

Character Name Campaign Player's Name Level

POWER NAME <input type="text" value="Cleave"/>					ATTACK	DEFENSE	LEVEL	
					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								
<p>You hit one enemy then cleave into another.</p> <p>1[W]+Str and an adjacent enemy takes damage of Str modifier</p> <p>PHB 77</p>								

POWER NAME <input type="text" value="Reaping Strike"/>					ATTACK	DEFENSE	LEVEL	
					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								
<p>You punctuate your attacks with wicked jabs.</p> <p>1[W]+Str</p> <p>Miss: half Str modifier damage</p> <p>PHB 77</p>								

POWER NAME <input type="text" value="Brute Charge"/>					ATTACK	DEFENSE	LEVEL	
						vs		11
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
Martial	N/A	N/A	Weapon	Rampaging Brute				
ACTION		RANGE	TARGET					
Free		Melee Weapon	1 creature					
RESULT								
<p>Whenever an enemy hits you with an opportunity attack while you're charging, you can knock that enemy prone as a free action after the opportunity attack is resolved.</p> <p>MP2 27</p>								

POWER NAME <input type="text" value="Rampager's Action"/>					ATTACK	DEFENSE	LEVEL	
						vs		11
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT				
Martial	N/A	N/A	N/A	Rampaging Brute				
ACTION		RANGE	TARGET					
Standard		Melee Weapon						
RESULT								
<p>When you spend an action point to charge an enemy, the first attack you make as part of the charge deals 2[w] extra damage on a hit or damage equal to the strength modifier on a miss.</p> <p>(combine w/ Powerful Charge feat+2 dam PHB 197)</p> <p>MP2 27</p>								

POWER NAME <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								

POWER NAME <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								

POWER NAME <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								

POWER NAME <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								

POWER NAME <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								

POWER NAME <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 **Bworf** Campaign _____ Player's Name **David** Level

POWER NAME **Covering Attack** ATTACK Str vs DEFENSE AC LEVEL 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

You launch a dizzying barrage of thrusts, allowing an ally to retreat.

2[W] + Str modifier damage, and an ally adjacent to the target can shift 2 squares

PHB 78

POWER NAME **Crushing Blow** ATTACK Str vs DEFENSE Ref LEVEL 3

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

You wind up and deliver a devastating blow.

2[W] + Str modifier damage
If you're wielding an axe, hammer of mace, gain damage equal to Con modifier

PHB 79

POWER NAME **Come & Get It** ATTACK Str vs DEFENSE AC LEVEL 7

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

ACTION RANGE TARGET
Standard Close Burst [3] Each enemy in burst

RESULT

You call your opponents toward you and deliver a blow they will never forget.

Each target must shift 2 and end adjacent to you. You then attack any targets that are adjacent to you.

1[W] + Str modifier damage

PHB 80

POWER NAME **Unbreakable** ATTACK vs DEFENSE LEVEL 6

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

ACTION RANGE TARGET
Immed. Reaction Personal

RESULT

You steel yourself against a brutal attack.

If you are hit by an attack, reduce the damage by 5 + Con modifier.

PHB 80

POWER NAME **Fighter's Grit** ATTACK vs DEFENSE LEVEL 10

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

ACTION RANGE TARGET
Minor Personal

RESULT

With pure determination, you ignore weakness and battle on.

Until the end of your next turn, you ignore the effects of dazed, immobilized, slowed and weakened conditions.

MP2 14

POWER NAME **Barreling Swing** ATTACK Str vs DEFENSE AC LEVEL 11

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

ACTION RANGE TARGET
Standard Close Burst [1] each enemy in burst

RESULT

You rush through foes swinging your weapon in a sweeping arc as you arrive in their midst.

You charge and make the attack in place of a melee basic attack. When charging you can move through enemy squares.

Hit: 2[W] + Str (+Con if mace or hammer)

MP2 27

POWER NAME **Chains of Sorrow** ATTACK Str vs DEFENSE AC LEVEL 13

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

ACTION RANGE TARGET
Standard Melee Weapon One Creature

RESULT

Hit: 3[W] + Str mod dam
Target has -2 to all defenses until end of next turn

PHB 81

POWER NAME **Tumbling Trample** ATTACK vs DEFENSE LEVEL 12

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

ACTION RANGE TARGET
Free Melee Weapon

RESULT

When you move out a square occupied by an enemy, you push the target two squares and knock it prone.

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 _____ 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 **Bworf**

Campaign

Player's Name **David**

Level

POWER NAME Brute Strike					ATTACK	DEFENSE	LEVEL
					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							
<p>You shatter armor and bone with a ringing blow.</p> <p>3[W] + Str modifier damage (Enduring Wallop feat adds +5 ongoing damage to daily power MP 143)</p> <p>PHB 78</p>							

POWER NAME Dizzying Blow					ATTACK	DEFENSE	LEVEL
					Str	vs AC	5
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							
<p>You crack your foe upside the head</p> <p>3[W] + Str and the target is immobilized (save ends). (Enduring Wallop feat adds +5 ongoing damage to daily power MP 143)</p> <p>PHB 79</p>							

POWER NAME Thicket of Blades					ATTACK	DEFENSE	LEVEL
					Str	vs AC	9
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Martial	N/A	Reliable	Weapon	Fighter			
ACTION		RANGE	TARGET				
Standard		Close Burst [1]	Each enemy in burst				
RESULT							
<p>You sting and hinder nearby foes with a savage flurry of strikes aimed at their legs.</p> <p>3[W] + Str modifier damage and the target is slowed (save ends). (Enduring Wallop feat adds +5 ongoing damage to daily power MP 143)</p> <p>PHB 80</p>							

POWER NAME Boundless Endurance					ATTACK	DEFENSE	LEVEL
						vs	2
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Martial	N/A	Healing	N/A	Fighter			
ACTION		RANGE	TARGET				
Minor			Personal				
RESULT							
<p>You shake off the worst of your wounds.</p> <p>You gain regeneration 2 + Con modifier when you are bloodied. (Enduring Wallop feat adds +5 ongoing damage to daily power MP 143)</p> <p>PHB 78</p>							

POWER NAME Dragon's Fangs					ATTACK	DEFENSE	LEVEL
					Str	vs AC	15
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Martial	N/A	N/A	Weapon	Fighter			
ACTION		RANGE	TARGET				
Standard		Melee Weapon	1 or 2 creatures				
RESULT							
<p>You attack twice in rapid succession.</p> <p>Hit: 3[W]+Str Miss: Half Damage</p> <p>PHB 82</p>							

POWER NAME Iron Warrior					ATTACK	DEFENSE	LEVEL
						vs	16
POWER SOURCE	DAMAGE TYPE	EFFECT TYPE	ACCESSORIES	PREREQUISITE/REQUIREMENT			
Martial	N/A	Healing	N/A	Fighter			
ACTION		RANGE	TARGET				
Minor		Melee Weapon	Self				
RESULT							
<p>You spend a healing surge, regain additional hp equal to 2d6 + Con Mod and make a saving throw against one effect that a save can end.</p> <p>PHB 82</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							