

Eldritch Blast

At-Will ~ Standard

Ranged 10

+7_{CHA} vs. Ref

Does 1d10+6_{CHA} damage.

Avert, Avert

At-Will ~ Standard

Ranged 10

+7_{CHA} vs. Will

Fear. Does 1d6+6_{CHA} psychic damage, and you are invisible to the target until SoNT.

Dragon Breath

Encounter ~ Minor

Close Blast 3

+6_{CON} vs. Fort

Does 1d6+3_{CON} acid damage to all in blast.

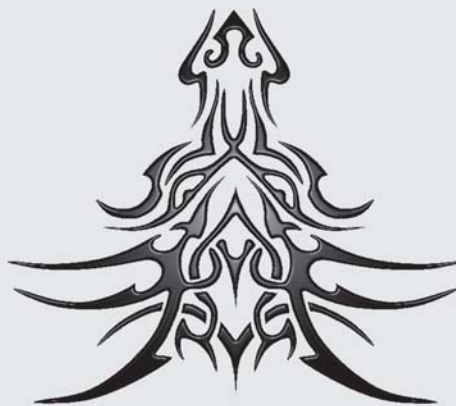
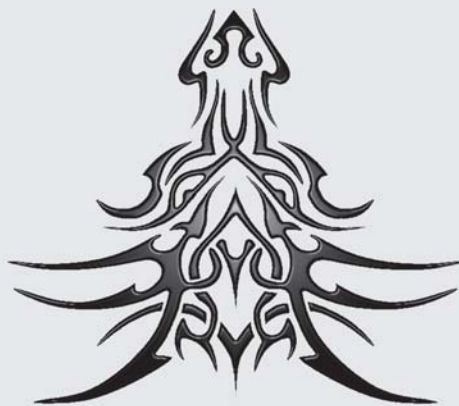
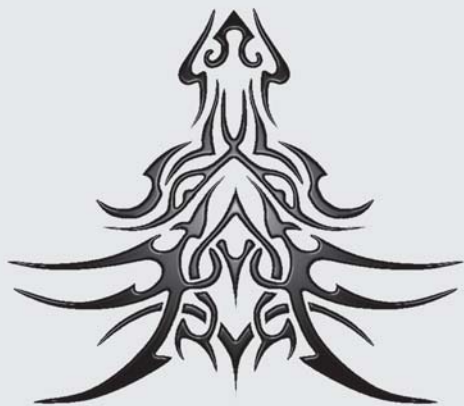
Dreadful Word

Encounter ~ Standard

Ranged 5

+7_{CHA} vs. Will

Fear. Does 2d8+6_{CHA} psychic damage, and target suffers -3_{INT} Will defense until EoNT.



Hunter's Quarry

Encounter ~ Minor

Nearest foe

+

vs.

↓ Add +1d6 to damage quarry once/turn until EoNT.

Crown of Stars

Daily ~ Standard

Ranged 10

+7

CHA

vs.

Ref

↓ Does 2d12+6_{CHA} radiant, and if target is bloodied, blinds it until EoNT.

Sustain minor: Make a +7_{CHA} vs. Will attack at one target in range, doing 6_{CHA} radiant.

Fevered Certainty of Caiphon

Daily ~ Minor

Self

+

vs.

↓ Until EoNT, gain +5 to all skill checks but -2 to Will defense.

Channel Divinity (2)

Encounter ~ Standard

Close Burst 2

+5

WIS

vs.

Will

↓ Turn Undead: Undead in burst take 1d10+4_{WIS} radiant, push 4_{CHA+3} squares, and immobilize to EoNT.

Miss: half damage, no push or immobilize.



Priest's Shield

At-Will ~ Standard

Melee (Mace)

+7_{STR} vs. AC

Does 1d8+3/4_{STR/VERS} damage, and you and one adjacent ally gain +1 AC until EoNT.



Righteous Brand

At-Will ~ Standard

Melee (Mace)

+7_{STR} vs. AC

Does 1d8+3/4_{STR/VERS} damage, and one ally within 5 gains +3_{STR} to attack target until EoNT.



Lance of Faith

At-Will ~ Standard

Ranged 5

+5_{WIS} vs. Ref

Does 1d8+4_{WIS} radiant, and one ally you can see gets +2 to next attack vs. the target.



Healing Strike

E_{ncounter} ~ Standard

Melee (Mace)

+7_{STR} vs. AC

Does 2d8+3/4_{STR/VERS} damage, mark target until EoNT, and you or one ally within 5 may surge with +4_{WIS} points healed.



Beacon of Hope

Daily ~ Standard

Close burst 3

+5_{Wis} vs. Will

Each enemy hit is weakened until end of its turn.

Effect: You and allies in burst regain 9HP, and your healing powers heal +5HP until EoEnc.

Cure Light Wounds

Daily ~ Standard

Touch

+ vs.

Heals target as if it had spent a healing surge with +4.

Piercing Strike

At-Will ~ Standard

Melee (Rat's Gamble)

+7_{DEX} vs. Ref

Improved accuracy against heavily armoured targets. Does 1d6+3_{DEX} damage.

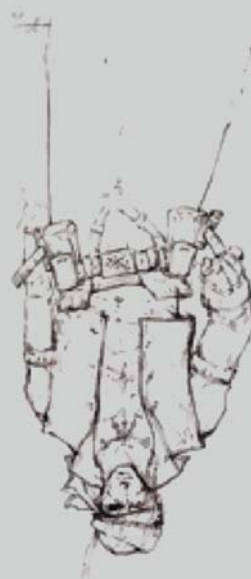
Sly Flourish

At-Will ~ Standard

Melee or Ranged

+7_{DEX} vs. AC

Does 1d6+7_{DEX+CHA} damage. Sling is +5 to hit instead of +7, d6+6, range 10-20.



King's Castle

Encounter ~ Standard

Melee or Ranged

+7_{DEX} vs. Ref

Improved accuracy against heavily armoured targets. Does $2d6+4_{DEX}$ damage. Hit or miss, switch places with an adjacent willing ally.

Easy Target

Daily ~ Standard

Melee or Ranged

+7_{DEX} vs. AC

Does $2d6+4_{DEX}$ damage, and target is slowed and grants combat advantage to you (save ends).
On a miss, half damage, and target grants CA to you until EoNT.

Deft Strike

At-Will ~ Standard

Melee/Ranged

+6_{DEX} vs. AC

You may move two squares before the attack. Does $1d6+3_{DEX}$ damage (Southpaw: +2 to hit, +1 dmg, d4; sling, -1 to hit).

Piercing Strike

At-Will ~ Standard

Melee (Shortsword)

+6_{DEX} vs. Ref

Helps get past armour. Does $1d6+3_{DEX}$ damage (Southpaw: +2 to hit, +1 dmg, d4).



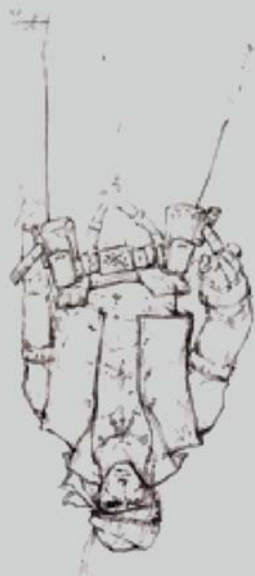
Riposte Strike

At-Will ~ Standard

Melee (Shortsword)

+6_{DEX} vs. **AC**

Does $1d6 + 3_{\text{DEX}}$ damage (Southpaw: +2 to hit, +1 dmg, d4). Plus, if target attacks you before your next turn, riposte as an interrupt: Same attack, except -1_{STR} to hit & dmg.



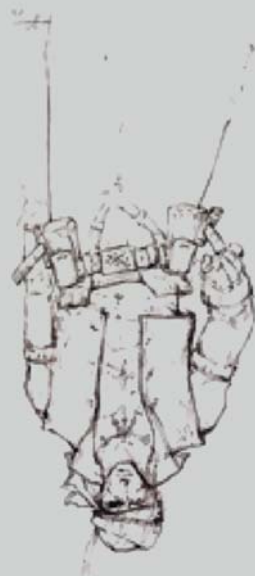
Tortuous Strike

Encounter ~ Standard

Melee (Shortsword)

+6_{DEX} vs. **AC**

Does $2d6 + 5_{\text{DEX+STR}}$ damage (Southpaw: +2 to hit, +1 dmg, d4s).



Trick Strike

Daily ~ Standard

Melee/Ranged

+6_{DEX} vs. **AC**

Does $3d6 + 3_{\text{DEX}}$ damage (Southpaw: +2 to hit, +1 dmg, d4s), and slide target 1 square.

Effect: this encounter, each time you hit this target, slide it one square.



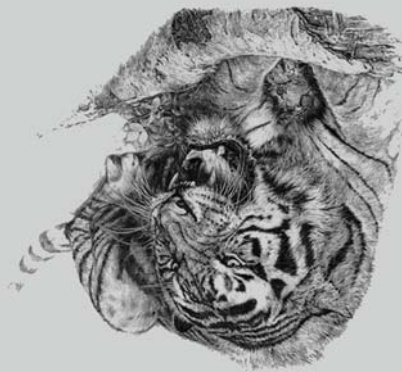
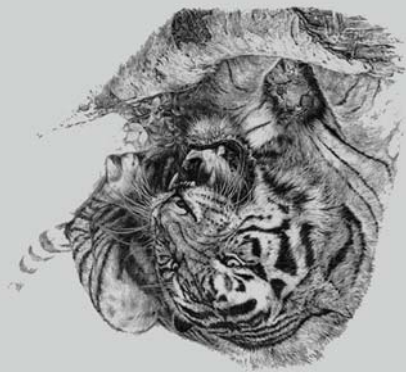
Nimble Strike

At-Will ~ Standard

Ranged (Skeinbow)

+8_{DEX} vs. **AC**

Shift one square before or after you attack. Does $1d10 + 5_{\text{DEX}}$ damage.



Twin Strike

At-Will ~ Standard

Ranged (Skeinbow)

+8_{DEX} vs. AC

Two attacks (same or different targets), each doing 1d10+1 damage. (Also usable with two melee weapons.)

Two-Fanged Strike

Encounter ~ Standard

Ranged (Skeinbow)

+8_{DEX} vs. AC

Two attacks (same target), each doing 1d10+5_{DEX} damage. If both hit, do another +3_{WIS} damage.

Split the Tree

Daily ~ Standard

Ranged (Skeinbow)

+8_{DEX} vs. AC

Target two creatures no more than 3 spaces apart. Roll twice and use the best roll for both shots; each does 2d10+5_{DEX} damage.

Pack Alertness

At-Will ~ Minor

Within 10

+ vs.

You and Cora both roll Per with a +2 bonus (you roll +13, she rolls +4, or +5 if within 5 of you); both use the higher result. If one of you becomes aware of a target, you both do.