

# ADVANCED PLAYER'S GUIDE POWER CARD PACK

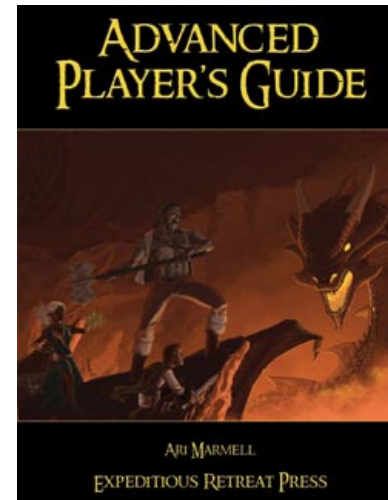
## ABOUT THE PRODUCT

This product contains all the new powers found in the Advanced Player's Guide, including racial powers, class features and powers, and paragon path powers. The cards are 2.5 inches wide and 3.5 inches tall, sized to fit card holders for easy storage and durability. Each card contains a blank notes section, where players can tailor the powers to their character. While most powers fit on a single card, some of the longer powers spread across 2 or 3 cards and are noted both on the bottom cards and the tops of subsequent cards.

The power cards are organized in the same order as they appear in the book. For convenience, we have included two Table of Contents: Powers by Section and Powers Alphabetically.

While the majority of powers used in crafting the classes are contained in this product, we were not at liberty to reprint in full powers from the 4<sup>TH</sup> EDITION DUNGEONS & DRAGONS PLAYER'S HANDBOOK.

For a more complete view of the races, classes, and paragon paths, pick up your copy of the Advanced Player's Guide, available in print and PDF where Expeditious Retreat Press products are sold.



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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.

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<b>Battlefield Trickery</b> Earth Gnome Racial Power	<b>Savage Ferocity</b> Orc-Blooded Racial Power	<b>Unending Determination</b> Shire Halfling Racial Power	<b>Quick-Strike</b> Martial Artist Class Feature
<i>Through a combination of swift, deceptive motions and innate illusions, you avoid providing the opening your opponent expects.</i>	<i>A moment of fury allows you to strike with inhuman force.</i>	<i>Despite your small size, you can bounce back from almost any injury.</i>	<i>In the blink of an eye, you slam a fist or a kick into your foe.</i>
<b>At-Will</b>	<b>Encounter</b>	<b>Encounter</b>	<b>At-Will • Chi, Divine</b>
<b>Minor Action</b> <b>Personal</b>	<b>Free Action</b> <b>Personal</b>	<b>Free Action</b> <b>Personal</b>	<b>Minor Action</b> <b>Melee weapon</b>
<b>Effect:</b> The next ranged or area attack you make, so long as it occurs before the end of your next turn, does not provoke opportunity attacks.	<b>Effect:</b> Reroll a damage roll. Use the second roll, even if it's lower.	<b>Effect:</b> Reroll a saving throw. Use the second result, even if it's lower.	<b>Target:</b> One creature
<b>Notes:</b>	<b>Notes:</b>	<b>Notes:</b>	<b>Attack:</b> Strength or Dexterity vs. AC
			<b>Hit:</b> 1d6 damage.
			Increase to 2d6 damage at 11th level, and to 3d6 damage at 21st level.
			<b>Special:</b> No powers or magic items can increase the damage dealt by quick-strike, even if they normally add bonuses to damage with chi or unarmed attacks. Similarly, you never deal extra dice with a critical hit when attacking with quick-strike, even if you have an item or power that normally lets you do so. The Granite Fist feat is the only means by which you can increase the damage dealt by this power.
			<b>Special:</b> You may only use this power once per turn, even if you have multiple minor actions available.
			<b>Notes:</b>
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## RACIAL POWERS AND MARTIAL ARTIST POWERS

<b>Ankle Kick</b> Martial Artist Attack 1	<b>Flurry of Fists</b> Martial Artist Attack 1	<b>Granite Palm</b> Martial Artist Attack 1	<b>Leaping Strike</b> Martial Artist Attack 1
<i>Stepping in close, you deliver a short but agonizing kick to your foe's ankle.</i>	<i>You unleash a series of blindingly fast punches, elbows, and kicks.</i>	<i>Focusing your chi, you deliver a mighty open-handed thrust that staggers your enemy.</i>	<i>You leap forward, launching yourself through the air to attack your foe.</i>
<b>At-Will • Divine, Weapon</b>	<b>At-Will • Chi, Divine</b>	<b>At-Will • Chi, Divine</b>	<b>At-Will • Divine, Weapon</b>
<b>Standard Action</b> <b>Melee weapon</b>	<b>Standard Action</b> <b>Close burst 1</b>	<b>Standard Action</b> <b>Melee weapon</b>	<b>Standard Action</b> <b>Melee weapon</b>
<b>Target:</b> One creature	<b>Target:</b> Each enemy in burst you can see	<b>Target:</b> One creature	<b>Target:</b> One creature
<b>Attack:</b> Dexterity vs. Fortitude	<b>Attack:</b> Dexterity vs. AC	<b>Attack:</b> Dexterity vs. Fortitude	<b>Attack:</b> Dexterity vs. AC
<b>Hit:</b> 1[W] + Dexterity modifier damage, and the target is slowed until the start of your next turn. Flying and swimming creatures are immune to the slow effect.	<b>Hit:</b> Dexterity modifier damage.	<b>Hit:</b> 1[W] damage, and push up to your Wisdom modifier (minimum 1).	<b>Hit:</b> 1[W] damage.
Increase damage to 2[W] + Dexterity modifier at 21st level.	Increase damage to 1[W] + Dexterity modifier at 21st level.	Increase damage to 2[W] modifier at 21st level.	Increase damage to 2[W] at 21st level.
<b>Notes:</b>	<b>Notes:</b>	<b>Notes:</b>	<b>Special:</b> You may shift 2 before the attack, and may ignore difficult terrain in so doing.
			<b>Notes:</b>
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