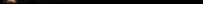


Attacks & Powers																						
Weapon or Power		Usage	Attack	Defense	Range	Attack Bonus	1/2 Lvl.	Abil.	Class	Prof.	Feat	Enh.	Misc.	Damage Dice	+	Damage Bonus	Abil.	Feat	Enh.	Misc.	Properties (High Crit, Magical Effects, Etc.)	
Mace +1		Basic Attack	Str	vs AC		10	4	3		2			1	1d8	+	4	3			1		
Sling		Basic Attack	Dex	vs AC		8	4	2		2				1d6	+	2	2					
				vs		4	4								+	0						
				vs		4	4								+	0						
				vs		4	4								+	0						
				vs		4	4								+	0						

Wealth ASTRAL DIAMOND <input type="text"/> PLATINUM PIECES <input type="text" value="50 pp"/> GOLD PIECES <input type="text" value="345 gp"/> SILVER PIECES <input type="text" value="22 sp"/> COPPER PIECES <input type="text"/> GEMS/JEWELRY* <input type="text" value="700 gp"/>		Other Valuables Note: All healing does extra 1d10+Cha+Wis (Armor+feat)	Cleric (PHB 60), Divine, Leader	Beacon of Hope Rune of Peace Cure Serious Wounds Divine Power
--	--	--	------------------------------------	--

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

AT-WILL POWERS

For Dungeons and Dragons 4th Edition



GNOgaming

Character Name

Campaign

Player's Name

Level

POWER NAME

ATTACK DEFENSE LEVEL
 vs

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Divine	Radiant	N/A	Implement	Cleric
ACTION RANGE		TARGET		
Standard	Ranged [5]	1 creature		

RESULT

A brilliant ray of light sears your foe with golden radiance, leaving a lingering light that guides ally's attack.

1d8 + Wis mod, one ally gains +2 to hit

PHB 63

POWER NAME

ATTACK DEFENSE LEVEL
 vs

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Divine	N/A	N/A	Weapon	Cleric
ACTION RANGE		TARGET		
Standard	Melee Weapon	you and 1 ally		

RESULT

You utter a minor defensive prayer as you attack.

1[W]+Str mod dam and you and 1 ally gain +1 AC until end of next turn.

PHB 63

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
Divine	N/A	N/A	Weapon	Cleric
ACTION RANGE		TARGET		
Standard	Melee Weapon	1 creature		

RESULT

You smite your oe with your weapons and brand it with a ghostly glowing symbol.

1[W] Str mod dam and 1 ally with 5 sq gains + your Str mod to hit until end of next turn.

PHB 63

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



GNOgaming

Character Name **Melanie**

Campaign

Player's Name **Lynn/David**

Level

POWER NAME Channel Divinity: Divine FortuneATTACK vs DEFENSE LEVEL
1

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

ACTION	RANGE	TARGET
Free	Personal	

RESULT

In the face of peril, you hold true to your faith and receive a special boon.

You gain a +1 bonus to next attack roll or saving throw.

PHB 62

**POWER NAME** Raven Queen's BlessingATTACK vs DEFENSE LEVEL
1

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Divine	N/A	Healing	N/A	Cleric

ACTION	RANGE	TARGET
Free	Ranged [10]	

RESULT

The Raven Queen grants a boon to those who send the dead on their way.

When your attack drops an enemy to 0 HP, you or an ally can spend a healing surge.

PHB 200

POWER NAME Divine GlowATTACK vs DEFENSE LEVEL
Wis vs Ref 1

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Divine	Radiant	N/A	Implement	Cleric

ACTION	RANGE	TARGET
Standard	Close Blast [3]	each enemy in blast

RESULT

Murmuring a prayer, you invoke a blast of white radiance from holy symbol.

1d8[W] + Wis mod radiant dam
Allies gain +2 to hit until end of next turn.

PHB 63

POWER NAME Split the SkyATTACK vs DEFENSE LEVEL
Str vs For 3

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Divine	Thunder	N/A	Weapon	Cleric

ACTION	RANGE	TARGET
Standard	Melee Weapon	1 creature

RESULT

You invoke ancient words of wrath as you attack with your weapon. Your thundering power causes your foes to stumble backward and fall.

1[W]+Str mod thunder damage and push the target 2 sq and knock it prone.

PHB 65

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
Standard	Melee Weapon	

RESULT

POWER NAME Channel Divinity: Turn UndeadATTACK vs DEFENSE LEVEL
1

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Divine	Radiant	N/A	Implement	Cleric

ACTION	RANGE	TARGET
Standard	Close Burst [2]	each in burst

RESULT

You sear undead foes, push them back and root them in place.

Extended to Demons and Devils with Demonbane, Devilbane feats.

2d10 + Wis mod dam, push 3+Cha mod squares, immobilized until the end of next turn.

miss: half damage, no push or immobilization

PHB 62

POWER NAME Healing Word

ATTACK vs DEFENSE LEVEL

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Divine	N/A	Healing	N/A	Cleric

ACTION	RANGE	TARGET
Standard	Close Burst [5]	you or 1 ally

RESULT

You whisper a brief prayer as diving light washes over your target, mending wounds.

Spend a healing surge and regain addl 1d6 HP

Use twice per encounter.

PHB 62

POWER NAME SanctuaryATTACK vs DEFENSE LEVEL
vs 2

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

ACTION	RANGE	TARGET
Standard	Ranged [10]	you or one ally

RESULT

You cast a protective ward upon a creature that makes enemies attacks less effective.

The target receives a +5 bonus to all defenses. The effect lasts until the target attacks or the end of your next turn.

PHB 64

POWER NAME Strengthen the FaithfulATTACK vs DEFENSE LEVEL
Str vs AC 7

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Divine	N/A	Healing	Weapon	Cleric

ACTION	RANGE	TARGET
Standard	Melee Weapon	1 creature

RESULT

You utter a solemn prayer as you bring your weapon down upon your foe.

2[W]+Str mod dam and you and each adjacent ally spend a healing surge. Add your Cha mod to HP.

PHB 66

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
Standard	Melee Weapon	

RESULT

DAILY POWERS

For Dungeons and Dragons 4th Edition



Character Name

Campaign

Player's Name

Level

POWER NAME	<input type="text" value="Beacon of Hope"/>	ATTACK	<input type="text" value="Wis"/>	vs	DEFENSE	<input type="text" value="Will"/>	LEVEL	<input type="text" value="1"/>	
POWER SOURCE	<input type="text" value="Divine"/>	DAMAGE TYPE	<input type="text" value="N/A"/>	EFFECT TYPE	<input type="text" value="Healing"/>	ACCESSORIES	<input type="text" value="Implement"/>	PREREQUISITE/REQUIREMENT	<input type="text" value="Cleric"/>
ACTION	<input type="text" value="Standard"/>	RANGE	<input type="text" value="Close Burst [3]"/>		TARGET				<input type="text" value="each enemy in blast"/>
RESULT									<div>A burst of divine energy harms your foes and heals your allies. The target is weakened until the end of next turn. You and all your allies in burst regain 5 HP and your healing powers are +5 until end of the encounter. PHB 64</div>

POWER NAME	<input type="text" value="Cure Serious Wounds"/>	ATTACK	<input type="text" value=""/>	vs	DEFENSE	<input type="text" value=""/>	LEVEL	<input type="text" value="6"/>	
POWER SOURCE	<input type="text" value="Divine"/>	DAMAGE TYPE	<input type="text" value="N/A"/>	EFFECT TYPE	<input type="text" value="Healing"/>	ACCESSORIES	<input type="text" value="N/A"/>	PREREQUISITE/REQUIREMENT	<input type="text" value="Cleric"/>
ACTION	<input type="text" value="Standard"/>	RANGE	<input type="text" value="Personal"/>		TARGET				<input type="text" value="you or 1 creature"/>
RESULT									<div>You utter a simple prayer and gain the power to instantly heal with a touch and abright silver light. Regain HP as if using 2 healing surges. PHB 66</div>

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

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

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

POWER NAME	<input type="text" value="Rune of Peace"/>	ATTACK	<input type="text" value="Str"/>	vs	DEFENSE	<input type="text" value="Will"/>	LEVEL	<input type="text" value="5"/>	
POWER SOURCE	<input type="text" value="Divine"/>	DAMAGE TYPE	<input type="text" value="N/A"/>	EFFECT TYPE	<input type="text" value="Charm"/>	ACCESSORIES	<input type="text" value="Weapon"/>	PREREQUISITE/REQUIREMENT	<input type="text" value="Cleric"/>
ACTION	<input type="text" value="Standard"/>	RANGE	<input type="text" value="Melee Weapon"/>		TARGET				<input type="text" value="1 creature"/>
RESULT									<div>You smash your weapon into your foe, leaving behind a glowing rune that prevents attacks. 1[W]+Str mod dam and the target cannot attack (save ends). Miss: Target cannot attack you until the end of your next turn. PHB 65</div>

POWER NAME	<input type="text" value="Divine Power"/>	ATTACK	<input type="text" value="Str"/>	vs	DEFENSE	<input type="text" value="For"/>	LEVEL	<input type="text" value="9"/>	
POWER SOURCE	<input type="text" value="Divine"/>	DAMAGE TYPE	<input type="text" value="Radiant"/>	EFFECT TYPE	<input type="text" value="Healing"/>	ACCESSORIES	<input type="text" value="Weapon"/>	PREREQUISITE/REQUIREMENT	<input type="text" value="Cleric"/>
ACTION	<input type="text" value="Standard"/>	RANGE	<input type="text" value="Close Burst [2]"/>		TARGET				<input type="text" value="each enemy in burst"/>
RESULT									<div>You swing your weapon in a wide arc, create a halo that drives enemies back. 2[W]+Str mod radiant dam and push 1 sq effect: Until end of encounter, you gain regeneration +5 and you and each allow gain +2 to AC. PHB 67</div>

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

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

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