

Character Name Campaign Player's Name Level

POWER NAME Vicious Offensive		ATTACK	DEFENSE	LEVEL
		Str	vs AC	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Martial	N/A	N/A	Weapon	Arena Fighter
ACTION		RANGE	TARGET	
Standard		Melee Weapon	1 creature	
RESULT				
1[W]+Str and mark an enemy				
DSCS 87				

POWER NAME Cleave		ATTACK	DEFENSE	LEVEL
		Str	vs AC	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Martial	N/A	N/A	Weapon	Fighter
ACTION		RANGE	TARGET	
Standard		Melee Weapon	2 creatures	
RESULT				
1[w]+Str damage to one creature and an adjacent creature takes +Str damage				
PHB 77				

POWER NAME		ATTACK	DEFENSE	LEVEL
			vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION		RANGE	TARGET	
Standard		Melee Weapon		
RESULT				

POWER NAME		ATTACK	DEFENSE	LEVEL
			vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION		RANGE	TARGET	
Standard		Melee Weapon		
RESULT				

POWER NAME		ATTACK	DEFENSE	LEVEL
			vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION		RANGE	TARGET	
Standard		Melee Weapon		
RESULT				

POWER NAME		ATTACK	DEFENSE	LEVEL
			vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION		RANGE	TARGET	
Standard		Melee Weapon		
RESULT				

POWER NAME		ATTACK	DEFENSE	LEVEL
			vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION		RANGE	TARGET	
Standard		Melee Weapon		
RESULT				

POWER NAME		ATTACK	DEFENSE	LEVEL
			vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION		RANGE	TARGET	
Standard		Melee Weapon		
RESULT				

POWER NAME		ATTACK	DEFENSE	LEVEL
			vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION		RANGE	TARGET	
Standard		Melee Weapon		
RESULT				

POWER NAME		ATTACK	DEFENSE	LEVEL
			vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	
ACTION		RANGE	TARGET	
Standard		Melee Weapon		
RESULT				

ENCOUNTER POWERS

For Dungeons and Dragons 4th Edition



Character Name Campaign Player's Name Level

POWER NAME					ATTACK	DEFENSE	LEVEL
<input type="text" value="Incredible Toughness"/>					<input type="text"/>	<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" value="Mul"/>			
ACTION		RANGE	TARGET				
<input type="text" value="No Action"/>		<input type="text" value="Melee Weapon"/>	<input type="text" value="Personal"/>				
RESULT							
<p>Through dogged determination and sheer physical hardiness, you shrug off an effect. You end any ongoing damage or any dazed, slowed, stunned or weakened condition currently affecting you.</p> <p>DSCS 20</p>							

POWER NAME					ATTACK	DEFENSE	LEVEL
<input type="text" value="Goading Maneuver"/>					<input type="text" value="Str"/>	<input type="text" value="AC"/>	<input type="text"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
<input type="text" value="Martial"/>	<input type="text" value="N/A"/>	<input type="text" value="N/A"/>	<input type="text" value="Weapon"/>	<input type="text" value="Arena Fighter"/>			
ACTION		RANGE	TARGET				
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>				
RESULT							
<p>2[W] + Str damage and you shift 2 squares and Mark a foe</p>							

POWER NAME					ATTACK	DEFENSE	LEVEL
<input type="text"/>					<input type="text"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>							

DAILY POWERS

For Dungeons and Dragons 4th Edition



Character Name Campaign Player's Name Level

POWER NAME <input type="text" value="Brute Strike"/>					ATTACK	DEFENSE	LEVEL	
					Str	vs	AC	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
Martial	N/A	N/A	Weapon	Fighter				
ACTION		RANGE	TARGET					
Standard		Melee Weapon	1 creature					
RESULT								
3[W] + Str damage								
PHB 78								

POWER NAME <input type="text" value="Master's Edge"/>					ATTACK	DEFENSE	LEVEL	
					Str	vs	AC	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
Martial	N/A	N/A	Weapon	Arena Fighter				
ACTION		RANGE	TARGET					
Standard		Melee Weapon	1 creature					
RESULT								
1[W]+Str damage Until the end of the encounter, whenever target moves adjacent to an ally, use an opportunity action to attack or charge the target.								

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

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

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

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

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

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

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

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