

<b>Fighter powers</b>				
<b>Name</b>	<b>Type</b>	<b>Attack</b>	<b>Damage</b>	<b>Special</b>
Cleave	at-will	basic	basic	If you deal more damage than the monster has hit points, attack adjacent enemy with the spill-over damage. No repeating (no third attack).
Combat reflexes	1/encounter	basic	basic	When your side wins initiative, before anyone takes their regular turn, you may make a melee attack. If you hit, you crit.
Relentless	1/session, instant	0	0	Designate an enemy. For the rest of the battle, your hits against this creature are crits.

<b>Dwarf powers</b>				
<b>Name</b>	<b>Type</b>	<b>Attack</b>	<b>Damage</b>	<b>Special</b>
Axe of justice	1/encounter	basic	basic crit	At the end of the monsters' turn, make an immediate melee attack against each monster that attacked you that turn. Hits are crits.
Heart of earth	1/encounter	0	0	Touch ally to give them an immediate chance to recover from stun or other conditions; add your Con mod to recovery check. Ally may also use a resolve.
Shield ally	1/session, instant	0	0	Designate one character that you are shielding. As long as you are near that ally this encounter, enemies will not normally be able to melee against them.

<b>Elf powers</b>				
<b>Name</b>	<b>Type</b>	<b>Attack</b>	<b>Damage</b>	<b>Special</b>
accurate shot	at-will, ranged attack	basic	basic	Roll two d20s and use either.
Elven reflexes	1/encounter	basic	basic	If you lose initiative, make an immediate basic ranged attack
Hail of arrows	1/session, ranged attack	basic	basic	Make basic bow attacks against 2 creatures plus one creature per Dex mod. Targets must be in a cone. All hits are crits.

<b>Wizard powers</b>				
<b>Name</b>	<b>Type</b>	<b>Attack</b>	<b>Damage</b>	<b>Special</b>
magic missile spell	at-will ranged	auto- matic hit	3	Creates 3 + Int mod little "missiles" like darts. You may partition the missiles up among enemies that are all roughly the same direction from you. A generous GM will let you pick off a wounded monster with just the right number of missiles.
Dazzling lights spell	1/encounter, Int, ranged	2	1	Attack v. save. Target 2 creatures + 1 per Int mod. Targeted creatures must be in roughly the same direction from you. Stuns in an addition to damage. (Stun means take no actions. Roll 10+ to recover every round).
fireball spell	1/session, Int, ranged	4	5	Attack v. save, half damage on a miss. Hit 2 creatures + 1 per Int mod, in a group.

<b>Cleric powers</b>				
<b>Name</b>	<b>Type</b>	<b>Attack</b>	<b>Damage</b>	<b>Special</b>
token of judgment spell	at-will, melee	basic	basic	Hit or miss, all allies get your Wis mod as a bonus to attack that creature this turn.
command of judgment spell	1/encounter, melee	basic	basic	Add Wis mod to attack and damage, plus an ally (not you) next to your target can make an immediate melee attack against it.
Heavenly favor spell	1/session, universal	4	1	Each ally (incl. you) gains 1 + Wis mod hit points and may make a recovery check against stun or another condition. Each enemy takes 1+Wis damage. Undead take double damage.

<b>Paladin powers</b>				
<b>Name</b>	<b>Type</b>	<b>Attack</b>	<b>Damage</b>	<b>Special</b>
engaging strike	at-will	basic	basic	Make a basic melee attack. You may then let that opponent take a swing on you. If you do, you may make a second basic melee attack afterwards.
reap	1/encounter	basic	basic	Make a basic melee attack. Then make an extra basic melee attack against 1 other target per Cha mod. Hits are crits.
Lay on hands	1/session, instant	0	0	Ally you touch can use one resolve, which doesn't count against their limit. If your Cha mod is +2, the ally can use a second resolve, also not counting against their limit.