

Character Name Campaign Player's Name Level

POWER NAME **ATTACK** vs **DEFENSE** **LEVEL**

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	Acid	Elemental	Implement	Elementalists

ACTION **RANGE** **TARGET**

RESULT

You hurl a spear of elemental energy at your foe.
1d12+Cha damage

POWER NAME **ATTACK** vs **DEFENSE** **LEVEL**

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	Thunder	Elemental	Implement	Elementalist

ACTION **RANGE** **TARGET**

RESULT

You strike the ground, creating an abrupt tremor.
1d8+Cha damage + combat advantage next turn

POWER NAME

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION **RANGE** **TARGET**

RESULT

POWER NAME

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION **RANGE** **TARGET**

RESULT

POWER NAME

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION **RANGE** **TARGET**

RESULT

POWER NAME

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION **RANGE** **TARGET**

RESULT

POWER NAME

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION **RANGE** **TARGET**

RESULT

POWER NAME

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION **RANGE** **TARGET**

RESULT

POWER NAME

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION **RANGE** **TARGET**

RESULT

POWER NAME

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
N/A	N/A	N/A	N/A	

ACTION **RANGE** **TARGET**

RESULT

ENCOUNTER POWERS

For Dungeons and Dragons 4th Edition



Character Name Campaign Player's Name Level

POWER NAME Stone Camouflage					ATTACK	DEFENSE	LEVEL
					vs		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Primal	N/A	N/A	N/A	Svirfneblin			
ACTION		RANGE	TARGET				
Minor			Personal				
RESULT							
<p>You gain partial concealment until the end of your turn and you gain 5 temp HP. Level 11: 10 temp HP Level 21 15 temp HP</p>							

POWER NAME Elemental Escalation (Earth)					ATTACK	DEFENSE	LEVEL
					Wis	vs	AC
							1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Arcane	N/A	Elemental	N/A	Elementalist			
ACTION		RANGE	TARGET				
Standard		NA	varies				
RESULT							
<p>When using any at-will attack power, make the attack hit an additional target and increase damage on all targets by 1d10. Gain temp HP = Cha</p>							

POWER NAME Subterranean Survival					ATTACK	DEFENSE	LEVEL
					vs		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Martial	N/A	N/A	N/A	Deep Delver			
ACTION		RANGE	TARGET				
Free		Personal					
RESULT							
<p>If you make a dungeoneering check and dislike the result, reroll.</p>							

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							

DAILY POWERS

For Dungeons and Dragons 4th Edition



Character Name **Hebeloma**

Campaign

Player's Name

Level

POWER NAME <input type="text"/>					ATTACK	DEFENSE	LEVEL
						vs	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
		N/A	Implement				
ACTION	RANGE		TARGET				
Standard							
RESULT							

POWER NAME Summon Elemental Companion					ATTACK	DEFENSE	LEVEL
						vs	
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Elemental	N/A	Conjuration	Implement	Moteborn			
ACTION	RANGE		TARGET				
Standard	Ranged [10]						
RESULT							
<p>You summon a magmin (medium elemental magical beast, earth, fire) HP=1, Defenses=same, Speed=4, Resist=Fire 5 Passive: flowing lava, +2 to speed when damaged by fire, slowed when damaged by cold Active: foe becomes bloodied, enemy is weakened (Moteborn: replaced Summon Flame Zephyr with Summon Elemental Companion, feat HOTEK 143) NOTE: This creature does not fight. +</p>							

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							