





Character Name  Campaign  Player's Name  Level

<b>POWER NAME</b> <input type="text" value="Twin Strike"/>					ATTACK	DEFENSE	LEVEL	
					Str	vs	AC	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
Martial	N/A	N/A	Weapon	Ranger				
ACTION		RANGE	TARGET					
Standard		Melee Weapon	1 or 2 creatures					
RESULT								
You must be wielding two weapons. 1[W] damage per attack								
PHB 105								

<b>POWER NAME</b> <input type="text" value="Fading Strike"/>					ATTACK	DEFENSE	LEVEL	
					Dex	vs	AC	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
Martial	N/A	N/A	N/A	Ranger				
ACTION		RANGE	TARGET					
Standard		Melee Weapon	1 creature					
RESULT								
1[W] + Dex dam, shift 2 squares to a non-adjacent site								
MP2 33								

<b>POWER NAME</b> <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								

<b>POWER NAME</b> <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								

<b>POWER NAME</b> <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								

<b>POWER NAME</b> <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								

<b>POWER NAME</b> <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								

<b>POWER NAME</b> <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								

<b>POWER NAME</b> <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								

<b>POWER NAME</b> <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								

# ENCOUNTER POWERS

For Dungeons and Dragons 4th Edition



Character Name  Campaign  Player's Name  Level

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text" value="Thri-Kreen Claws"/>					<input type="text" value="S+3"/>	vs	<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="N/A"/>	<input type="text" value="Thri-Kreen"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee [1]"/>	<input type="text" value="All within 1"/>					
RESULT								
<input type="text" value="1d8+Str damage + number of targets"/>								
<input type="text" value="DSCS"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text" value="Two Fanged Strike"/>					<input type="text" value="Str"/>	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="Melee Weapon"/>	<input type="text" value="1 creature"/>					
RESULT								
<input type="text" value="1[W] + Str or Dex per attack, If both hit, bonus +Wis damage PHB 105"/>								

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

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

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

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

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

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

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

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

# DAILY POWERS

For Dungeons and Dragons 4th Edition



Character Name  Campaign  Player's Name  Level

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text" value="Hunter's Bear Trap"/>					<input type="text" value="Str"/>	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="Melee Weapon"/>	<input type="text" value="1 creature"/>					
RESULT								
<p>You strike the foe in the leg. 2[W] + Str, target is slowed and takes 5 on-going damage, til save miss: half damage and slowed</p>								
<p>PHB 106</p>								

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

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

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

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

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

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

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

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

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