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Action Point!

When you use this Action Point, one of your allies within 10 squares may also take an extra move or minor action as a free action.

Action Point!

When you make a melee attack with this Action Point that does not normally deal half damage on a miss, deal half damage if you miss.

Action Point!

Gain a +2 bonus to all saving throws until the end of the encounter when you use this Action Point.

Action Point!

If you use this Action Point during a skill challenge, gain two successes for every one you'd normally gain, for the duration of the skill challenge.

Action Point!

When you successfully hit with an encounter attack power using this Action Point, regain the use of the power on your next turn.

Action Point!

When you use a blast or burst power with this Action Point, add one to the size of the area.

Action Point!

When you successfully hit with an attack using this Action Point, add one damage die of the same type used in the attack.

Action Point!

When you make an attack using this Action Point, gain a +2 bonus to all attack rolls with the power.

Action Point!

Gain an extra move action when you use this Action Point.

Action Point!

Make a saving throw as a free action when you use this Action Point.

Action Point!

When you successfully hit with an attack using this Action Point, deal maximum damage to one target of the power.

Action Point!

If you score a critical hit with an attack using this Action Point, make another at-will attack as a free action.

Action Point!

Gain an extra minor action when you use this Action Point.

Action Point!

Gain a +2 bonus to all defenses until the end of your next turn when you use this Action Point.

Action Point!

Ignore difficult terrain until the end of your current turn when you use this Action Point.

Action Point!

When you make a ranged attack with this Action Point, add 5 squares to its range, and ignore basic cover and concealment.

Action Point!

When you successfully hit with a melee attack with this Action Point, gain temporary hit points equal to your level.

Action Point!

If you use this Action Point during a skill challenge, any failures accrued thus far during the skill challenge are negated.

Action Point!

If you miss with an attack using this Action Point, reroll one attack roll of the power.

Action Point!

Gain a +5 bonus to a skill of your choice until the end of your current turn when you use this Action Point.