

## CD: PSALM 23



Encounter — Divine, Implement

Standard Action Close burst 5

**Effect:** For the rest of the encounter, you and all allies in the burst gain a +2 power bonus to Will defense versus fear and necrotic attacks.

*...Yea, though I walk through the valley of the shadow of death, I will fear no evil, for Thou art with me; Thy rod and Thy staff, they comfort me....*



Feat Power

Daniel Rivera

## CD: DIVINE FORTUNE



Encounter — Divine

Free Action Personal

**Special:** You can use one and only one Channel Divinity power per encounter.

**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.*



Cleric Feature

Daniel Rivera

## CD: TURN UNDEAD



Encounter — Divine, Implement, Radiant

Standard Action Close Burst 2

**Special:** You can use one and only one Channel Divinity power per encounter.

**Target:** Each undead creature in burst  
**Attack:** Wis vs. Will

**Hit:** 1d10 + Wis radiant damage, and you push the target 3 + Charisma modifier in squares. The target is immobilized until the end of your next turn. Increase damage to 2d10 + Wisdom modifier at 5th level.

**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

Daniel Rivera

## COMMAND



Encounter — Charm, Divine, Implement

Standard Action Ranged 10

**Target:** One creature  
**Attack:** Wisdom 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 Charisma modifier.

*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*



Cleric Attack 3

Daniel Rivera

## DIVINE GLOW



Encounter — Divine, Implement, Radiant

Standard Action Close Blast 3

**Target:** Each enemy in blast  
**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wisdom modifier radiant damage.

**Effect:** Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

*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.*



Cleric Attack 1

Daniel Rivera

## HEALING WORD



Encounter (2) — Divine, Healing

Minor Action Close Burst 5

**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.

**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.

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



Cleric Feature

Daniel Rivera

## LANCER OF FAITH



At-Will — Divine, Implement, Radiant

Standard Action Ranged 5

**Target:** One creature  
**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

*A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.*



Cleric Attack 1

Daniel Rivera

## PRIEST'S SHIELD



At-Will — Divine, Weapon

Standard Action Melee weapon

**Target:** One creature  
**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

*You utter a minor defensive prayer as you attack with your weapon.*



Cleric Attack 1

Daniel Rivera

## SACRED FLAME



At-Will — Divine, Implement, Radiant

Standard Action Ranged 5

**Target:** One creature  
**Attack:** Wisdom vs. Reflex

**Hit:** 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to Charisma modifier + 1/2 your level 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

Daniel Rivera

## BLESS



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*



Cleric Utility 2

Daniel Rivera

## BEACON OF HOPE



Daily — Divine, Healing, Implement

Standard Action Close Burst 3

**Target:** Each enemy in burst  
**Attack:** Wisdom 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. The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.*



Cleric Attack 1

Daniel Rivera

## AIMED SHOT



At-Will — Martial, Weapon

Standard Action Ranged Weapon

**Requirement:** You must be wielding a ranged weapon.

**Target:** One creature  
**Attack:** Dexterity +2 (ranged), vs. AC

**Hit:** 1[W] + Wisdom modifier damage

*You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.*



Ranger Attack 1

Daniel Rivera

## DOUBLE TAP



At-Will — Martial, Weapon

Standard Action Weapon

**Requirement:** You must be wielding a ranged weapon.

**Targets:** One or two creatures

**Attack:** Dexterity vs. AC (ranged), two attacks

**Hit:** 1[W] damage per attack.

*You fire off two rounds in rapid succession before aiming again.*



Ranger Attack 1

Daniel Rivera

## GUNS AKIMBO



Daily — Martial, Weapon

Standard Action Ranged weapon

**Targets:** Two creatures within 3 squares of each other

**Attack:** Ranged vs. AC. Make two attack rolls, take the better result, and apply it to both targets.

**Hit:** 2[W] + Dex damage.

*You fire two guns at once, firing at two different targets.*



Ranger Attack 1

Daniel Rivera

## NIMBLE SHOT



At-Will — Martial, Weapon

Standard Action Ranged weapon

**Special:** Shift 1 square before or after you attack.

**Target:** One creature  
**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

*You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.*



Ranger Attack 1

Daniel Rivera

## SHOOT CENTER MASS



Daily — Martial, Weapon

Standard Action Ranged

**Requirement:** Ranged weapon.

**Targets:** One or two creatures  
**Attack:** Dexterity vs. AC, two attacks

**Hit:** 1[W] + Dex mod dmg per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target [Wis mod] additional squares.

*You fire straight into the target's chest, forcing it to stagger back.*



Ranger Attack 3

Daniel Rivera

## SHOT ON THE RUN



Encounter — Martial, Weapon

Standard Action Ranged

**Special:** You can shift a number of squares equal to 2 + your Wisdom modifier either before or after the attack.

**Target:** One creature  
**Attack:** Dexterity vs. AC (*ranged*)

**Hit:** 2[W] + Dexterity modifier damage (*ranged*).

*You dive past enemies as you fire, moving to a more advantageous position.*



Ranger Attack 1

Daniel Rivera

## YIELD GROUND



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 Wisdom modifier. Gain a +2 power bonus to all defenses until the end of your next turn.

*You turn and spin with your enemy's blow, using the momentum to break away from the fray.*



Ranger Utility 2

Daniel Rivera

## CLEAVE



At-Will — Martial, Weapon

Standard Action Melee Weapon

**Target:** One creature  
**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage, and an enemy adjacent to the target takes damage equal to your Strength modifier.

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



Fighter Attack 1

Daniel Rivera

## COVERING ATTACK



Encounter — Martial, Weapon

Standard Action Melee Weapon

**Target:** One creature  
**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier damage, and an ally adjacent to the target can shift 2 squares.

*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.*



Fighter Attack 1

Daniel Rivera

## NO OPENING



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 defenses.*



Fighter Utility 2

Daniel Rivera

## SURE STRIKE



At-Will — Martial, Weapon

Standard Action Melee Weapon

**Target:** One creature  
**Attack:** Strength +2 vs. AC  
**Hit:** 1[W] damage

*You trade power for precision.*



Fighter Attack 1

Daniel Rivera

## SWEEPING BLOW



Encounter — Martial, Weapon

Standard Action Close burst 1

**Target:** Each enemy in burst you can see  
**Attack:** Strength 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 Strength modifier.

**Hit:** 1[W] + Strength modifier damage.

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



Fighter Attack 3

Daniel Rivera

## TIDE OF IRON



At-Will — Martial, Weapon

Standard Action Melee Weapon

**Requirement:** You must be using a shield.

**Target:** One creature  
**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier 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.

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



Fighter Attack 1

Daniel Rivera

## VILLAIN'S MENACE



Daily — Martial, Weapon

Standard Action      Melee Weapon

**Target:** One creature  
**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier 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.

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



Fighter Attack 1

Daniel Rivera

## ACID BOMB



Daily — Science, Acid, Implement

Standard Action      Ranged 20

**Primary Target:** One creature  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2d8 + Int mod 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. Reflex  
**Hit:** 1d8 + Int mod 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.

*An flask of green, glowing liquid streaks to your target and bursts into a spray of acid.*



Wizard Attack 1

Daniel Rivera

## ARCTIC BLAST



Encounter — Science, Cold, Implement

Standard Action      Ranged 10

**Target:** One creature  
**Attack:** Intelligence vs. Fortitude

**Hit:** 2d8 + Intelligence modifier cold damage, and the target is dazed until the end of your next turn.

*You fire a bolt of frigid blue energy at your foe, nearly freezing it in place.*



Wizard Attack 1

Daniel Rivera

## FLASH BOMB



At-Will — Science, Fire, Implement

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

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Reflex

**Hit:** 1d6 + Intelligence modifier fire damage.

*You toss a vial of magnesium powder at a group. A small spark ignites the powder on impact, creating a flash of white-hot flame.*



Wizard Attack 1

Daniel Rivera

## FORCE PULSE



At-Will — Science, Force, Implement

Standard Action      Ranged 20

**Target:** One creature  
**Attack:** Intelligence vs. Reflex

**Hit:** 2d4 + Intelligence modifier force damage.

**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.

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



Wizard Attack 1

Daniel Rivera

## FORCE SHIELD



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.

*With a press of a button, you activate a personal force shield that blocks most attacks. It lasts for just a few seconds before needing to recharge.*



Wizard Utility 2

Daniel Rivera

## GHOST SOUND



At-Will — Science, 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 device, you create an illusory sound that emanates from somewhere close by.*



Wizard Cantrip

Daniel Rivera

## GIZMOS & GADGETS



At-Will — Science

Standard Action      Ranged 2

**Effect:** You accomplish various minor effects, such as move up to 1 pound of material, create a harmless sensory effect, color, clean, or soil items in 1 cubic foot for up to 1 hour, 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, etc. See PHB, page 159 for more examples.

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 up to three prestidigitation effects active at one time.



Wizard Cantrip

Daniel Rivera

## HOVER BOT



At-Will — Science, Conjunction, Force

Minor Action

Ranged 5

**Effect:** You release a small flying robot that streaks to an unoccupied square within range. The bot 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 bot can move the object into a pack or a similar container and move any one object carried or worn into your hand.

**Move Action:** move the bot up to 5 squares

**Minor Action:** pick up/manipulate different object

**Free action:** drop a held object

**Sustain Minor:** You can sustain the bot indefinitely.

**Special:** You can guide only one bot at a time.

*You gesture toward an object nearby, and your flying robot lifts the object into the air and moves it where you wish.*



Wizard Cantrip

Daniel Rivera

## LIGHT



At-Will — Science

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.

*You fire a small blob of sticky goo at your target. The chemicals within mix upon impact and shine brightly.*



Wizard Cantrip

Daniel Rivera

## SHOCK SPHERE



Encounter — Science, Implement, Lightning

Standard Action

Area burst 2 within 10 squares

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Reflex

**Hit:** 2d6 + Intelligence modifier lightning damage.

*You toss a box onto the ground near your foes. It opens a second later, creating a sphere of crackling electricity that punishes all creatures nearby.*



Wizard Attack 3

Daniel Rivera

## SLEEPING GAS



Daily — Science, Implement, Sleep

Standard Action

Area burst 2 within 20 squares

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Will

**Hit:** 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*).

*You launch a canister of sleeping gas into the crowd. A blue cloud erupts, causing all within to stagger in a stupor.*



Wizard Attack 1

Daniel Rivera

## SONIC BOOM



At-Will — Science, Implement, Thunder

Standard Action

Close blast 3

**Target:** Each creature in blast  
**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier thunder damage, and you push the target a number of squares equal to your Wisdom modifier.

*You create a whip-crack of sonic power that lashes up from your device.*



Wizard Attack 1

Daniel Rivera

## DEFT STRIKE



At-Will — Martial, Weapon

Standard Action

Weapon

**Requirement:** crossbow, light blade, or sling  
**Special:** You can move 2 squares before the attack.

**Target:** One creature  
**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

*A final lunge brings you into an advantageous position.*



Rogue Attack 1

Daniel Rivera

## EASY TARGET



Daily — Martial, Weapon

Standard Action

Weapon

**Requirement:** crossbow, light blade, or a sling.  
**Target:** One creature  
**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier 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.

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



Rogue Attack 1

Daniel Rivera

## FLEETING GHOST



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.*



Rogue Utility 2

Daniel Rivera

## PIERCING STRIKE



At-Will — Martial, Weapon

Standard Action      Melee weapon

**Requirement:** light blade

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier damage.

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



Rogue Attack 1

Daniel Rivera

## RIPOSTE STRIKE



At-Will — Martial, Weapon

Standard Action      Melee weapon

**Requirement:** light blade

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier 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 Strength vs. AC attack that deals 1[W] + Strength modifier damage

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



Rogue Attack 1

Daniel Rivera

## TOPPLE OVER



Encounter — Martial, Weapon

Standard Action      Melee weapon

**Requirement:** light blade

**Target:** One creature

**Attack:** Dexterity vs. AC

**Brutal Scoundrel:** You gain a bonus to the attack roll equal to your Strength modifier.

**Hit:** 1[W] + Dexterity modifier damage, and the target is knocked prone.

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



Rogue Attack 3

Daniel Rivera

## TORTUOUS STRIKE



Encounter — Martial, Weapon

Standard Action      Weapon

**Requirement:** light blade

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

**Brutal Scoundrel:** You gain a bonus to the damage roll equal to your Strength modifier.

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



Rogue Attack 1

Daniel Rivera

## DANCE WITH THE DEVIL



Encounter — Arcane, Imp, Teleport, Fire

Standard Action      Close burst 1

**Target:** Each creature in burst

**Attack:** Charisma vs. Fortitude

**Hit:** 1d8 + Charisma modifier fire 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.

*You call up an unseen maelstrom of diabolic power that sears nearby creatures. You step into the vortex and emerge somewhere a short distance away.*



Warlock (Diabolic) Attack 3

Daniel Rivera

## MASTER OF DECEIT



Encounter — Martial

Free Action      Personal

**Prerequisite:** You must be trained in Bluff

**Trigger:** You roll a Bluff check and dislike the result

**Effect:** Reroll the Bluff check. You decide whether

*The line between truth and deception is thin, and you cross it with ease.*



Rogue Utility 2

Daniel Rivera

## PIERCING STRIKE



At-Will — Martial, Weapon

Standard Action      Melee weapon

**Requirement:** light blade

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier damage.

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



Rogue Attack 1

Daniel Rivera

## POSITIONING STRIKE



Encounter — Martial, Weapon

Standard Action      Melee weapon

**Requirement:** light blade

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 1[W] + Dexterity modifier damage, and you slide the target 1 square.

**Artful Dodger:** You slide the target a number of squares equal to your Charisma modifier.

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



Rogue Attack 1

Daniel Rivera

## SLY FLOURISH



At-Will — Martial, Weapon

Standard Action

Weapon

**Requirement:** crossbow, light blade, or sling.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier + Charisma modifier damage.

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



Rogue Attack 1

Daniel Rivera

## TRICK STRIKE



Daily — Martial, Weapon

Standard Action

Weapon

**Requirement:** crossbow, light blade, or sling

**Target:** One creature

**Attack:** Dexterity vs AC

**Hit:** 3[W] + Dexterity modifier 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

Daniel Rivera