

Templates for 4th Edition v0.1

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Powers

Melee/Ranged Attack Power Name

Class Attack #

By line.

Recharge ● Source, Keyword

Action

Melee/Ranged Weapon

Target: Description

Attack: Stat Vs. Def.

Weapon: If your Wielding a Weapon, you gain description (Fighter Only)

Hit: Damage and/or description

Miss: Description

Effect: Description

Sustain: Action

Path: Benefit

Special: Description.

Close Attack Power Name

Class Attack #

By line.

Recharge ● Source, Keyword

Action

Close Blast/Burst #

Target: Description

Attack: Stat Vs. Def.

Hit: Damage and/or description.

Miss: Description

Effect: Description

Sustain: Action

Path: Benefit

Special: Description.

Area Attack Power Name

Class Attack #

By line.

Recharge ● Source, Keyword

Action

Area Blast/Burst # within # squares

Target: Description

Attack: Stat Vs. Def.

Hit: Damage and/or description.

Miss: Description

Effect: Description

Sustain: Action

Path: Benefit

Special: Description.

Utility Power Name

Class Utility #

By line.

Recharge ● Source

Action

Personal/Close burst #/Area Blast X within X squares/Melee Touch/Ranged #

Trigger: Description

Target: Description

Effect: Description

Note: Secondary and Tritariary Attacks are formatted exactly like primary attacks, simply add an addittional Target/Attack/Hit/Miss/Effect lines labeled Secondary or Tritirary as Needed.

Secondary Target: Description

Secondary Attack: Stat Vs. Def.

Hit: Damage and/or description.

Miss: Description

Effect: Description

Magic Items

Magic Weapon Name **Level #+**

By line.

Level ## +# ###,###gp, Level ## +# ###,###gp

Weapon: Axe, Hammer, Heavy Blade, Light Blade, Polearm, Spear, Pick, Flail, Staff, Mace, Crossbow, Sling, Bow, Any melee, Any ranged, Any

Enchantment: Attack rolls and damage rolls and/or description

Critical: +#d# keyword damage per plus, and exceptions.

Property: Description.

Power (recharge):Action. Description.

Special: Description.

Magic Armour Name **Level #+**

By line.

Level ## +# ###,###gp, Level ## +# ###,###gp

Armour: Cloth, Leather, Hide, Chain, Scale, Plate, Any

Enchantment: AC

Property: Description.

Power (recharge):Action. Description.

Special: Description.

Impliment Name **Level #+**

By line.

Level ## +# ###,###gp, Level ## +# ###,###gp

Impliment (Holy Symbol, Staff, Wand, Orb, Rod)

Enchantment: Attack rolls and damage rolls and/or description

Critical: +#d# keyword damage per plus, and exceptions.

Property: Description.

Power (recharge):Action. Description.

Special: Description.

Item Slot Name **Level #+**

By line.

Level ## +# ###,###gp, Level ## +# ###,###gp

Item Slot: Arms, Head, Feet, Hands, Waist, Ring, Neck

Enchantment: Fortitude, Reflex and Will (Neck only)

Property: Description.

Power (recharge):Action. Description.

Special: Description.

Wonderous/Consumable Name **Level #+**

By line.

Wonderous Item/Potion ###,###gp

Property: Description.

Power (recharge/Consumable ● Keyword):Action. Description.

Special: Description.

Note: Items of only one level, such as potions, wonderous items, and some other items in the PHB use the **Item Type** ###,###gp line and not the Level ## +# ###,###gp, Level ## +# ###,###gp

Rituals

Ritual Name

Byline.

Level: #

Category: See Below

Time: # hours/minutes

Duration: Instantaneous/# hours/minutes/Special

Component Cost: ###,### gp

plus a focus worth ###,### gp

Market Price: ###,### gp

Key Skill: Arcana/Nature/Religion/Heal

Description

Arcana/Nature/Religion/Heal Check Result

9 or lower

10-19

20-29

30-39

40 or higher

Name of Function

result

result

result

result

result

Description2

Focus: Description.

Notes: The Categories of rituals are Binding, Creation, Deception, Divination, Exploration, Restoration, Scrying, Travel, Warding. The Associated Skills and Descriptions are listed in the PHB 299. Special Durations should be handled in Description2 at the end of the ritual. The Function is any effect of the ritual that changes due to the skill check associated with the ritual.

Disease

Disease Name

Staggered

Byline.

Level # + Disease

Attack: +# vs Def

Endurance improve DC ##, maintain DC ##, worsen DC ## or lower

The target is cured.



Initial Effect Staggered descriptive text.



Staggered descriptive text.



Final State Staggered descriptive Text.

Poison

Poison Name

Byline.

Poison ###,### gp

Attack: +#vs Def; damage and description.

First Failed Save: Description.

Second Failed Save: Description.

Aftereffect: Description.

Special: Poison vector and decription.

Note: Poison vector is the ways that poison can be administered. Unless the Special line has a restriction (Such as can only be inhaled, or can only be delivered by way of food or drink) the poison can be applied with any of the following. Weapon, Traps, Darts, Needles, Smearred on skin, Dispersed in Powder or Gas to be inhaled, Ingested

Paragon Path

Paragon Path Name

By Line.

Prerequisite: Description

Description.

Paragon Path Name Features

Feature (11th Level): Description.

Feature (11th Level): Description.

Feature (11th Level): Description.

Paragon Path Name Spells/Exploits/Prayers

Melee/Ranged Attack Power Name Paragon Path Name Attack 11

By line.

Recharge ● Source, Keyword

Action **Melee/Ranged** Weapon

Target: Description

Attack: Stat Vs. Def.

Weapon: If your Wielding a Weapon, you gain description (Fighter Only)

Hit: Damage and/or description

Miss: Description

Effect: Description

Sustain: Action

Path: Benefit

Special: Description.

Utility Power Name Paragon Path Name Utility 12

By line.

Recharge ● Source

Action **Personal/Close** burst #/**Area** Blast X within X squares/**Melee** Touch/**Ranged** #

Trigger: Description

Target: Description

Effect: Description

Close Attack Power Name Paragon Path Name Attack 20

By line.

Recharge ● Source, Keyword

Action **Close** Blast/Burst #

Target: Description

Attack: Stat Vs. Def.

Hit: Damage and/or description.

Miss: Description

Effect: Description

Sustain: Action

Path: Benefit

Special: Description.

Note: For more detailed powers look at the powers section.

Epic Destiny Name

By Line.

Prerequisite: Description

Description.

Immortality, of a Sort

Description linked with appropriate level 24 feature

Immortality Name: Description

Epic Destiny Name Features

All Epic Destiny Name have the following features

Feature (21st Level): Description.

Feature (24th Level): Description

Feature (30thLevel): Description.

Epic Destiny Name Power

Utility Power Name Epic Destiny Name Utility 26

By line.

Recharge

Action Personal/Close burst #/**Area** Blast X within X squares/**Melee** Touch/**Ranged** #

Trigger: Description

Target: Description

Effect: Description

Note: Remember to make an appropriate resurrection power or feature for your epic destiny.

Monsters

Monster Name

Size origin type (Keyword)

Level # Role

XP #

Initiative + #

Senses Perception + #; special senses

HP #; **Bloodied** #; *see also*

AC #; **Fortitude** #, **Reflex** #, **Will** #

Immune Keyword; **Resist** # Keyword; **Vulnerable** # Keyword

Saving Throws + #

Speed #

Action Points #

⬇ **Basic Melee**(standard; at-will) ● **Weapon**

Reach; + # vs. AC; damage

⌚ **Basic Ranged**(standard; at-will) ● **Weapon**

Ranged / ; + # vs. AC; damage

↘ **Ranged Weapon** (standard; recharge) ● **Weapon**

Ranged / ; area or targets; + # vs. Def; damage. *Miss*: effects. Secondary attack or effect.

↶ **Close** (standard; recharge) ● **Keyword**

Close blast/burst #; targets; + # vs. Def; damage. *Miss*: effects. Secondary attack or effect.

✦ **Area** (standard; recharge) ● **Keyword**

Area burst/blast # within #; targets; + # vs Def; damage. *Miss*: effects. Secondary attack or effect.

⬇ **Power** (standard; recharge) ● **Keyword**

Reach; range, area, or targets; + n vs. Def; effect. *Miss*: effect. Secondary attack or effect.

Immediate Action (immediate interrupt/reaction, trigger; recharge)

Description

Special

Description

Alignment

Languages

Skills skill name + #, skill name + #

Str ##(+##) **Dex** ##(+##) **Wis** ##(+##)

Con ##(+##) **Int** ##(+##) **Cha** ##(+##)

Equipment armour, shield, weapons, other gear

Skill Challenge

Skill Challenge Name

Byline.

Description.

Setup: Description.

Level: # and/or Description.

Complexity: # (requires # successes before 3 failures).

Primary Skills: Skill, Skill, Skill.

Skill1 (easy/moderate/hard Dcs or DC ##): Description

Skill2 (easy/moderate/hard Dcs or DC ##): Description

Skill3 (easy/moderate/hard Dcs or DC ##): Description

Success: Description.

Failure: Description.

Notes: Sometimes examples are also given. Also make sure your descriptions are concise. Some Skills can change other Skills Dcs are these altered Dcs are not listed in the other skill description.

Races

Race Name

Byline.

Racial Traits

Average Height: #'#"-#'#"'

Average Weight: ###-###lbs

Ability Scores: +2 Stat, +2 Stat

Size: Medium or Small

Speed: # squares

Vision: Normal or Low-light

Languages: Common, Bonus

Skill Bonuses: +2 Skill, +2 Skill

Feature: Description.

Feature: Description.

Feature: Description.

Racial Power Name: You can use Racial Power Name as an recharge power

Racial Power Name

Race Name Racial Power

By line.

Recharge ● Keyword

Action Type

Target: Description

Attack: Stat Vs. Def.

Hit: Damage and/or description

Miss: Description

Effect: Description

Sustain: Action

Special: Description.

Note: See Powertemplate for a more concise template for powers.

Artifacts

Artifact Name

Tier Level

By line.

The *Artifact Name* is a *Base Item Description* with the following properties and powers.

Enhancement: Attack rolls and damage rolls, Ac, Fortitude, Reflex and Will

Critical: +XdX damage and/or description

Property: Description

Power (Recharge ● Keyword): Action. Description.

Special: Description.

Goals of the Artifact Name

●Description

●Description

●Description

Roleplaying the Artifact Name

The *Artifact Name* is Description.

Concordance

Starting Score 5

Owner gains a level +1d10

Event + #

Pleased/Satisfied/Normal/Unsatisfied/Angered (16-20/12-15/5-11/1-4/0 or Lower)

By line.

Description

Changes to the base item

Critical: +XdX damage and/or description

Property: Description

Power (Recharge ● Keyword): Action. Description

Special: Description

Moving On

By Line.

Description

Note: See Powertemplate for a more concise template for powers.

Towns

Town Name

Description.

Population: Description.

Government: Description.

Defence: Description,

Inns: Inn Name; Inn Name. Description.

Taverns: Tavern Name; Tavern Name. Description

Supplies: Supplier Name; Supplier Name.

Temples: Temple Name; Temple Name.

Town Name Story

Description.

Key Locations

Description.

1. Name

Description.

Surrounding Area

Description.

Surrounding Area

Description.

How to Involve the Characters

Description.