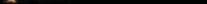


DIE POINTS				SURGES		SAVING THROW BONUSES		PASSIVE SENSES		ACTION POINTS													
<b>MAX HP</b>		<b>CURRENT</b>	<b>DAMAGE</b>	<b>ADD. EFFECTS WHILE BLOODED</b>		<b>SURGES</b>		<b>SURGES USED</b>		<b>PASSIVE INSIGHT</b>		<b>PASSIVE PERCEPTION</b>		<b>CURRENT</b>		<b>ACTION POINTS USED</b>						<b>MILESTONES</b>	
98		98				9				22		22		0									
DEATH SAVE FAILURES		TEMP HP		BLOODED (1/2 HP)		SURGE VALUE (1/4 HP)		SECOND WIND (1/ENCOUNTER)		SPECIAL SENSES				ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS									
<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>		<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>		<div style="border: 1px solid black; width: 20px; height: 20px;"></div>		<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>		<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>		<div style="border: 1px solid black; width: 100px; height: 100px;"></div>				<div style="border: 1px solid black; width: 100%; height: 100px;"></div>									

Attacks & Powers																				
Weapon or Power	Usage	Attack	Defense	Range	Attack Bonus	1/2 Lvl.	Abil.	Class	Prof.	Feat	Enh.	Misc.	Damage Dice	+	Damage Bonus	Abil.	Feat	Enh.	Misc.	Properties (High Crit, Magical Effects, Etc.)
Void Crystal long sword +5	Basic Attack	Dex	vs AC		25	7	6		5	1	5	1	1d8	+	17	6	2	5	4	crit +5d6; (daily, free, target disappears until start of your next turn w/in 3 sq)
long sword +3	Basic Attack	Dex	vs AC		23	7	6		5	1	3	1	1d8	+	15	6	2	3	4	
spore burst long bow w/ elemental arrows	Basic Attack	Dex	vs AC		24	7	6		2		8	1	1d10	+	24	6	6	8	4	+spore burst effect[3], +6 vs FOR, 1d10+3 dam necrotic using arrows from elemental quiver, see below
			vs		7	7								+	0					crit+5d6 dam, +5d10 dam vs element (daily minor action +5 to hit vs element)
			vs		7	7								+	0					
			vs		7	7								+	0					

Wealth		Other Valuables	
ASTRAL DIAMOND		100,000 GP (deposited in a bank in Sigil)	Ranger (PHB 103)
PLATINUM PIECES	50 pp	1 of each elemental coin (non-magical)	Battle Field Archer (PHB 113)
GOLD PIECES	338 gp		Martial, Striker
SILVER PIECES	22 sp		Hunter's Quarry
COPPER PIECES			Prime Shot
GEMS/JEWELRY*	500 gp		

[illegible][illegible][illegible][illegible]

# AT-WILL POWERS

For Dungeons and Dragons 4th Edition



Character Name  Campaign  Player's Name  Level

POWER NAME		<input type="text" value="Hunter's Quarry"/>		ATTACK	DEFENSE	LEVEL
				<input type="text" value="Str"/>	<input type="text" value="vs"/>	<input type="text" value="1"/>
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="Ranger"/>		
ACTION		RANGE		TARGET		
<input type="text" value="Minor"/>		<input type="text" value="Melee Weapon"/>		<input type="text" value="1 creature"/>		
RESULT						
<div>Mark foe as quarry Once per round, you deal 1d8 extra damage to quarry.</div> <div>PHB 104</div>						

POWER NAME		<input type="text" value="Prime Shot"/>		ATTACK	DEFENSE	LEVEL
				<input type="text" value="vs"/>	<input type="text" value=""/>	<input type="text" value="1"/>
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="Ranger"/>		
ACTION		RANGE		TARGET		
<input type="text" value="Standard"/>		<input type="text" value="Ranged Weapon"/>		<input type="text" value="1 creature"/>		
RESULT						
<div>If no allies are nearer to your target than you, +1 to hit.</div> <div>PHB 104</div>						

POWER NAME		<input type="text" value="Twin Strike"/>		ATTACK	DEFENSE	LEVEL
				<input type="text" value="Str"/>	<input type="text" value="AC"/>	<input type="text" value="1"/>
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="Ranger"/>		
ACTION		RANGE		TARGET		
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text" value="1 or 2 creatures"/>		
RESULT						
<div>If the first attack doesn't kill it, the second might. You must be wielding two melee weapons or ranged weapon.</div> <div>1[W] per attack</div> <div>PHB 105</div>						

POWER NAME		<input type="text" value="Careful Attack"/>		ATTACK	DEFENSE	LEVEL
				<input type="text" value="D+2"/>	<input type="text" value="AC"/>	<input type="text" value="1"/>
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="Ranger"/>		
ACTION		RANGE		TARGET		
<input type="text" value="Standard"/>		<input type="text" value="Ranged Weapon"/>		<input type="text" value="1 creature"/>		
RESULT						
<div>You study the enemy, looking for a gap in defense. When you find it, you strike.</div> <div>Two Melee weapons or ranged weapon.</div> <div>1[W]</div> <div>PHB 105</div>						

POWER NAME		<input type="text" value="Archer's Action"/>		ATTACK	DEFENSE	LEVEL
				<input type="text" value="vs"/>	<input type="text" value=""/>	<input type="text" value="11"/>
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="Battlefied Archer"/>		
ACTION		RANGE		TARGET		
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text"/>		
RESULT						
<div>You can spend an action point to reroll one ranged attack or damage roll.</div> <div>PHB 113</div>						

POWER NAME		<input type="text" value="Battlefield Experience"/>		ATTACK	DEFENSE	LEVEL
				<input type="text" value="vs"/>	<input type="text" value=""/>	<input type="text" value="11"/>
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="Battlefield Archer"/>		
ACTION		RANGE		TARGET		
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>		<input type="text"/>		
RESULT						
<div>You can designate up to Wis mod creature as quarry and receive +1 bonus attack against all.</div> <div>PHB 113</div>						

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

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

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

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

# ENCOUNTER POWERS

For Dungeons and Dragons 4th Edition



Character Name  Campaign  Player's Name  Level

POWER NAME	<input type="text" value="Fey Step"/>	ATTACK	DEFENSE	LEVEL
		<input type="text"/>	vs <input type="text"/>	<input type="text" value="1"/>
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
<input type="text" value="Arcane"/>	<input type="text" value="N/A"/>	<input type="text" value="Teleportation"/>	<input type="text" value="N/A"/>	<input type="text" value="Eladrin"/>
ACTION	RANGE	TARGET		
<input type="text" value="Standard"/>	<input type="text" value="Melee Weapon"/>	<input type="text" value="Personal"/>		
RESULT				
<p>With a step, you vanish from one place appear in another.</p> <p>Teleport up to five squares.</p> <p>PHB 38</p>				

POWER NAME	<input type="text" value="Unbalancing Parry"/>	ATTACK	DEFENSE	LEVEL
		<input type="text"/>	vs <input type="text"/>	<input type="text" value="2"/>
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="Ranger"/>
ACTION	RANGE	TARGET		
<input type="text" value="Immed. Reaction"/>	<input type="text" value="Melee Weapon"/>	<input type="text" value="1 creature"/>		
RESULT				
<p>You block your enemy's strike and use his momentum against him, causing him to stumble.</p> <p>An enemy misses you with melee attack.</p> <p>Slide the enemy into a adjacent square and gain combat advantage until the end of next turn.</p> <p>PHB 106</p>				

POWER NAME	<input type="text" value="Weave through the Fray"/>	ATTACK	DEFENSE	LEVEL
		<input type="text"/>	vs <input type="text"/>	<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="N/A"/>	<input type="text" value="Ranger"/>
ACTION	RANGE	TARGET		
<input type="text" value="Immed. Interrupt"/>	<input type="text" value="Melee Weapon"/>	<input type="text" value="Personal"/>		
RESULT				
<p>You dodge through the thick of the fight, denying your foes a clean shot.</p> <p>An enemy moves adjacent to you. You can shift a number of squares equal to Wis mod.</p> <p>PHB 108</p>				

POWER NAME	<input type="text" value="Epeditious Stride"/>	ATTACK	DEFENSE	LEVEL
		<input type="text"/>	vs <input type="text"/>	<input type="text" value="10"/>
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="N/A"/>	<input type="text" value="Ranger"/>
ACTION	RANGE	TARGET		
<input type="text" value="Minor"/>	<input type="text" value="Personal"/>	<input type="text"/>		
RESULT				
<p>Until the end of your next turn, your speed increases by 4 and you can shift 1 additional square.</p> <p>PHB 108</p>				

POWER NAME	<input type="text" value="Archer's Glory"/>	ATTACK	DEFENSE	LEVEL
		<input type="text"/>	vs <input type="text"/>	<input type="text" value="12"/>
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="N/A"/>	<input type="text" value="Battlefield Archer"/>
ACTION	RANGE	TARGET		
<input type="text" value="Free"/>	<input type="text" value="Personal"/>	<input type="text"/>		
RESULT				
<p>One of your ranged attacks drops an enemy to 0 HP or fewer,</p> <p>You gain an action point that you must spend before the end of your next turn.</p> <p>PHB 114</p>				

POWER NAME	<input type="text" value="Two-Fanged Strike"/>	ATTACK	DEFENSE	LEVEL
		<input type="text" value="Dex"/>	vs <input type="text" value="AC"/>	<input type="text" value="1"/>
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="Ranger"/>
ACTION	RANGE	TARGET		
<input type="text" value="Standard"/>	<input type="text" value="Ranged Weapon"/>	<input type="text" value="1 creature"/>		
RESULT				
<p>You sink two arrows or both blades into the flesh of your enemy.</p> <p>1[W]+Dex mod dam per attack</p> <p>If both hit gain an extra + Wis dam</p> <p>PHB 105</p>				

POWER NAME	<input type="text" value="Cut and Run"/>	ATTACK	DEFENSE	LEVEL
		<input type="text" value="Dex"/>	vs <input type="text" value="AC"/>	<input type="text" value="3"/>
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="Ranger"/>
ACTION	RANGE	TARGET		
<input type="text" value="Standard"/>	<input type="text" value="Ranged Weapon"/>	<input type="text" value="1 or 2 creatures"/>		
RESULT				
<p>You attack twice while maneuvering yourself.</p> <p>You must be wielding 2 melee or a ranged weapon.</p> <p>After the first or secon attack, shift a number of squared = 1+Wis mod.</p> <p>Hit: 1[W]+Dex mod damage per attack.</p> <p>PHB 106</p>				

POWER NAME	<input type="text" value="Claws of the Griffon"/>	ATTACK	DEFENSE	LEVEL
		<input type="text" value="Str"/>	vs <input type="text" value="AC"/>	<input type="text" value="7"/>
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="N/A"/>	<input type="text" value="Ranger"/>
ACTION	RANGE	TARGET		
<input type="text" value="Standard"/>	<input type="text" value="Melee Weapon"/>	<input type="text" value="1 or 2 creatures"/>		
RESULT				
<p>Your steel blades flash meacingly as you taunt your foes with parries and cut deep wounds.</p> <p>You must be wielding two melee weapons.</p> <p>2[W]+Str (main) and 1[W]+Str (off)</p> <p>PHB 108</p>				

POWER NAME	<input type="text" value="Combined Fire"/>	ATTACK	DEFENSE	LEVEL
		<input type="text" value="Dex"/>	vs <input type="text" value="AC"/>	<input type="text" value="11"/>
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="Implement"/>	<input type="text" value="Battlefield Archer"/>
ACTION	RANGE	TARGET		
<input type="text" value="Standard"/>	<input type="text" value="Ranged Weapon"/>	<input type="text" value="1 creature"/>		
RESULT				
<p>You can attack one creature already attacked by your ally with a ranged or area attack,</p> <p>3[W] + dex mod dam</p> <p>PHB 114</p>				

POWER NAME	<input type="text" value="Knockdown Shot"/>	ATTACK	DEFENSE	LEVEL
		<input type="text" value="Dex"/>	vs <input type="text" value="Ref"/>	<input type="text" value="13"/>
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="Ranger"/>
ACTION	RANGE	TARGET		
<input type="text" value="Standard"/>	<input type="text" value="Melee Weapon"/>	<input type="text" value="1 creaura"/>		
RESULT				
<p>2[w] + Dex mod damage and target is knocked prone.</p> <p>PHB 109</p>				

# DAILY POWERS

For Dungeons and Dragons 4th Edition



Character Name Lillian

Campaign

Player's Name Ruth

Level

<b>POWER NAME</b> Split the Tree					<b>ATTACK</b> Dex vs <b>DEFENSE</b> AC <b>LEVEL</b> 1
<b>POWER SOURCE</b> Martial	<b>DAMAGE TYPE</b> N/A	<b>EFFECT TYPE</b> N/A	<b>ACCESSORIES</b> Weapon	<b>PREREQUISITE/REQUIREMENT</b> Ranger	
<b>ACTION</b> Standard		<b>RANGE</b> Ranged Weapon		<b>TARGET</b> 2 creatures	
<b>RESULT</b> You fire two arrows at once, which separate in mid-flight to strike two different targets. Make two attack rolls, take the highest and apply to both. 2[W]+Dex PHB 106					

<b>POWER NAME</b> Spray of Arrows					<b>ATTACK</b> Dex vs <b>DEFENSE</b> AC <b>LEVEL</b> 9
<b>POWER SOURCE</b> Martial	<b>DAMAGE TYPE</b> N/A	<b>EFFECT TYPE</b> N/A	<b>ACCESSORIES</b> Weapon	<b>PREREQUISITE/REQUIREMENT</b> Ranger	
<b>ACTION</b> Standard		<b>RANGE</b> Close Blast [3]		<b>TARGET</b> all in blast	
<b>RESULT</b> You fire repeatedly with a short draw, showering arrows at each enemy.  2[W]+Dex mod dam miss: half damage PHB 108					

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

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

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

<b>POWER NAME</b> Splintering Shot					<b>ATTACK</b> Dex vs <b>DEFENSE</b> AC <b>LEVEL</b> 5
<b>POWER SOURCE</b> Martial	<b>DAMAGE TYPE</b> N/A	<b>EFFECT TYPE</b> N/A	<b>ACCESSORIES</b> Weapon	<b>PREREQUISITE/REQUIREMENT</b> Ranger	
<b>ACTION</b> Standard		<b>RANGE</b> Ranged Weapon		<b>TARGET</b> 1 creature	
<b>RESULT</b> Your arrow burrows into flesh and shatters.  3[W]+Dex mod dam and target has -2 to hit until end of encounter. PHB 107					

<b>POWER NAME</b> Bleeding Wounds					<b>ATTACK</b> Dex vs <b>DEFENSE</b> AC <b>LEVEL</b> 15
<b>POWER SOURCE</b> Martial	<b>DAMAGE TYPE</b> N/A	<b>EFFECT TYPE</b> N/A	<b>ACCESSORIES</b> Weapon	<b>PREREQUISITE/REQUIREMENT</b> Ranger	
<b>ACTION</b> Standard		<b>RANGE</b> Melee Weapon		<b>TARGET</b> 1, 2 or 3 targets	
<b>RESULT</b> 1[W]+Dex mod dam per attack on 1 to 3 targets. (Three attacks total.) Target hit 1, 2 or 3 times takes 5, 10 or 15 on-going damage (save ends). Miss: half damage and no on-going damage. PHB 109.					

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

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

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