Divine Challenge
Divine, Radiant

Action: Minor   **Range:** Close *(Burst 5)*

Target: One creature in burst

Special: Even though this ability is called a challenge, it doesn't rely on the INT 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 divine challenge.

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. If the target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls and takes 5+CHA radiant damage. The target takes this damage only once per turn.

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

Paladin Feature   Quindia Studios

Divine Mettle
Divine

Action: Minor   **Range:** Close *(Burst 10)*

Target: One creature in burst

Special: You can use divine mettle or divine strength once per encounter, but not two or more of these in the same encounter.

Effect: The target makes a saving throw with a CHA-bonus.

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

Paladin Feature   Quindia Studios

Divine Strength
Divine

Action: Minor   **Range:** Personal

Special: You can use divine mettle or divine strength once per encounter, but not two or more of these in the same encounter.

Effect: You gain +2 damage on your next attack this turn.

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

Paladin Feature   Quindia Studios

Lay on Hands
Divine, Healing

Action: At-will *(special)*   **Range:** Melee *(touch)*

Target: One creature

Special: You can use this power 3 times per day, but only once per round.

Effect: You spend a healing surge but regain no HP. Instead, the target regains HP 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   Quindia Studios

Bolstering Strike
Divine, Weapon

Action: Standard   **Range:** Melee *(weapon)*

Target: One creature

Attack: Melee or ranged vs. AC

Hit: 1(W)+CHA damage, and you gain CHA temporary HP.

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

Paladin Attack 1   Quindia Studios

Holy Strike
Divine, Radiant, Weapon

Action: Standard   **Range:** Melee *(weapon)*

Target: One creature

Attack: Melee vs. AC

Hit: 1(W)+STR radiant damage. If you marked the target, you gain a CHA bonus to the damage roll.

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

Paladin Attack 1   Quindia Studios

Shielding Smite
Divine, Weapon

Action: Standard   **Range:** Melee *(weapon)*

Target: One creature

Attack: Melee vs. AC

Hit: 2(W)+CHA damage

Effect: Until the end of your next turn, one ally within 5 squares of you gains a WIS power bonus to AC.

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

Paladin Attack 1   Quindia Studios

On Pain of Death
Divine, Implement

Action: Standard   **Range:** 5

Target: One creature

Attack: CHA vs. WIL

Hit: 3(W)+CHA 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)*.

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

Paladin Attack 1   Quindia Studios

Renewing Smite
Healing, Weapon

Action: Standard   **Range:** Melee *(weapon)*

Target: One creature

Attack: CHA vs. AC

Hit: 2(W)+CHA damage any an ally within 5 squares heals 10+WIS damage.

Paladin Attack 13   Quindia Studios

Binding Smite
Weapon

Action: Standard   **Range:** Melee *(weapon)*

Target: One creature

Attack: CHA vs. WIL

Hit: 2(W)+WIS damage and the target cannot gain LOE to anyone but you until the end of your next turn.

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