





Character Name  Campaign  Player's Name  Level

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

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Martial	N/A	N/A	Weapon	Arena Fighter

**ACTION**  **RANGE**  **TARGET**

**RESULT**

1[W]+Str and mark an enemy

DSCS 87

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

POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT
Martial	N/A	N/A	Weapon	Fighter

**ACTION**  **RANGE**  **TARGET**

**RESULT**

1[w]+Str damage to one creature and an adjacent creature takes +Str damage

PHB 77

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

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

**ACTION**  **RANGE**  **TARGET**

**RESULT**

When you make an Athletics check, roll twice and use either 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**

**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					ATTACK	DEFENSE	LEVEL	
<input type="text" value="Stone's Endurance"/>					<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" value="Goliath"/>				
ACTION		RANGE	TARGET					
<input type="text" value="No Action"/>		<input type="text" value="Melee Weapon"/>	<input type="text" value="Personal"/>					
RESULT								
<input type="text" value="Resist 5 to all damage until the end of your next turn."/>								
<input type="text" value="PHB2 12"/>								

POWER NAME					ATTACK	DEFENSE	LEVEL	
<input type="text" value="Goading Maneuver"/>					<input type="text" value="Str"/>	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="Weapon"/>	<input type="text" value="Arena Fighter"/>				
ACTION		RANGE	TARGET					
<input type="text" value="Standard"/>		<input type="text" value="Melee Weapon"/>	<input type="text"/>					
RESULT								
<input type="text" value="2[W] + Str damage and you shift 2 squares and Mark a foe"/>								

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 **Tothnok Freegolth**

Campaign

Player's Name

Level

POWER NAME					ATTACK	DEFENSE	LEVEL
<b>Brute Strike</b>					Str	vs AC	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Martial	N/A	N/A	Weapon	Fighter			
ACTION		RANGE	TARGET				
Standard		Melee Weapon	1 creature				
RESULT							
3[W] + Str damage							
PHB 78							

POWER NAME					ATTACK	DEFENSE	LEVEL
<b>Master's Edge</b>					Str	vs AC	1
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Martial	N/A	N/A	Weapon	Arena Fighter			
ACTION		RANGE	TARGET				
Standard		Melee Weapon	1 creature				
RESULT							
1[W]+Str damage Until the end of the encounter, whenever target moves adjacent to an ally, use an opportunity action to attack or charge the target.							

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							