How to Make Power Cards v1

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Card Design by WotC, Peter Gingell and the ENworld Community

**Step 1.**
Download Paint.NET to access the .pdn file containing the templates.
http://www.getpaint.net/download.html

Step 2. Title
Select the Text tool and choose the Arial Black font with white as the primary colour. Select the Text layer, and type out the name of the power in caps with the leading letter of each word in 18pt. and the other letters in 12pt. Position the text so that the left edge and bottom meet the black lines on the template layer. For longer power names, you may need to displace the text further left, or use a smaller font size.

Next, create a new layer (Layers > Add New Layer, Ctrl+Shift+N) and move it directly beneath the text layer using the arrows in the Layers box. Copy the title text into the new layer and use the Invert Colors tool (Attributes > Invert Colors, or Ctrl+Shift+I) on the selected text. Then, displace the black title two pixels down and two pixels right (you can use the arrow keys for accuracy). Finally, merge the text layer down onto the new layer using the icon circled in red on the left.
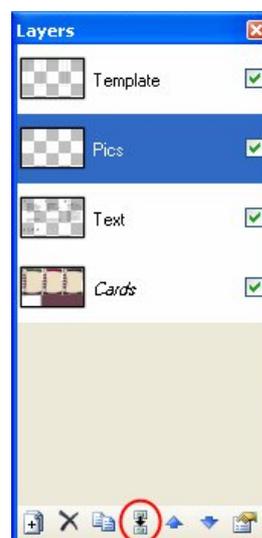
You should end up with something like this:

Step 3. Action Symbol
There are six possible actions for powers: Standard, Move, Minor, Immediate, Free or None. Select the appropriate symbol from the Text layer, and copy it into the centre of the circle in the top left of the card.

Step 4. Notches
There are 5 notches on the left of the card. For these, select the Text layer and use the Arial font in white, bolded and size 9pt. for the upper row and 12pt. for the lower row. The notches are ordered as follows:
1. Attack symbol/range. Use the symbols at the bottom as labelled. If the power has a range, add the number of squares to the bottom right in size 10pt.
2. Class and level. Powers may be listed as 'Atk #', 'Ut #' or even 'Feat' or 'Racial'
3. Action. Use 'Std', 'Move', 'Minor', 'Imm R', 'Imm I', 'Free' or 'None' as appropriate.
4. Sustain. Use the same conventions as above for action type.
5. Attack. If a power requires an attack roll, list it here. The upper row, in 9pt., lists the ability score (e.g. Int vs), while the lower row lists the defence to be attacked (e.g. Ref).

Step 4. Art

Select the 'Pics' layer, and make sure that its Blending Mode is set to 'multiply' in Layer Properties (Layers > Layer Properties, or F4). Find a picture you think suits the power (pencil sketches work best) and take the following steps:

1. Paste the art into the Pics layer and resize as appropriate.
2. If the picture is in colour, select the it and adjust it to Black and White (Adjustments > Black and White, or Ctrl+Shift+G).
3. If the picture is too dark, select it and adjust the transparency (Adjustments > Transparency) to achieve the correct look.

You should end up with something like this:

Be sure to credit the artist at the bottom left of the card. Use Arial in white, 8pt. as follows:

Step 5. Power Text

Select the Text layer, and use the Arial font, black, 11pt. for the power text. The bulk of the power text aligns with the vertical line on the right. If the power is particularly long, you may need to reduce the size of the text beyond the attack type (ranged weapon, close burst etc.).

Finally, if you have space, write the flavour text of the power in italics at the bottom of the power card, aligned to the vertical line on the left.

Step 6. You're Done

Set the Template layer to invisible by clicking the tick in the Layers box.

Flatten the image (Image > Flatten, or Ctrl+Shift+F), save in your favourite format (I recommend .png), and you're done!
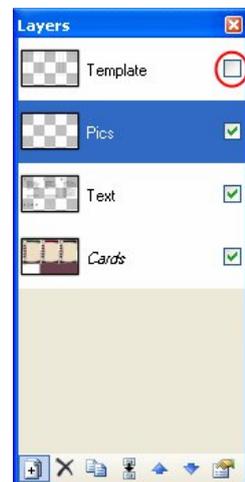
LIGHT

At-Will • Arcane
Minor Action   **Ranged** 5
Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.
Special: You can have only one *light* cantrip active at a time. If you create a new light, your previously cast light winks out.

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

➶ 5	
Wizard **Cantrip**	
Action **Minor**	

FOX'S CUNNING

Encounter • Martial, Weapon
Immediate Reaction
Melee or **Ranged** weapon
Trigger: An enemy makes a melee attack against you.
Attack: You can shift 1 square, then make a basic attack against the enemy.
Special: Gain a +2 power bonus to your attack roll

Using the momentum from your enemy's blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his composure.

➶⚔	
Ranger **Atk 1**	
Action **Imm R**	

BIGBY'S GRASPING HAND

Daily • Arcane, Conjuration, Force, Implement
Standard Action   **Ranged** 10
Effect: You conjure two 5-foot tall hands of force, each one occupying 1 square within range. Each hand attacks one adjacent creature. A hand that is not grabbing a target can be moved and made to attack a new target within range as a move action. The hands last until the end of your next turn.
Targets: One or two creatures
Attack: Intelligence vs. Reflex
Hit: 2d10 + Intelligence modifier force damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.
Special: If the hands have each grabbed an enemy, you can slam the enemies into each other as a standard action, dealing 2d10 + Intelligence modifier force damage to each grabbed target. After the attack, each hand returns to its original square with its grabbed target.
Sustain Minor: The hands persist.

➶ 10	
Wizard **Atk 15**	
Action **Std**	
Sustain **Minor**	
Int vs **Ref**	