





# AT-WILL POWERS

For Dungeons and Dragons 4th Edition



Character Name  Campaign  Player's Name  Level

<b>POWER NAME</b> <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>								

<b>POWER NAME</b> <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>								

<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								
<div style="border: 1px solid black; height: 100px;"></div>								

<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								
<div style="border: 1px solid black; height: 100px;"></div>								

<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								
<div style="border: 1px solid black; height: 100px;"></div>								

<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								
<div style="border: 1px solid black; height: 100px;"></div>								

<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								
<div style="border: 1px solid black; height: 100px;"></div>								

<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								
<div style="border: 1px solid black; height: 100px;"></div>								

<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								
<div style="border: 1px solid black; height: 100px;"></div>								

<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								
<div style="border: 1px solid black; height: 100px;"></div>								

# ENCOUNTER POWERS

For Dungeons and Dragons 4th Edition



Character Name  Campaign  Player's Name  Level

POWER NAME					ATTACK	DEFENSE	LEVEL
Covering Attack					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 launch a dizzying barrage of thrusts, allowing an ally to retreat.</p> <p>2[W] + Str modifier damage, and an ally adjacent to the target can shift 2 squares</p> <p>PHB 78</p>							

POWER NAME					ATTACK	DEFENSE	LEVEL
Crushing Blow					Str	vs Ref	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							
<p>You wind up and deliver a devastating blow.</p> <p>2[W] + Str modifier damage</p> <p>If you're wielding an axe, hammer or mace, gain damage equal to Con modifier</p> <p>PHB 79</p>							

POWER NAME					ATTACK	DEFENSE	LEVEL
Come & Get It					Str	vs AC	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							
<p>You call your opponents toward you and deliver a blow they will never forget.</p> <p>Each target must shift 2 and end adjacent to you. You then attack any targets that are adjacent to you.</p> <p>1[W] + Str modifier damage</p> <p>PHB 80</p>							

POWER NAME					ATTACK	DEFENSE	LEVEL
Unbreakable							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							
<p>You steel yourself against a brutal attack.</p> <p>If you are hit by an attack, reduce the damage by 5 + Con modifier.</p> <p>PHB 80</p>							

POWER NAME					ATTACK	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	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	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	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	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	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

<b>POWER NAME</b> <b>Brute Strike</b>					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							
You shatter armor and bone with a ringing blow.							
3[W] + Str modifier damage							
PHB 78							

<b>POWER NAME</b> <b>Dizzying Blow</b>					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							
You crack your foe upside the head							
3[W] + Str and the target is immobilized (save ends).							
PHB 79							

<b>POWER NAME</b> <b>Thicket of Blades</b>					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							
You sting and hinder nearby foes with a savage flurry of strikes aimed at their legs.							
3[W] + Str modifier damage and the target is slowed (save ends).							
PHB 80							

<b>POWER NAME</b> <b>Boundless Endurance</b>					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							
You shake off the worst of your wounds.							
You gain regeneration 2 + Con modifier when you are bloodied.							
PHB 78							

<b>POWER NAME</b>					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>					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>					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>					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>					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>					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							