

## DRAGON BREATH

Encounter — Acid, Cold, Fire, Lightning, or Poison

Minor Action Close blast 3

**Targets:** All creatures in area  
**Attack:** Strength + 2 vs. Reflex, Constitution + 2 vs. Reflex, or Dexterity + 2 vs. Reflex

**Hit:** 1d6 + Constitution modifier damage.  
**Special:** When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

*As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.*

Dragonborn Racial Power Tintagel

## DWARVEN RESILIENCE

Encounter — Healing

Minor Action Personal

**Special:** Use your Second Wind as a Minor Action

**Effect:** Second Wind uses 1 healing surge to heal you 25% of your maximum hit points. You also gain +2 to all defenses until the end of your next turn.

Dwarven Racial Power Tintagel

## ELVEN ACCURACY

Encounter

Free Action Personal

**Effect:** Once per an encounter reroll an attack roll, keep the second roll even if it is lower.

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*

Elven Racial Power Tintagel

## FEY STEP

Encounter — Teleportation

Move Action Personal

**Effect:** Teleport up to 5 squares.

*With a step, you vanish from one place and appear in another.*

Eladrin Racial Power Tintagel

## INFERNAL WRATH

Encounter

Minor Action Personal

**Effect:** You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier as extra damage.

*You call upon your furious nature to improve your odds of harming your foe.*

Tiefling Racial Power Tintagel

## SECOND CHANCE

Encounter

Immediate Interrupt Personal

**Effect:** When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

*Luck and small size combine to work in your favor as you dodge your enemy's attack.*

Halfling Racial Power Tintagel