

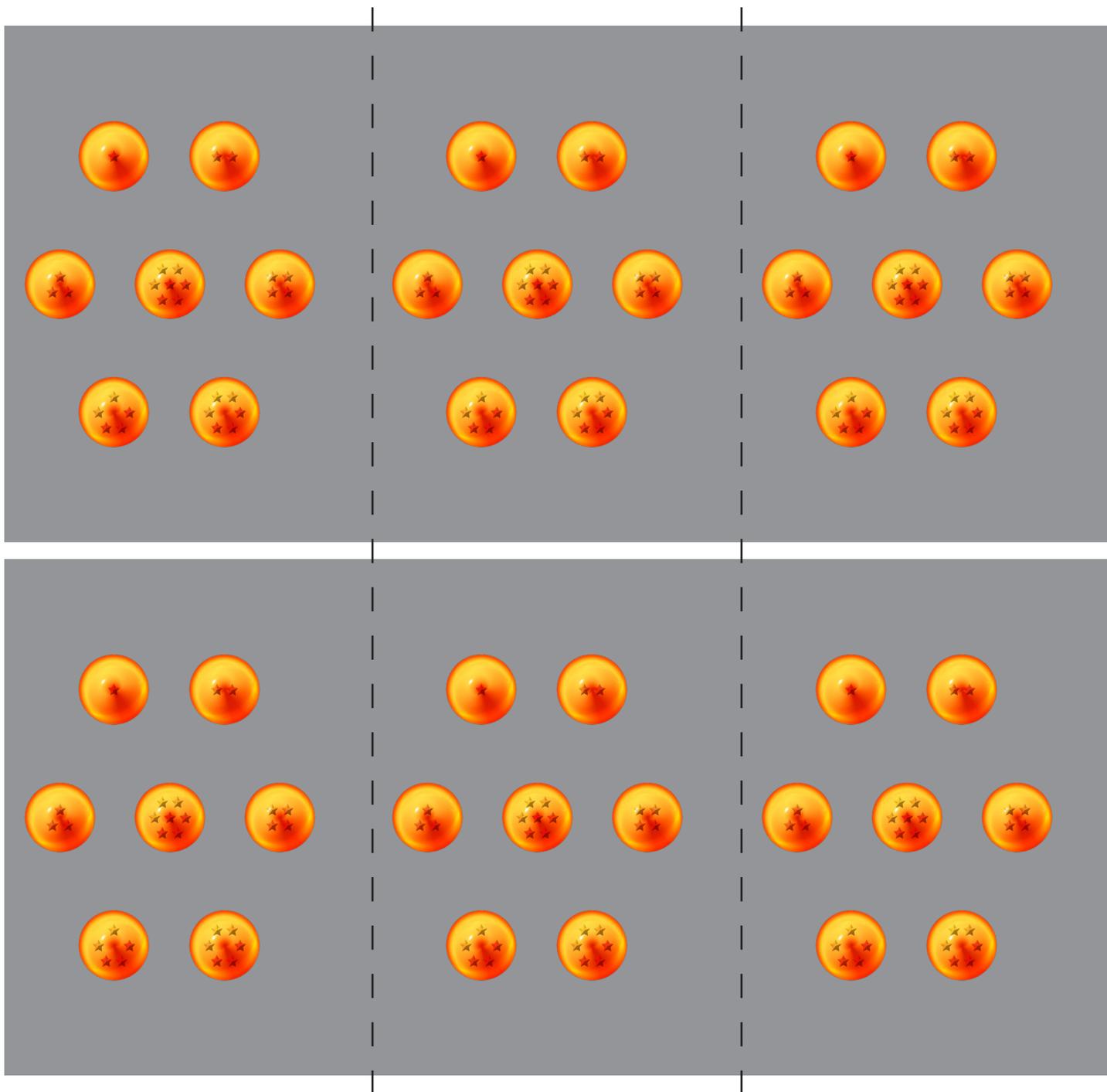
POWER _____ PNT COST PER LEVEL _____ DESCRIPTION _____ LEVEL _____ ACTIVATE _____ DICE/EFFECT _____ RANGE _____ DURATION _____ TARGET _____ TYPE _____ SKILL ROLL _____ ENHANCERS/DRAWBACKS _____ ENERGY COST _____	POWER _____ PNT COST PER LEVEL _____ DESCRIPTION _____ LEVEL _____ ACTIVATE _____ DICE/EFFECT _____ RANGE _____ DURATION _____ TARGET _____ TYPE _____ SKILL ROLL _____ ENHANCERS/DRAWBACKS _____ ENERGY COST _____	POWER _____ PNT COST PER LEVEL _____ DESCRIPTION _____ LEVEL _____ ACTIVATE _____ DICE/EFFECT _____ RANGE _____ DURATION _____ TARGET _____ TYPE _____ SKILL ROLL _____ ENHANCERS/DRAWBACKS _____ ENERGY COST _____
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Power Cards are an optional way for players to track their powers.

This side is for filling out.

Dashes are in place to help with cutting out the cards.

Obviously, print as many of these as you need.



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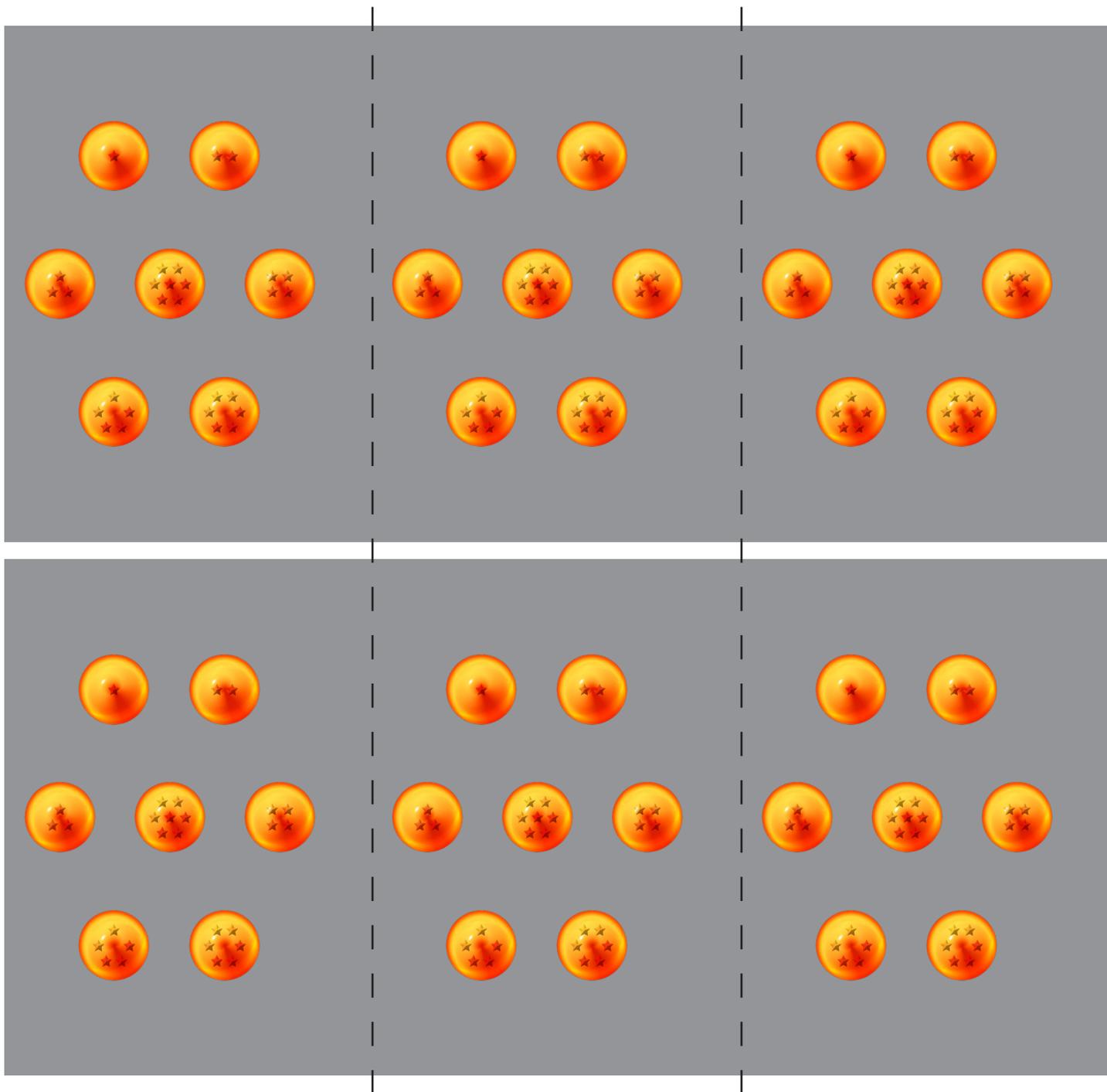
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Form Cards are an optional way for players to track their transformations.

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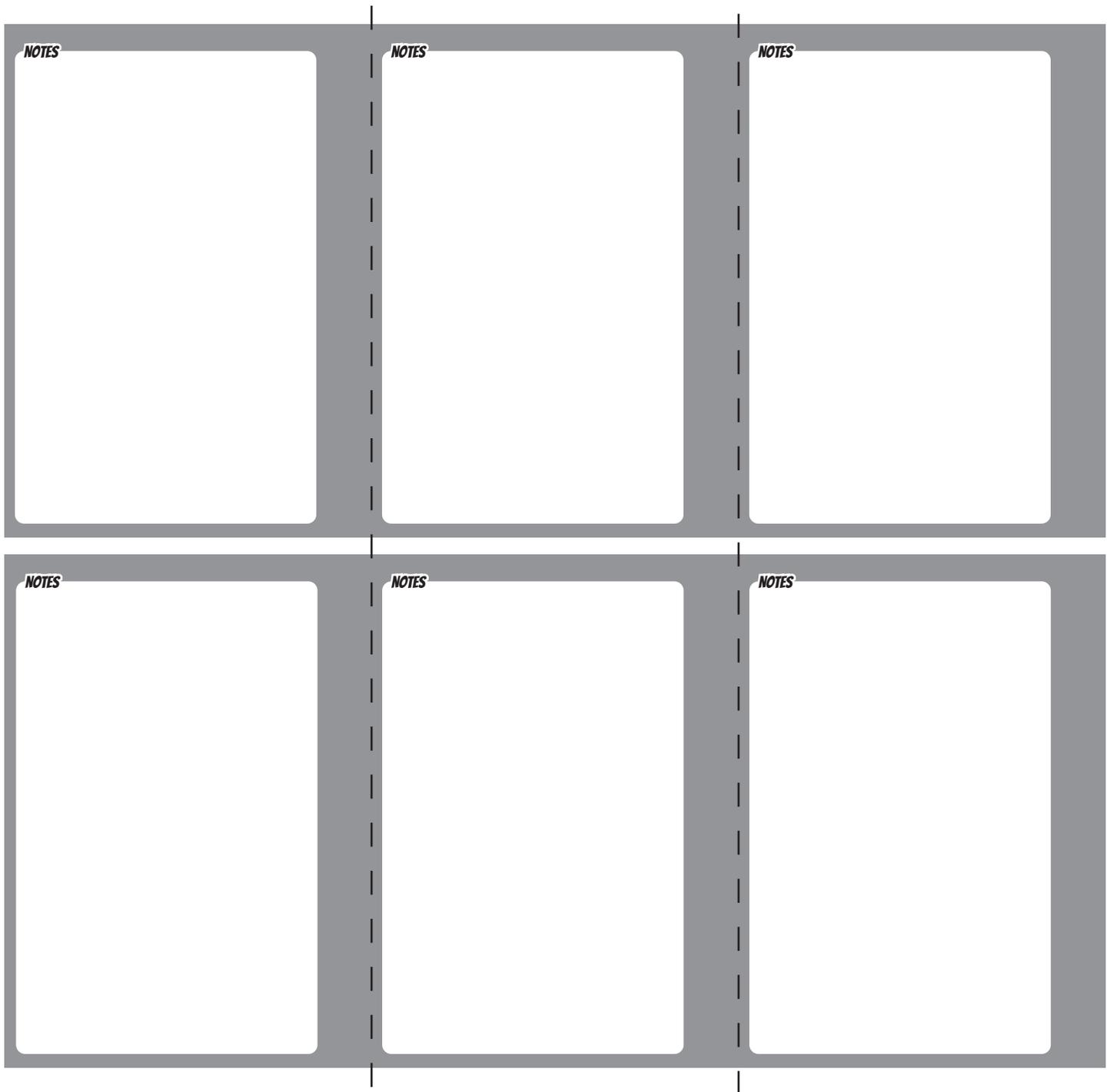
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