

CHANGE SHAPE

Polymorph **WORDS**

Minor Action **RA** Personal

ATTACK **TARGET**

Effect: You can alter your physical form to take on the appearance of any Medium humanoid, including a unique individual. You retain your statistics in this new form, and your clothing, armor, and possessions do not change and are not absorbed into this new form. This new form lasts until you change it or until you die.

Special: When assuming the form of a unique individual, other creatures can attempt an Insight check (opposed by your Bluff check) to pierce your disguise. You must have seen the individual you are imitating and gain a +20 bonus to your Bluff check.

You alter your form to look like some other humanoid.

Doppelganger Racial Power MM-276

AT-WILL RACIAL **DUNGEONS & DRAGONS**

GOBLIN TACTICS

KEYWORDS

Immediate Reaction **RA** Personal

ATTACK **TARGET**

Trigger: You are missed by a melee attack.

Effect: You shift 1 square.

You avoid your enemy's blow and cleverly slink past his defenses.

Goblin Racial Power MM-278

AT-WILL RACIAL **DUNGEONS & DRAGONS**

SHIFTY

KEYWORDS

Minor Action **RA** Personal

ATTACK **TARGET**

Effect: You shift 1 square.

You skitter and scamper through the ranks of your enemies, much to their chagrin.

Kobold Racial Power MM-278

AT-WILL RACIAL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**

VS **ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **LEVEL** **PAGE**

AT-WILL RACIAL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**

VS **ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **LEVEL** **PAGE**

AT-WILL RACIAL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**

VS **ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **LEVEL** **PAGE**

AT-WILL RACIAL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**

VS **ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **LEVEL** **PAGE**

AT-WILL RACIAL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION **RANGE**

VS **ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS **LEVEL** **PAGE**

AT-WILL RACIAL **DUNGEONS & DRAGONS**

DRAGON BREATH

Acid, Cold, Fire, Lightning, or Poison

Minor Action **ION** **R** ← Close blast 3
ATTACK **TARGET** All creatures in area

Hit: 1d6 + Constitution modifier damage. Increase to +4 bonus and 2d6 + Constitution modifier damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier damage at 21st level.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Dragonborn Racial Power

PHB-34

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

FEY STEP

Teleportation

Move Action **ION** **R** Personal
ATTACK **TARGET**

Effect: Teleport up to 5 squares.

- ◆ **Line of Sight:** You have to be able to see your destination.
- ◆ **No Line of Effect:** You can teleport to a place you can see even if you don't have line of effect to it.
- ◆ **No Opportunity Attacks:** Your movement doesn't provoke opportunity attacks.
- ◆ **Destination:** Your destination must be a space you can occupy without squeezing.
- ◆ **Instantaneous:** When you teleport, you disappear from the space you occupy and immediately appear in a new space you choose. Creatures, objects, and terrain between you and your destination don't hinder your movement in any way.
- ◆ **Immobilized:** Being immobilized doesn't prevent you from teleporting. If you were immobilized because of a physical effect, such as a creature grabbing you, you can teleport away and are no longer immobilized or restrained, if applicable. If you were immobilized because of an effect on your mind or body, teleporting does not end that effect; you're still immobilized when you reach your destination.

With a step, you vanish from one place and appear in another.

Eladrin Racial Power

PHB-38

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

ELVEN ACCURACY

KEYWORDS

Free Action **ION** **R** Personal
ATTACK **TARGET**

Effect: Reroll an attack roll. Use the second roll, even if it's lower.

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Elf Racial Power

PHB-40

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

SECOND CHANCE

KEYWORDS

Immediate Interrupt **ION** **R** Personal
ATTACK **TARGET**

Effect: When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Halfling Racial Power

PHB-44

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

INFERNAL WRATH

KEYWORDS

Minor Action **ION** **R** Personal
ATTACK **TARGET**

Effect: You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier as extra damage.

You call upon your furious nature to improve your odds of harming your foe.

Tiefling Racial Power

PHB-48

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

PREDATORY EYE

KEYWORDS

Minor Action **ION** **R** Personal
ATTACK **TARGET**

Effect: If you have combat advantage against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before the end of your next turn. Increase extra damage to +2d6 at 11th level and +3d6 at 21st level.

You maneuver into an advantageous position and strike your foe with ruthless determination.

Bugbear Racial Power

MM-276

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

CLOUD OF DARKNESS

KEYWORDS

Minor Action **ION** **R** ← Close burst 1
ATTACK **TARGET**

Effect: This power creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight for all creatures except you. Any creature except you entirely within the cloud is blinded.

A cloud of darkness obscures you, but your vision pierces it.

Drow Racial Power

MM-276

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

DARKFIRE

KEYWORDS

Minor Action **ION** **R** Ranged 10
ATTACK **TARGET** One creature

Attack: Increase to +4 bonus at 11th level and +6 bonus at 21st level.

Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

A flickering halo of purple light surrounds the target, making it easier to hit.

Drow Racial Power

MM-276

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

TELEKINETIC LEAP

KEYWORDS

Move Action **RA** Ranged 10
ATTACK **TARGET** You or one ally

Effect: The target can fly up to 5 squares. If this power is used on an ally, that ally must remain in your line of sight at all times during the effect.

You hurl yourself or one of your allies safely through the air using your mind.

Githyanki Racial Power

MM-277

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

IRON MIND

KEYWORDS

Immediate Interrupt **RA** Personal
ATTACK **TARGET**

Trigger: You would be hit by an attack.

Effect: You gain a +2 bonus to all defenses until the end of your next turn.

After withstanding an attack, you use the power of your mind to fortify yourself against further harm.

Githzerai Racial Power

MM-277

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

FEROCIOUS CHARGE

KEYWORDS

Standard Action **RA** Personal
ATTACK **TARGET**

Effect: You charge and deal an extra 2 damage on a successful attack. Increase the extra damage to 4 at 11th level and to 6 at 21st level.

You lunge toward the enemy and, with a tirade of curses, unleash the wrath of Yeenoghu upon your hapless foe.

Gnoll Racial Power

MM-277

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

FADE AWAY

KEYWORDS

Illusion
Immediate Reaction **RA** Personal
ATTACK **TARGET**

Trigger: You take damage.

Effect: You are invisible until you attack or until the end of your next turn.

You turn invisible in response to an enemy's attack.

Gnome Racial Power

MM-277

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

HOBGOBLIN RESILIENCE

KEYWORDS

Immediate Reaction **RA** Personal
ATTACK **TARGET**

Trigger: You suffer an effect that a save can end.

Effect: You make a saving throw against the effect.

You shake off an effect that would cripple a lesser warrior.

Hobgoblin Racial Power

MM-278

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

GORING CHARGE

KEYWORDS

Standard Action **RA** Melee 1
ATTACK **TARGET** One creature

Attack: Increase to +4 at 11th level, +6 at 21st level.

Special: You must charge as part of the attack.

Hit: 1d6 + Strength modifier damage, and the target is knocked prone. Increase the damage to 2d6 + Strength modifier at 11th level and 3d6 + Strength modifier at 21st level.

You charge the enemy and gore him with your horns.

Minotaur Racial Power

MM-278

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

WARRIOR'S SURGE

KEYWORDS

Healing, Weapon
Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

Hit: 1[W] + Strength modifier damage, and you can spend a healing surge. Increase to 2[W] + Strength modifier damage at 21st level.

Spilling the blood of your enemy invigorates you.

Orc Racial Power

MM-278

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

SHADOW JAUNT

KEYWORDS

Teleportation
Move Action **RA** Personal
ATTACK **TARGET**

Effect: You teleport 3 squares and become insubstantial until the start of your next turn.

You step into the shadows and reappear a short distance away, hazy and insubstantial.


Shadar-kai Racial Power

MM-279

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

LONGTOOTH SHIFTING

Healing **KEYWORDS**

Minor Action **ION** **RA**  Personal
ATTACK **TARGET**


Special: You must be bloodied to use this power.
Effect: Until the end of the encounter or until rendered unconscious, you gain a +2 bonus to damage rolls. In addition, for as long as you are bloodied, you gain regeneration 2 (regeneration 4 at 11th level, regeneration 6 at 21st level).

You unleash the primal beast within and take on a more savage countenance.

Shifter Racial Power MM-279

RAZORCLAW SHIFTING

KEYWORDS

Minor Action **ION** **RA**  Personal
ATTACK **TARGET**


Special: You must be bloodied to use this power.
Effect: Until the end of the encounter or until rendered unconscious, your speed increases by 2 and you gain a +1 bonus to AC and Reflex defense.

You unleash the primal beast within and take on a more savage countenance.

Shifter Racial Power MM-279

WARFORGED RESOLVE

KEYWORDS

Minor Action **ION** **RA**  Personal
ATTACK **TARGET**

Special: You must be bloodied to use this power.
Effect: You gain a number of temporary hit points equal to 3 + one-half your level.

You might be bloodied, but the battle is far from over!

Warforged Racial Power MM-279

KEYWORDS USED

ACTION					RANGE
ATTACK	VS	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

KEYWORDS USED

ACTION					RANGE
ATTACK	VS	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

KEYWORDS USED

ACTION					RANGE
ATTACK	VS	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

KEYWORDS USED

ACTION					RANGE
ATTACK	VS	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

KEYWORDS USED

ACTION					RANGE
ATTACK	VS	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE