark ends and you can't use Divine Challenge on your next turn. You can use this power only once per turn.

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



Paladin Feature - 1st



HOLY STRIKE



At-Will — Divine, Radiant, Weapon

Standard Action

Melee Weapon

Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wisdom modifier.

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



Paladin Attack - 1st



VALIANT STRIKE



At-Will — Divine, Weapon

Standard Action

Melee Weapon

Target: One creature
Attack: Strength, +1 per enemy adjacent to you, vs. AC

Hit: 1[W] + Strength modifier damage

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



Paladin Attack - 1st



LAY ON HANDS



At Will (Special) — Divine, Healing

Minor Action

Melee Touch

Special: You can use this power a number of times per day equal to your Wisdom modifier (minimum 1), but only once per round.

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.

Your divine touch instantly heals wounds.



Paladin Feature - 1st



CD: DIVINE METTLE



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 Charisma Modifier.

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



Paladin Feature - 1st



CD: DIVINE STRENGTH



Encounter — Divine

Minor Action

Personal

Effect: Apply your Strength modifier as extra damage on your next attack this turn.

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



Paladin Feature - 1st



RADIANT SMITE



Encounter — Divine, Radiant, Weapon

Standard Action

Melee Weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] Strength modifier + Wisdom modifier 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 - 1st



DRAGON BREATH



Encounter — Acid, Cold, Fire, Lightning, or Poison

Minor Action

Close Blast 3

Targets: All creatures in area
Attack: STR, CON, or DEX (all at +2) vs. Reflex

Hit: 1d6 + Constitution modifier damage.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score to use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices are permanent and do not change the power's other effects.

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



Dragonborn Racial Power - 1st



SECOND WIND



Encounter — Healing

Standard Action

Personal

Effect: Once per encounter, you can spend a healing surge to regain hit points. In addition to the damage healed, you gain a +2 bonus to all defenses until the start of your next turn.

-LIFE-



Game Mechanic -

Daniel Rivera

PALADIN'S JUDGEMENT



Daily — Divine, Healing, Weapon

Standard Action

Melee Weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W]+ Strength modifier 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 - 1st

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