

AT-WILL POWERS

For Dungeons and Dragons 4th Edition



Character Name Campaign Player's Name Level

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

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	Force	N/A	Implement	Hexblade

ACTION **RANGE** **TARGET**

RESULT

With a gesture, you create a shard of shimmering force and send it streaking toward your enemy.

1d10+Cha damage

HOTFK 206

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

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	Shadow	N/A	N/A	Gloom Pact

ACTION **RANGE** **TARGET**

RESULT

Each time an enemy falls before you, you call on its departing shade to pull you partway to the realm of darkness.

You reduce an enemy to 0 HP or an adjacent enemy drops to 0 HP, you are insubstantial and phasing until the end of your next turn.

HOTS 93

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

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Arcane	Necrotic	N/A	Weapon	Gloom Pact

ACTION **RANGE** **TARGET**

RESULT

The tails of your scourge wrap around its foe, directing its painful retreat.

1[W]+Cha, slide target 1 square, target has -2 to hit until start of next turn

HOTS 93

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

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

ACTION **RANGE** **TARGET**

RESULT

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

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

ACTION **RANGE** **TARGET**

RESULT

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

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

ACTION **RANGE** **TARGET**

RESULT

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

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

ACTION **RANGE** **TARGET**

RESULT

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

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

ACTION **RANGE** **TARGET**

RESULT

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

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

ACTION **RANGE** **TARGET**

RESULT

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

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 Fey Step					ATTACK	DEFENSE	LEVEL
					vs		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Arcane	N/A	Fey	N/A	Eladrin			
ACTION		RANGE	TARGET				
Move		Personal					
RESULT							
<p>With a step, you vanish from one place and appear in another place.</p> <p>Teleport up to 5 squares.</p> <p>PHB 38</p>							

POWER NAME Dark Reaping					ATTACK	DEFENSE	LEVEL
					vs		
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Arcane	N/A	Necrotic	N/A	Revenant			
ACTION		RANGE	TARGET				
Free		Melee Weapon	1 creature				
RESULT							
<p>You use one death as the seed to sow more destruction.</p> <p>One creature of your choice that you hit with an attack, takes extra damage of 1d8 +Con.</p> <p>HOTS 116</p>							

POWER NAME Spirit Flay					ATTACK	DEFENSE	LEVEL
					Cha	Ref	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Arcane	Necrotic	N/A	Weapon	Gloom Pact			
ACTION		RANGE	TARGET				
Standard		Melee Weapon					
RESULT							
<p>As you lash out, the pain produced by your scourge, manifests as a concealing shadow.</p> <p>1[W]+Cha necrotic & psychic damage and target is dazed until end of next turn.</p> <p>HOTS 93</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 **Immortui Umbra**

Campaign

Player's Name

Level

POWER NAME Malicious Shadow					ATTACK	DEFENSE	LEVEL	
					Cha	vs	Ref	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
Arcane	Necrotic	Conjuration	Implement	Hexblade				
ACTION		RANGE	TARGET					
Standard		Ranged [5]	1 creature					
RESULT								
<p>Your attack tears a shroud of shadow from your foe, hindering its movement. 3d8+Cha cold/necrotic damage; miss: half damage You conjure a shadow adjacent to foe until end of next turn, granting you combat advantage. If the enemy leaves the shadow, shadow attacks Cha vs Ref, 10 dam cold/necrotic and target is immobilized until the end of next turn. HOTS 90</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								

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								