

RENEWING DAWN

Healing, Radiant

KEYWORDS
Minor Action **ION** **RA** **Personal**
ATTACK **TARGET**

Effect: When you or one of your allies spends a healing surge, this power deals radiant damage equal to one-half your level + your Charisma modifier to an enemy within 5 squares of the creature that spent the healing surge.

Sustain Minor: The effect persists.

A glimpse of the true sun flashes above the battlefield, sending flares that lance down into your foes.

Chosen of Amaunator Utility 26 FRPG-73

DAILY POWER **DUNGEONS & DRAGONS**

HORN OF LIFE

Healing

KEYWORDS
Minor Action **ION** **RA** **Close burst 20**
ATTACK **TARGET**
You or one ally in burst

Effect: The target can spend a healing surge. At the start of each of your subsequent turns, until the end of the encounter, your ally with the fewest number of hit points above 0 gains regeneration 20 until the start of your next turn. The effect ends if you become unconscious.

As a foretaste of the feasts in Chauntea's dominion, her cornucopia spills its blessings upon you.

Chosen of Chauntea Utility 26 FRPG-73

DAILY POWER **DUNGEONS & DRAGONS**

HIGH ARCANA

Healing

KEYWORDS
Minor Action **ION** **RA** **Close burst 10**
ATTACK **TARGET**

Effect: Choose one of the following: Until the end of your next turn, you and all of your allies in the burst gain a +2 power bonus to attack rolls; or until the end of your next turn, you and all of your allies in the burst gain a +2 power bonus to all defenses against arcane attacks.

Corellon's mastery of the arcane allows you to choose between empowerment or defense for you and all your allies in the battle.

Chosen of Corellon Utility 26 FRPG-73

DAILY POWER **DUNGEONS & DRAGONS**

TRUE DEATH

Healing

KEYWORDS
Minor Action **ION** **RA** **lose burst 10**
ATTACK **TARGET**
Each undead creature in burst

Effect: You regain 2d20 hit points for each target. Each target loses all its resistances, the insubstantial quality, and the ability to recharge powers (save ends all).

Aftereffect: Target loses all its resistances, insubstantial abilities, and ability to recharge powers (save ends all).

Your gesture strips the undead of their tricks. Only death is left to them.

Chosen of Kelemvor Utility 26 FRPG-73

DAILY POWER **DUNGEONS & DRAGONS**

FORGE OF CREATION

Healing

KEYWORDS
Minor Action **ION** **RA** **Personal**
ATTACK **TARGET**

Effect: Until the end of your next turn, you and any of your allies who hit with at least one attack regain their second wind if they have already used it in this encounter, regain one healing surge, and gain the use of another daily magic item power.

The fervor of Moradin's ancient workshops of creation inspires you and your allies as you hammer upon your foes.

Chosen of Moradin Utility 26 FRPG-73

DAILY POWER **DUNGEONS & DRAGONS**

SUPREME KNOWLEDGE

Immediate Interrupt

KEYWORDS
Immediate Interrupt **ION** **RA** **Personal**
ATTACK **TARGET**

Trigger: You are hit by an attack against Fortitude, Reflex, or Will.

Effect: Make a monster knowledge check that corresponds to the creature that is attacking you. If your check result exceeds the monster's attack roll, the attack misses.

In the divine view, to understand is to control.

Chosen of Oghma Utility 26 FRPG-73

DAILY POWER **DUNGEONS & DRAGONS**

WAXING FORTUNE

Healing

KEYWORDS
Minor Action **ION** **RA** **Personal**
ATTACK **TARGET**

Effect: Until the end of the encounter, on each of your turns, you gain a bonus to attack rolls equal to the number of bloodied, conscious creatures that are within 10 squares of you at the start of your turn.

Your battle fortune swells like the moon waxes toward full.

Chosen of Selûne Utility 26 FRPG-73

DAILY POWER **DUNGEONS & DRAGONS**

DIVINE REGENERATION

Healing

KEYWORDS
Minor Action **ION** **RA** **Personal**
ATTACK **TARGET**

Effect: You gain regeneration equal to your highest ability score until the end of the encounter.

You ignite the divine spark that glows within you, unleashing a wave of regenerating energy for a short time.

Chosen of Silvanus Utility 26 FRPG-73

DAILY POWER **DUNGEONS & DRAGONS**

SUNE'S CENSURE

KEYWORDS

Minor Action **ION** **RANGE** ← Close burst 20
ATTACK Two creatures in burst

Effect: Choose two targets. Extend the vulnerabilities of one target to the other until the end of the encounter, so that they are both vulnerable until the end of the encounter, even if the original ability was only temporary. If neither targets is vulnerable to a damage type, then both targets gain vulnerable 5 all until the end of the encounter.

Your power forces your enemies to share their weaknesses.
Chosen of Sune Utility 26 FRPG-73

TEMPUS'S GLARE

KEYWORDS

Minor Action **ION** **RANGE** Personal
ATTACK **TARGET**

Effect: Until the end of the encounter, every creature that attacks you and fails to hit takes damage equal to onehalf its level.

You call this battle to the attention of the Lord of Battles. His divine glare hastens the fall of the incompetent.

Chosen of Tempus Utility 26 FRPG-73

BATTLE JUDGMENT

KEYWORDS

Healing Free Action **ION** **RANGE** Personal
ATTACK **TARGET**

Trigger: Your melee attack drops an enemy to 0 hit points or fewer.

Effect: You regain hit points equal to the damage you dealt with the attack.

You have learned to emulate Torm's decisive timing.
Chosen of Torm Utility 26 FRPG-73

KEYWORDS		USED
ACTION	+ ✎	RANGE
VS	← *	TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

KEYWORDS		USED
ACTION	+ ✎	RANGE
VS	← *	TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

KEYWORDS		USED
ACTION	+ ✎	RANGE
VS	← *	TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
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KEYWORDS		USED
ACTION	+ ✎	RANGE
VS	← *	TARGET
ATTACK	DEFENSE	TARGET
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CLASS	LEVEL	PAGE

KEYWORDS		USED
ACTION	+ ✎	RANGE
VS	← *	TARGET
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
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