

# FEYKADIN ABBADOS

## Attack Powers

### Enfeebling Strike Paladin Attack 1

**At-Will ♦ Divine, Weapon**

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

**Target:** One creature

**Attack:** +17 vs. AC

**Hit:** 1d8+9 damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn. **Crit:** 17+3d8 damage.

### Valiant Strike Paladin Attack 1

**At-Will ♦ Divine, Weapon**

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

**Target:** One creature

**Attack:** +19 vs. AC, +1 per foe adjacent to you

**Hit:** 1d8+11 damage. **Crit:** 19+3d8 damage.

### Arcing Smite Paladin Attack 3

**Encounter ♦ Divine, Weapon**

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

**Target:** One or two creatures

**Attack:** +19 vs. AC, one attack per target.

**Hit:** 1d8+11 damage, and the target is marked until the end of your next turn. **Crit:** 19+3d8 damage.

### Dragon Breath Dragonborn Racial Power

**Encounter ♦ Fire, Special**

**Minor Action** **Close** blast 3 or blast 5

**Targets:** All creatures in area

**Attack:** +17 vs. Reflex

**Hit:** 2d10+3 fire damage. **Crit:** 23 acid and fire damage.

**Special:** When you use this power, choose acid, cold, lightning, or poison. The attack's damage is also that type.

### Dragon's Wrath Vassal of Dragon Kings Attack 11

**Encounter ♦ Fire**

**Standard Action** **Area** burst 2 within 10 squares

**Target:** Each enemy in burst

**Attack:** +17 vs. Reflex

**Hit:** 3d6+3 fire damage. **Crit:** 21 fire damage.

### Piercing Smite Paladin Attack 1

**Encounter ♦ Divine, Weapon**

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

**Target:** One creature

**Attack:** +19 vs. Reflex

**Hit:** 2d8+11 damage, and the target and 2 enemies adjacent to you are marked until the end of your next turn. **Crit:** 27+3d8 damage.

### Whirlwind Smite Paladin Attack 13

**Encounter ♦ Divine, Weapon**

**Standard Action** **Close** burst 1

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

**Attack:** +19 vs. AC

**Hit:** 2d8+11 damage, and the target is marked until the end of your next turn. **Crit:** 27+3d8

### Crown of Glory Paladin Attack 9

**Daily ♦ Divine, Implement, Radiant**

**Standard Action** **Close** burst 1

**Target:** Each enemy in burst

**Attack:** +13 vs. Will

**Hit:** 2d8+6 radiant damage. **Crit:** 22+2d6 damage.

**Effect:** Any enemy that starts its turn adjacent to you is slowed until the end of your next turn.

**Sustain Minor:** You sustain the power's effect.

### On Pain of Death Paladin Attack 1

**Daily ♦ Divine, Implement**

**Standard Action** **Ranged** 5

**Target:** One creature

**Attack:** +13 vs. Will

**Hit:** 3d8+6 damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends). **Crit:** 30+2d6 damage.

**Miss:** Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).

**Special:** The target takes -2 penalty to the saving throws.

### Martyr's Retribution Paladin Attack 5

**Daily ♦ Divine, Radiant, Weapon**

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

**Target:** One creature

**Attack:** +19 vs. AC, and you must spend a healing surge without regaining any hp.

**Hit:** 4d8+11 radiant damage. **Crit:** 43+3d8 damage.

**Miss:** Half damage.

## Utility and Item Powers

### Divine Challenge Paladin Feature

**At-Will ♦ Divine, Radiant**

**Minor Action** **Close** burst 5

**Target:** One creature in burst

**Effect:** You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below).

While a target is marked, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes 10 radiant damage the first time it makes an attack that doesn't include you as a target before the start of your next 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.

**Special:** Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

### Dragon Wings Vassal of Dragon Kings Utility 12

**At-Will**

**Move Action** **Personal**

**Effect:** You fly 5 squares. You must land at the end of this movement.

**Lay on Hands** Paladin Feature

**At-Will (Special) ♦ Divine, Healing**

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

**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, plus 4 extra points. You must have at least one healing surge remaining to use this power.

**Channel Divinity: Divine Mettle** Paladin Feature

**Encounter ♦ Divine**

**Minor Action** Close burst 10

**Target:** One creature in burst

**Effect:** The target makes a saving throw with a +4 bonus.

**Special:** You can only use one channel divinity power per encounter.

**Channel Divinity: Divine Strength** Paladin Feature

**Encounter ♦ Divine**

**Minor Action** Personal

**Effect:** Deal +6 extra damage on your next attack this turn.

**Special:** You can only use one channel divinity power per encounter.

**Divine Bodyguard** Paladin Utility 6

**Daily ♦ Divine**

**Minor Action** Ranged 5

**Effect:** Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.

**Martyr's Blessing** Paladin Utility 2

**Daily ♦ Divine**

**Immediate Interrupt** Close burst 1

**Trigger:** An adjacent ally is hit by a melee or ranged attack.

**Effect:** You are hit by the attack instead.

**Noble Shield** Paladin Utility 10

**Daily ♦ Divine**

**Immediate Interrupt** Personal

**Trigger:** You are targeted by a close or area attack.

**Effect:** A close or area attack targeting you automatically hits you, and any of your allies who are also hit take only half damage. This power does not change other effects the attack might cause.

**Battleforged Plate +3** Level 15

**Property:** If you use your second wind when you are bloodied, regain an extra 2d10 hp.

**Belt of Vigor** Level 2

**Property:** Gain a +1 item bonus to your healing surge value.

**Cloak of Resistance +3** Level 12

**Power (Daily):** Minor Action. Gain resist 10 to all damage until the start of your next turn.

**Heavy Shield of Protection** Level 13

**Power (Daily):** Standard Action. You and an adjacent ally gain resist 15 to all damage until the end of your next turn.

**Symbol of Power +2** Level 7

**Property:** When you use this symbol to deliver an effect that a save can end, the target takes a -2 penalty to saving throws against the effect.

**Terror Longsword +3** Level 14

**Power (Daily ♦ Fear):** Free Action. Use this power when you hit with the weapon. The target takes a -2 penalty to all defenses (save ends).

**Class Features**

**Draconic Outburst:** When you spend an action point to make an attack, each enemy adjacent to you takes 8 fire damage.

**Versatile Breath:** When attacking with your dragon breath racial power, choose one of the following: acid, cold, lightning, or poison. The attack's damage is also that type.