

Character Name Campaign Player's Name Level

POWER NAME <input type="text" value="Changeling Disguise"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text" value="1"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="Polymorph"/>	<input type="text" value="N/A"/>	<input type="text" value="Changeling"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Personal"/>		<input type="text"/>			
RESULT							
<p>You alter your form to look like another person. You alter your form to take on the appearance of any medium humanoid. You retain your statistics. Clowthing, armor, possessions do not change. Any creature that attempts to see through the ruse must make an Insight Check opposed by your Bluff check and you gain a +5 to your check. EPG 28</p>							

POWER NAME <input type="text" value="Stone Fist Flurry of Blows"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text" value="1"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="Psionic"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="Monk"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Free"/>		<input type="text" value="Melee [1]"/>		<input type="text" value="1 creature"/>			
RESULT							
<p>You lash out at another enemy after your first attack, a casual reminder of your great strength. If you hit with an attack during your turn, hit the same target with 3 + Str or another target with 5 + Str dam. PHB3 65</p>							

POWER NAME <input type="text" value="Crane's Wing"/>					ATTACK	DEFENSE	LEVEL
					<input type="text" value="Dex"/>	vs	<input type="text" value="For"/>
							<input type="text" value="1"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="Psionic"/>	<input type="text" value="N/A"/>	<input type="text" value="Full Discipline"/>	<input type="text" value="Implement"/>	<input type="text" value="Monk"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Melee Touch"/>		<input type="text" value="1 creature"/>			
RESULT							
<p>You leap across the battlefield and kick your foe, sending it staggering backward. You may make an athletics check to a running jump with a +5 bonus. 1d10+Dex mod dam and push target 1 sq. PHB3 65</p>							

POWER NAME <input type="text" value="Dragon's Tail"/>					ATTACK	DEFENSE	LEVEL
					<input type="text" value="Dex"/>	vs	<input type="text" value="For"/>
							<input type="text" value="1"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="Psionic"/>	<input type="text" value="N/A"/>	<input type="text" value="Full Discipline"/>	<input type="text" value="Implement"/>	<input type="text" value="Monk"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Melee Touch"/>		<input type="text" value="1 creature"/>			
RESULT							
<p>Your hand lashes out like a dragon's tail and with the lightest touch unleash power that knocks your foe to the ground. 1d6+Dex mod dam & knock the target prone. You may swap places with one ally or one prone enemy. PHB3 65</p>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
							<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text"/>			
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
							<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text"/>			
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
							<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text"/>			
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
							<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text"/>			
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
							<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text"/>			
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
							<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE		TARGET			
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text"/>			
RESULT							
<input type="text"/>							

ENCOUNTER POWERS

For Dungeons and Dragons 4th Edition



Character Name Campaign Player's Name Level

POWER NAME <input type="text" value="Changeling Trick"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text" value="1"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="Polymorph"/>	<input type="text" value="N/A"/>	<input type="text" value="Changeling"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Personal"/>	<input type="text" value="1 creature"/>				
RESULT							
<p>You feint tricks a foe into giving you an advantage.</p> <p>You make a bluff check opposed by target's passive insight. If your check succeeds gain combat advantage until the end of your next turn. EPG 28</p>							

POWER NAME <input type="text" value="Drunken Monkey"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text" value="1"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="Psionic"/>	<input type="text" value="N/A"/>	<input type="text" value="Full Discipline"/>	<input type="text" value="Implement"/>	<input type="text" value="Monk"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Touch"/>	<input type="text" value="1 enemy"/>				
RESULT							
<p>You lurch seemingly out of control and cause a foe to attack one of your foes. 1d8+Dex mod dam and slide target 1 square. Target then attacks an enemy of your choice with + your Wis bonus to hit. You may move speed +2 with a gain in all defense against Opp attack of Wis mod. PHB3 66</p>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<input type="text"/>							

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<input type="text"/>							

DAILY POWERS

For Dungeons and Dragons 4th Edition



GNOgaming

Character Name

Campaign

Player's Name

Level

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text" value="Spinning Leopard Maneuver"/>					<input type="text" value="Dex"/>	vs	<input type="text" value="Ref"/>	<input type="text" value="1"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="Psionic"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="Implement"/>	<input type="text" value="Monk"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee [1]"/>	<input type="text" value="each enemy in path"/>					
RESULT								
<p>Maintaining perfect balance, you weave a deadly path dealing kicks and punches to each foe you pass. 3d8+Dex mod dam Miss: Half dam</p> <p>PHB3 66</p>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text"/>					<input type="text"/>	vs	<input type="text"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text"/>								