


## PALADIN POWER CARDS (Heroic)

**CHANNEL DIVINITY:  
DIVINE METTLE**

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



ENCOUNTER POWER

**PALADIN FEATURE**

**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.

DIVINE

**CHANNEL DIVINITY:  
DIVINE STRENGTH**

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



ENCOUNTER POWER

**PALADIN FEATURE**

**Minor Action** **Personal**

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

DIVINE

## PALADIN POWER CARDS (Heroic)

### DIVINE CHALLENGE

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



AT-WILL POWER

PALADIN FEATURE

Minor  
Action

Close  
Burst 5

**Target:** One creature in burst

**Effect:** You mark the target. 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 radiant damage equal to 3 + your Charisma modifier 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. You can use divine challenge once per turn.

*(Refer to PHB, pg. 91 for full details)*

**DIVINE, RADIANT**

### LAY ON HANDS

Your divine touch instantly heals wounds.



AT-WILL POWER

PALADIN FEATURE

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.

**DIVINE, HEALING**

## PALADIN POWER CARDS (Heroic)

**BOLSTERING STRIKE**

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.



AT-WILL POWER

**PALADIN ATTACK 1**

Standard Action      Melee Weapon

**Target:** One creature  
**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier damage, and you gain temporary hit points equal to your Wisdom modifier.  
Increase damage to 2[W] + Charisma modifier at 21st level.

**DIVINE, WEAPON**

**ENFEEBLING STRIKE**

Your brutal weapon attack leaves your foe weakened.



AT-WILL POWER

**PALADIN ATTACK 1**

Standard Action      Melee Weapon

**Target:** One creature  
**Attack:** Charisma vs. AC  
**Hit:** 1[W] + Charisma modifier damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.  
Increase damage to 2[W] + Charisma modifier at 21st level.

**DIVINE, WEAPON**

## PALADIN POWER CARDS (Heroic)

### HOLY STRIKE

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



AT-WILL POWER

PALADIN ATTACK 1


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.  
Increase damage to 2[W] + Strength modifier at 21st level.

DIVINE, RADIANT, WEAPON

### VALIANT STRIKE

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



AT-WILL POWER

PALADIN ATTACK 1

Standard Action      Melee Weapon

**Target:** One creature  
**Attack:** Strength + 1 per enemy adjacent to you vs. AC  
**Hit:** 1[W] + Strength modifier damage.  
Increase damage to 2[W] + Strength modifier at 21st level.

DIVINE, WEAPON

## PALADIN POWER CARDS (Heroic)

### FEARSOME SMITE

When you strike a foe with your weapon, the force of the blow causes him to shudder and second-guess his tactics.



ENCOUNTER POWER

PALADIN ATTACK 1

Standard  
Action

Melee  
Weapon

**Target:** One creature  
**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier damage.  
Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wisdom modifier.

DIVINE, FEAR, WEAPON

### PIERCING SMITE

Silvery spikes cover your weapon, punching through your foe's armor.



ENCOUNTER POWER

PALADIN ATTACK 1

Standard  
Action

Melee  
Weapon

**Target:** One creature  
**Attack:** Strength vs. Reflex  
**Hit:** 2[W] + Strength modifier damage, and the target and a number of enemies adjacent to you equal to your Wisdom modifier are marked until the end of your next turn.

DIVINE, WEAPON

## PALADIN POWER CARDS (Heroic)

**RADIANT SMITE**

Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.



ENCOUNTER POWER

**PALADIN ATTACK 1**


**Standard Action**      **Melee Weapon**

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

**DIVINE, RADIANT, WEAPON**

**SHIELDING SMITE**

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.



ENCOUNTER POWER

**PALADIN ATTACK 1**

**Standard Action**      **Melee Weapon**

**Target:** One creature  
**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier damage.  
**Effect:** Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wisdom modifier.

**DIVINE, WEAPON**

## PALADIN POWER CARDS (Heroic)

### ON PAIN OF DEATH

You invoke a prayer that wracks your foe with terrible pain and causes further pain whenever he makes an attack.



DAILY POWER

PALADIN ATTACK 1

Standard Action Ranged 5

**Target:** One creature  
**Attack:** Charisma vs. Will  
**Hit:** 3d8 + Charisma modifier damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends).  
**Miss:** Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).

DIVINE, IMPLEMENT

### PALADIN'S JUDGEMENT

Your melee attack punishes your enemy and heals an ally.



DAILY POWER

PALADIN ATTACK 1

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.

DIVINE, HEALING, WEAPON

## PALADIN POWER CARDS (Heroic)

### RADIANT DELIRIUM

You engulf your enemy in searing ribbons of radiance.



DAILY POWER

PALADIN ATTACK 1

Standard Action Ranged 5

**Target:** One creature  
**Attack:** Charisma vs. Reflex  
**Hit:** 3d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).  
**Miss:** Half damage, and the target is dazed until the end of your next turn.

DIVINE, IMPLEMENT, RADIANT

### ASTRAL SPEECH

You speak with such compelling conviction that others find it difficult to refute your beliefs and claims.



DAILY POWER

PALADIN UTILITY 2

Minor Action Personal

**Effect:** You gain a +4 power bonus to Diplomacy checks until the end of the encounter.

DIVINE

## PALADIN POWER CARDS (Heroic)

**MARTYR'S BLESSING**

You step into an attack made against an adjacent ally to save your comrade.



DAILY POWER

**PALADIN UTILITY 2**

**Immediate Interrupt** **Close Burst 1**

**Trigger:** An adjacent ally is hit by a melee or a ranged attack  
**Effect:** You are hit by the attack instead.

DIVINE

**SACRED CIRCLE**

You trace a circle around you with your hand, and it quickly expands into a wide circle of faintly glowing runes that glows brightly and protects you and your close allies.



DAILY POWER

**PALADIN UTILITY 2**

**Standard Action** **Close Burst 3**

**Effect:** The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

DIVINE, IMPLEMENT, ZONE

## PALADIN POWER CARDS (Heroic)

### ARCING SMITE

You swing your weapon in a wide arc that strikes not one but two creatures within your reach.



ENCOUNTER POWER

PALADIN ATTACK 3

Standard  
Action

Melee  
Weapon

**Target:** One or two creatures  
**Attack:** Strength vs. AC, one attack per target  
**Hit:** 1[W] + Strength modifier damage, and the target is marked until the end of your next turn.

DIVINE, WEAPON

### INVIGORATING SMITE

When you hit an enemy with your weapon, you and your allies suddenly feel invigorated by the divine power of your faith.



ENCOUNTER POWER

PALADIN ATTACK 3

Standard  
Action

Melee  
Weapon

**Target:** One creature  
**Attack:** Charisma vs. Will  
**Hit:** 2[W] + Charisma modifier damage. If you are bloodied, you regain hit points equal to 5 + your Wisdom modifier. Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wisdom modifier.

DIVINE, HEALING, WEAPON

## PALADIN POWER CARDS (Heroic)

**RIGHTEOUS SMITE**

Your righteous blow fills you and your nearby allies with preternatural resolve.



ENCOUNTER POWER

**PALADIN ATTACK 3**

**Standard Action**      **Melee Weapon**

**Target:** One creature  
**Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wisdom modifier.

**DIVINE, HEALING, WEAPON**

**STAGGERING SMITE**

With a mighty swing of your weapon, you knock your enemy back.



ENCOUNTER POWER

**PALADIN ATTACK 3**

**Standard Action**      **Melee Weapon**

**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier.

**DIVINE, WEAPON**

## PALADIN POWER CARDS (Heroic)

### HALLOWED CIRCLE

You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.



DAILY POWER

PALADIN ATTACK 5

Standard  
Action

Close  
Burst 3

**Target:** Each enemy in burst  
**Attack:** Charisma vs. Reflex  
**Hit:** 2d6 + Charisma modifier damage.  
**Effect:** The burst creates a zone of bright light. You and each ally within the zone gain a +1 power bonus to all defenses until the end of the encounter.

DIVINE, IMPLEMENT, ZONE

### MARTYR'S RETRIBUTION

Divine light engulfs your weapon as you sacrifice your ability to heal in order to strike down your enemy.



DAILY POWER

PALADIN ATTACK 5

Standard  
Action

Melee  
Weapon

**Target:** One creature  
**Attack:** Strength vs. AC, and you must spend a healing surge without regaining any hit points  
**Hit:** 4[W] + Strength modifier radiant damage.  
**Miss:** Half damage.

DIVINE, RADIANT, WEAPON

## PALADIN POWER CARDS (Heroic)

**SIGN OF VULNERABILITY**

You cause a nearby foe to convulse with pain and render it more susceptible to radiant energy.



DAILY POWER

**PALADIN ATTACK 5**

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

**Target:** One creature  
**Attack:** Charisma vs. Fortitude  
**Hit:** 3d8 + Charisma modifier radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter.  
**Miss:** Half damage, and the target gains no vulnerability.

DIVINE, IMPLEMENT, RADIANT

**DIVINE BODYGUARD**

As your weapon connects with your enemies, so too does the magic of your god connect you to your allies.



DAILY POWER

**PALADIN UTILITY 6**

**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.

DIVINE

## PALADIN POWER CARDS (Heroic)

**ONE HEART,  
ONE MIND**

You and your trusted allies form a telepathic bond.



DAILY POWER

**PALADIN UTILITY 6**

**Minor  
Action**      **Close  
Burst 6**

**Targets:** You and each ally in burst  
**Effect:** Until the end of the encounter, targets can communicate telepathically with each other out to a range of 20 squares, and your aid another actions give a +4 bonus instead of +2.

DIVINE

**WRATH OF THE GODS**

A halo of divine light emanates from you, enabling you and nearby allies to strike down your enemies with greater determination.



DAILY POWER

**PALADIN UTILITY 6**

**Minor  
Action**      **Close  
Burst 1**


**Targets:** You and each ally in burst  
**Effect:** The targets add your Charisma modifier to damage rolls until the end of the encounter.

DIVINE

## PALADIN POWER CARDS (Heroic)

**BECKON FOE**

You pull an enemy toward you, dealing grievous wounds as he tries to rebuke you.



ENCOUNTER POWER

**PALADIN ATTACK 7**

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

**Target:** One creature  
**Attack:** Charisma vs. Will  
**Hit:** 2d10 + Charisma modifier damage, and you pull the target a number of squares equal to your Wisdom modifier.

**DIVINE, IMPLEMENT**

**BENIGN TRANSPOSITION**

You call upon the power of your deity to switch places with an ally and strike a foe within reach of your new position.



ENCOUNTER POWER

**PALADIN ATTACK 7**

**Standard Action** **Melee Weapon**

**Primary Target:** One ally within a number of squares equal to your Wisdom modifier  
**Effect:** You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it.  
**Secondary Target:** One enemy  
**Secondary Attack:** Charisma vs. AC  
**Hit:** 2[W] + Charisma modifier damage.

**DIVINE, TELEPORTATION, WEAPON**

## PALADIN POWER CARDS (Heroic)

### DIVINE REVERENCE

You present yourself with such conviction that your enemies cannot help but be awestruck by the power of your faith.



ENCOUNTER POWER

PALADIN ATTACK 7

Standard  
Action

Close  
Burst 1

**Target:** Each enemy in burst

**Attack:** Charisma vs. Will

**Hit:** 1d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn.

DIVINE, IMPLEMENT,  
RADIANT

### THUNDER SMITE

Your weapon flashes as it strikes, and moments later, a peal of thunder slams into your foe.



ENCOUNTER POWER

PALADIN ATTACK 7

Standard  
Action

Melee  
Weapon

**Target:** One creature

**Attack:** Strength vs. AC (can score a critical hit against a marked enemy on a roll of 19–20)


**Hit:** 2[W] + Strength modifier thunder damage, and the target is knocked prone.

DIVINE, THUNDER, WEAPON

## PALADIN POWER CARDS (Heroic)

### CROWN OF GLORY

A scintillating crown of radiant energy appears above your head, then expands suddenly to cripple nearby enemies.



DAILY POWER

PALADIN ATTACK 9

Standard Action      Close Burst 1

**Target:** Each enemy in burst  
**Attack:** Charisma vs. Will  
**Hit:** 2d8 + Charisma modifier radiant damage.  
**Effect:** Any enemy that starts its turn adjacent to you is slowed until the end of your next turn.  
**Sustain Minor:** You can sustain the power's effect.

DIVINE, IMPLEMENT, RADIANT

### ONE STANDS ALONE

Unable to fight alongside your allies, you turn to your faith for protection and press forward undaunted.



DAILY POWER

PALADIN ATTACK 9

Standard Action      Close Burst 1

**Target:** Each enemy in burst  
**Attack:** Charisma vs. Will  
**Hit:** 2d8 + Charisma modifier radiant damage.  
**Effect:** The targets are weakened (save ends).  
**Special:** You cannot use this power if any allies are within 5 squares of you.

DIVINE, IMPLEMENT, RADIANT

## PALADIN POWER CARDS (Heroic)

### RADIANT PULSE

You target an enemy with a searing, pulsating light that also damages enemies adjacent to him and thrusts them back.



DAILY POWER

PALADIN ATTACK 9


Standard Action Ranged 10

**Primary Target:** One creature  
**Attack:** Charisma vs. Fortitude  
**Hit:** 1d10 + Charisma modifier radiant damage.  
Make a secondary attack.  
**Secondary Target:** Each enemy adjacent to the primary target  
**Secondary Attack:** Charisma vs. Fortitude  
**Hit:** 1d10 + Charisma modifier radiant damage, and you push the target 3 squares.  
**Sustain Minor:** When you sustain this power, you can repeat the secondary attack (the primary target is the same each time).  
**Miss:** Half damage, and no secondary attack.

DIVINE, IMPLEMENT, RADIANT

### CLEANSING SPIRIT

A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.



ENCOUNTER POWER

PALADIN UTILITY 10

Minor Action Ranged 5


**Target:** You or one ally  
**Effect:** The target makes a saving throw with a +2 bonus.

DIVINE

## PALADIN POWER CARDS (Heroic)

**NOBLE SHIELD**

You quickly throw up your hand, and a vortex of swirling energy surrounds you and your friends, shielding them from harm at your expense.



DAILY POWER

**PALADIN UTILITY 10**

**Immediate Interrupt**      **Personal**

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

**Effect:** A close attack or an 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.

DIVINE

**TURN THE TIDE**

You whisper a solemn hymn, and divine light washes gently over you and nearby allies, potentially negating harmful and debilitating afflictions.



DAILY POWER

**PALADIN UTILITY 10**

**Standard Action**      **Close Burst 3**

**Targets:** You and each ally in burst

**Effect:** The targets make saving throws against every effect that a save can end.

DIVINE