

Draconic Sidestep

As your foes move to flank, you deftly step aside, then engulf them in your dragon breath.

Martial
KEYWORDS

Imm. Reaction		Personal
ACTION	←	RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: An enemy moves into a position where it flanks you.
Effect: You shift 1 square and use your dragon breath as a free action, gaining a bonus to the damage roll equal to one-half your level, even if you have already used your dragon breath in this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HONORABLE BLADE	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Dragon Aura

The innate energy of your draconic breath forms a shield around you, pushing your enemies away.

Arcane, Implement, Zone; Varies
KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
INT or CHA vs Fort		
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Intelligence or Charisma modifier damage, and you push the target 1 square. The damage is the same type as any type you can deal with your dragon breath.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS NINEFOLD MASTER	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Platinum Wings

Platinum-colored, scaly wings spring from your back and carry you aloft.

Divine
KEYWORDS

Minor		Personal
ACTION	←	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, you gain a fly speed of 8, and you can hover. Once before the start of your next turn, you can make the following wing buffet attack:
Immediate Reaction Melee 2
Trigger: An enemy enters or leaves an adjacent square.
Attack: Charisma +4 vs. Fortitude (+ 6 at 21st level)
Hit: 2d6 + Charisma modifier damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PLATINUM TEMPLAR	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Storm's Rebuke

You spread wings of lightning, knocking your foes away as you take to the air.

Primal, Lightning, Thunder
KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
WIS +4 vs Reflex		
ATTACK	DEFENSE	TARGET

Attack: Wisdom +4 vs. Reflex. Increase to Wisdom +6 vs. Reflex at 21st level.
Hit: 2d6 + Wisdom modifier lightning and thunder damage, and you push the target 1 square.
Effect: You can fly your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STORM DRAGON	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Countering Breath

As your foe unleashes a blast of elemental power, you release your own, subtly altering your draconic breath to negate your enemy's attack.

Arcane
KEYWORDS

Imm. Interrupt		Close blast 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Trigger: An enemy targets you with a close or an area attack that deals a damage type you can deal with dragon breath
Effect: Your space and the blast are not considered part of the triggering attack's area of effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS NINEFOLD MASTER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Draconic Leap

No wings appear on your back, but you leap from the ground as if to take flight, and the strength of the dragon within carries you high and far.

Martial
KEYWORDS

Move		Personal
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: You fly your speed. This movement does not provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HONORABLE BLADE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Spirit Wings

Draconic wind spirits lift you and your allies to carry you through the air.

Primal
KEYWORDS

Move		Personal
ACTION	←	RANGE
<input checked="" type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: Each ally within 10 squares of you can fly 10 squares as a free action. You fly 10 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STORM DRAGON	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Bahamut's Voice

The words issuing from you belong to no mortal tongue, and they carry the weight of Bahamut's own voice.

Divine
KEYWORDS

Minor		Personal
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

Effect: Until the end of the encounter, you can speak Supernal as if you were a god or angel, such that any creature that has a language can understand your speech. In addition, you gain a +5 bonus to Diplomacy checks and Intimidate checks while speaking Supernal through this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PLATINUM TEMPLAR	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Dragon Storm

Your weapon is the thunder of the storm, and as you call upon it, clouds appear above you. Lightning strikes your foes, and the storm winds buffet enemies and allies alike, allowing you to position them as you please.

Primal, Lightning, Thunder, Zone
KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
STR +6 vs Fort		
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Strength modifier thunder damage.
Effect: The burst creates a zone that lasts until the end of the encounter. An enemy that starts its turn in the zone takes 10 lightning damage. Whenever a creature starts its turn in the zone, you can slide the creature 1 square as an immediate interrupt. As a move action, you can move the zone 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STORM DRAGON	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Dragon Tempest



Your exhalation of elemental energy transforms into a swirling vortex of power.

Arcane, Implement, Zone; Varies

KEYWORDS

Standard		Close blast 5
ACTION	↔	RANGE
INT or CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Intelligence or Charisma modifier damage. The damage is the same type as any type you can deal with your *dragon breath*.
Effect: The blast creates a zone that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 10 damage of the same type as the initial attack's damage. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
NINEFOLD MASTER	ATTACK	20

DAILY POWER

Misty Breath



Emulating Bahamut's breath of silvery vapors, you transform your enemies into harmless mist.

Divine, Implement

KEYWORDS

Standard		Close blast 5
ACTION	↔	RANGE
WIS or CHA vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: The target is stunned, weakened, and transformed into fine mist (save ends all). While it is in this mist form, enemies can move freely through the target's space.
Effect: The blast creates a zone that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 10 cold damage. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PLATINUM TEMPLAR	ATTACK	20

DAILY POWER

Whirling Dragon



You whirl your blade in a circle around you, and elemental power radiates from your weapon to sear your foes.

Martial, Weapon; Varies

KEYWORDS

Standard		Close burst 1
ACTION	↔	RANGE
STR vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. The damage is the same type you deal with your *Draconic Blade*.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HONORABLE BLADE	ATTACK	20

DAILY POWER

Divine Resistance



Summoning the divine spark within you, you shrug off what might have been a debilitating effect.

counter

KEYWORDS

Imm. Reaction

Personal

ACTION

RANGE

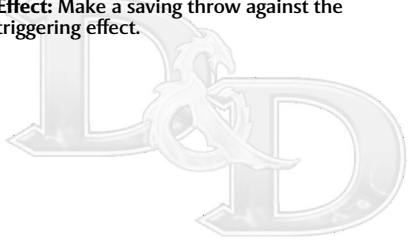
AT-WILL

ENCOUNTER

DAILY

Trigger: An attack applies an effect to you that a save can end

Effect: Make a saving throw against the triggering effect.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
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POWER TYPE
UTILITY

LEVEL
26

UTILITY POWER

Dragonborn Zeal



Your wounds sometimes make you relentless.

Healing

KEYWORDS

Imm. Interrupt

Personal

ACTION

RANGE

VS

ATTACK

DEFENSE

TARGET

Trigger: Your hit points drop to 0 or fewer

Effect: You regain hit points equal to your healing surge value + your Charisma modifier. Add your Charisma modifier as a power bonus to your attack rolls and damage rolls against the enemy that reduced you to 0 hit points or fewer until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DRAGONBORN

POWER TYPE
FEAT

LEVEL

DAILY POWER