Border Key

Source	Encounter Power	Daily Power
Racial		
Cleric		
Fighter		
Paladin		
Ranger		
Rogue		
Warlock		
Warlord		
Wizard		

Cause Fear

Encounter, Divine, Fear, Implement

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.

Standard Action

Ranged 10

Target: One creature. **Attack:** +4 vs. Will

Hit: The target moves its speed + 2 squares away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Healing Word

Encounter (Special), Divine, Healing

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

Minor Action

Close burst 5

Target: You or one ally.

Effect: The target can spend a healing surge and regain an additional 1d6 + 4 hit points.

Cascade of Light

Daily, Divine, Implement, Radiant

A burst of divine radiance sears your foe.

Standard Action

Ranged 10

Target: One creature.

Attack: +4 vs. Will

Hit: 3d8 + 4 radiant damage, and the target gains vulnerability 5 to all your attacks (save ends).

Miss: Half damage, and the target gains no vulnerability.

Fighter Attack

Passing Attack

Encounter, Martial, Weapon

You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.

Standard Action Melee Weapon

Primary Target: One creature.

Attack: Strength vs. AC

Hit: [W] + 5 damage and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature other than the primary target.

Secondary Attack: +8 vs. AC

Hit: [W] + 5 damage.

Brute Strike

Daily, Martial, Reliable, Weapon

You shatter armor and bone with a ringing blow.

Standard Action Melee weapon

Reliable: If you miss with this power, you do not expend its use.

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

Hit: 3[W] + Strength modifier damage.