

Paladin
At-Will Power

Valient Strike

Attack an adjacent monster.

Gain a +1 to this attack for each monster on your tile.

Att +6

Dmg 1

Paladin
Utility Power

Sacred Circle

Use this power at the start of your hero phase. Place the Sacred Circle token in your tile.

(All heroes in the same tile as a Sacred Circle token gain +1 AC.)

Paladin
Daily Power

Paladin's Judgement

Attack an adjacent monster.

Hit or miss, another hero in your tile may heal HP equal to their surge value.

Att +6

Dmg 3

Paladin
Daily Power

One Stands Alone

You may only use this power if there are no other heroes in your tile.

Attack each monster in your tile.

Att +7

Dmg 2

Paladin
Daily Power

Martyr's Retribution

Suffer 1 damage and attack an adjacent monster.

Att +6

Dmg 4

Miss: 2 damage

Paladin
Utility Power

Martyr's Blessing

Use this power when a monster or encounter attacks more than one hero. You suffer this attack but cancel the attack for all other heroes.

Paladin
At-Will Power

Enfeebling Strike

Attack an adjacent monster.

Att +6

Dmg 1 and the monster is -2 to attack rolls until the start of your next turn.

Paladin
Utility Power

Divine Bodyguard

Use this power when another hero is hit. You suffer the effects of the hit instead and reduce any damage by 1 (to a minimum of 1.)

Paladin
At-Will Power

Bolstering Strike

Attack an adjacent monster.

Att +6

Dmg 1 and you may heal 1 HP.