

AVENGING SHACKLES

Avenger
Attack 1

Your prayers call for your enemy to stumble before you, and your enemy is bathed in radiant light that sears like fire

At-will

♦ Divine, Implement, Radiant

Standard

Action

Ranged

5/10

Target: One creature

Attack: Wisdom vs. Will

Hit:

1d8 + Wisdom modifier radiant damage.

Level 21: 2d8 + Wisdom modifier radiant damage.

Effect: If the target is under your *oath of enmity*, it is slowed until the end of your next turn.

BOND OF CENSURE

Avenger
Attack 1

You compel your enemy to come forward and face judgement

At-will

♦ Charm, Divine, Implement, Radiant

Standard

Action

Ranged

5

Target: One creature

Attack: Wisdom vs. Will

Hit:

You pull the target a number of squares equal to your Intelligence modifier. If the target ends this movement adjacent to you, it takes 1d10 radiant damage.

Level 21: 2d10 radiant damage.

BOND OF PURSUIT

Avenger
Attack 1

With your attack, you utter a promise to follow your enemy if it tries to escape

At-will

♦ Divine, Weapon

Standard

Action

Melee

weapon

Target: One creature

Attack: Wisdom vs. AC

Hit:

1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier.

Effect: If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dexterity modifier as a free reaction. You must end this shift closer to the target than you began it.

BOND OF RETRIBUTION

Avenger
Attack 1

Whirling divine energy promises swift retribution if one of your foe's companions attacks you

At-will

♦ Divine, Radiant, Weapon

Standard

Action

Melee

weapon

Target: One creature

Attack: Wisdom vs. AC

Hit:

1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier damage.

Effect: Before the end of your next turn, the first time an enemy other than the target hits or misses you, the target takes radiant damage equal to your Intelligence modifier.
Level 11: 5 + Intelligence modifier radiant damage.
Level 21: 10 + Intelligence modifier radiant damage

FOCUSED FURY

Avenger
Attack 1

As you smite your chosen prey, you drive back another enemy

At-will

♦ Divine, Weapon

Standard

Action

Melee

weapon or
Ranged
weapon

Target: One creature

Effect: If the target is under your *oath of enmity*, you can push a different enemy adjacent to you 2 squares.

Attack: Wisdom vs. AC

Hit:

1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier damage.

LEADING STRIKE

Avenger
Attack 1

You show an ally how to hit your foe where it hurts

At-will

♦ Divine, Weapon

Standard

Action

Melee

weapon

Target: One creature

Attack: Wisdom vs. AC

Hit:

1[W] + Wisdom modifier damage.

One ally adjacent to either you or the target gains a bonus to his or her next damage roll against the target equal to your Intelligence modifier.
Level 21: 2[W] + Wisdom modifier damage.

Miss: If the target is under your *oath of enmity*, one ally adjacent to either you or the target gains a bonus to his or her next damage roll against the target equal to your Intelligence modifier.

OVERWHELMING STRIKE

Avenger
Attack 1

As you attack, you maneuver around your foe, forcing it to move with you

At-will

♦ Divine, Weapon

Standard

Action

Melee

weapon

Target: Each creature

Attack: Wisdom vs. AC

Hit:

1[W] + Wisdom modifier damage. You shift 1 square and slide the target 1 square into the space you occupied.

Level 21: 2[W] + Wisdom modifier damage.

RADIANT VENGEANCE

Avenger
Attack 1

Calling on the power of your deity, you transfer the pain of your wounds to a foe and regain some resilience

At-will

♦ Divine, Implement, Radiant

Standard

Action

Ranged

5/10

Target: One creature

Attack: Wisdom vs. Reflex
+2 to attack if you are bloodied

Hit:

1d8 + Wisdom modifier radiant damage, and you gain temporary hit points equal to your Wisdom modifier.

Critical: This power gains the Healing keyword, and you heal instead of gain temporary hit points.

Level 11: 3 + Wisdom modifier temporary hit points.

Level 21: 2d8 + Wisdom modifier radiant damage, and 6 + Wisdom modifier temporary hit points.