

The image shows six identical blank Power Cards arranged in a 2x3 grid. Each card has a green header with the word **POWER** in red. To the right of the header is a small red box labeled **PNT. COST PER LEVEL**. The main body of the card is white with green borders and contains the following fields:

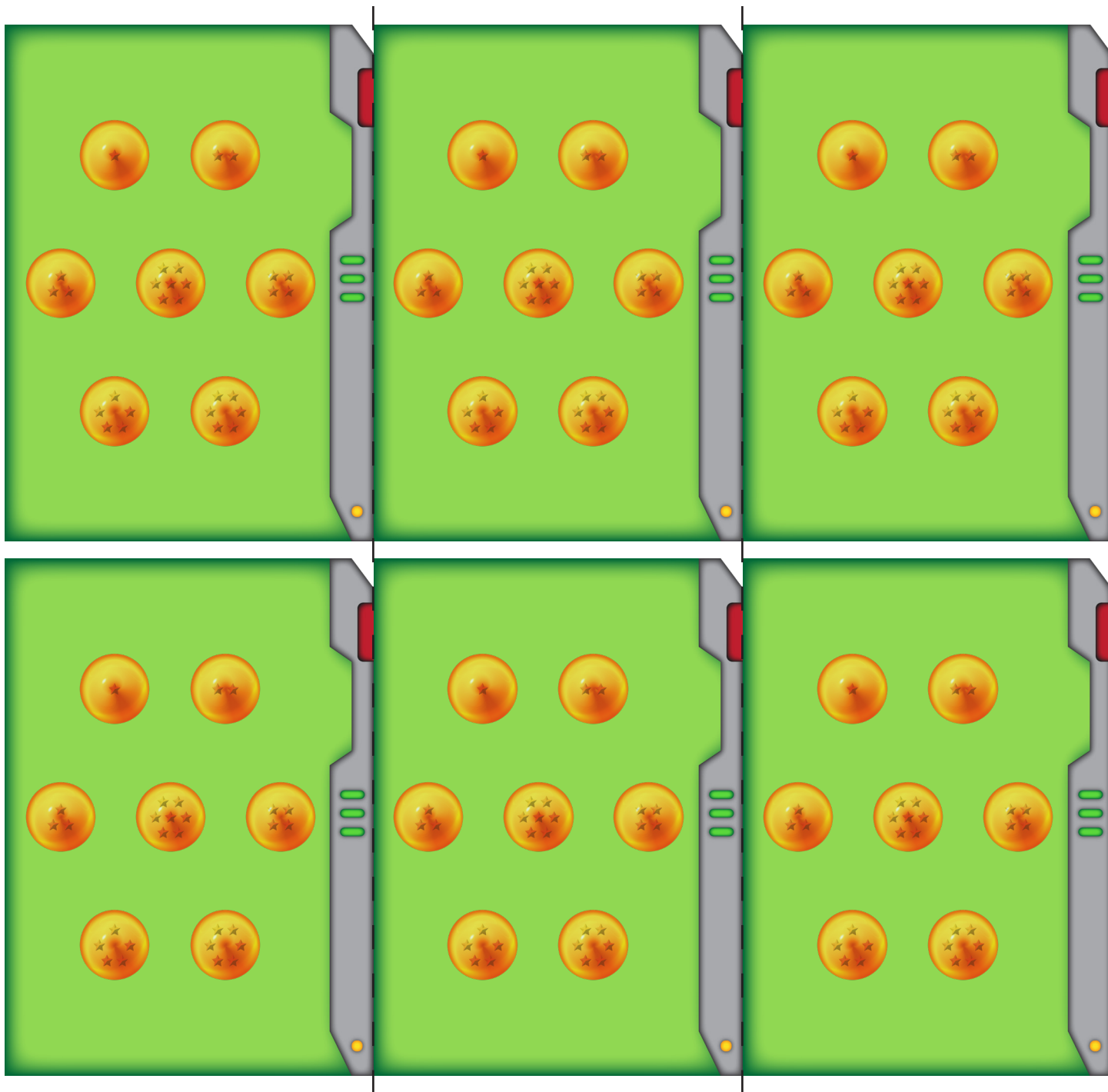
- DESCRIPTION**: A large white box for the power's description.
- LEVEL**: A small white box for the power's level.
- DICE/EFFECT**: A small white box for the power's dice and effect.
- RANGE**: A small white box for the power's range.
- TARGET**: A small white box for the power's target.
- TYPE**: A small white box for the power's type.
- SKILL ROLL**: A small white box for the power's skill roll.
- ENHANCERS/DRAWBACKS**: A small white box for the power's enhancers and drawbacks.
- ACTIVATE**: A small white box for the power's activation.
- DURATION**: A small white box for the power's duration.
- ENERGY COST**: A small red box for the power's energy cost.

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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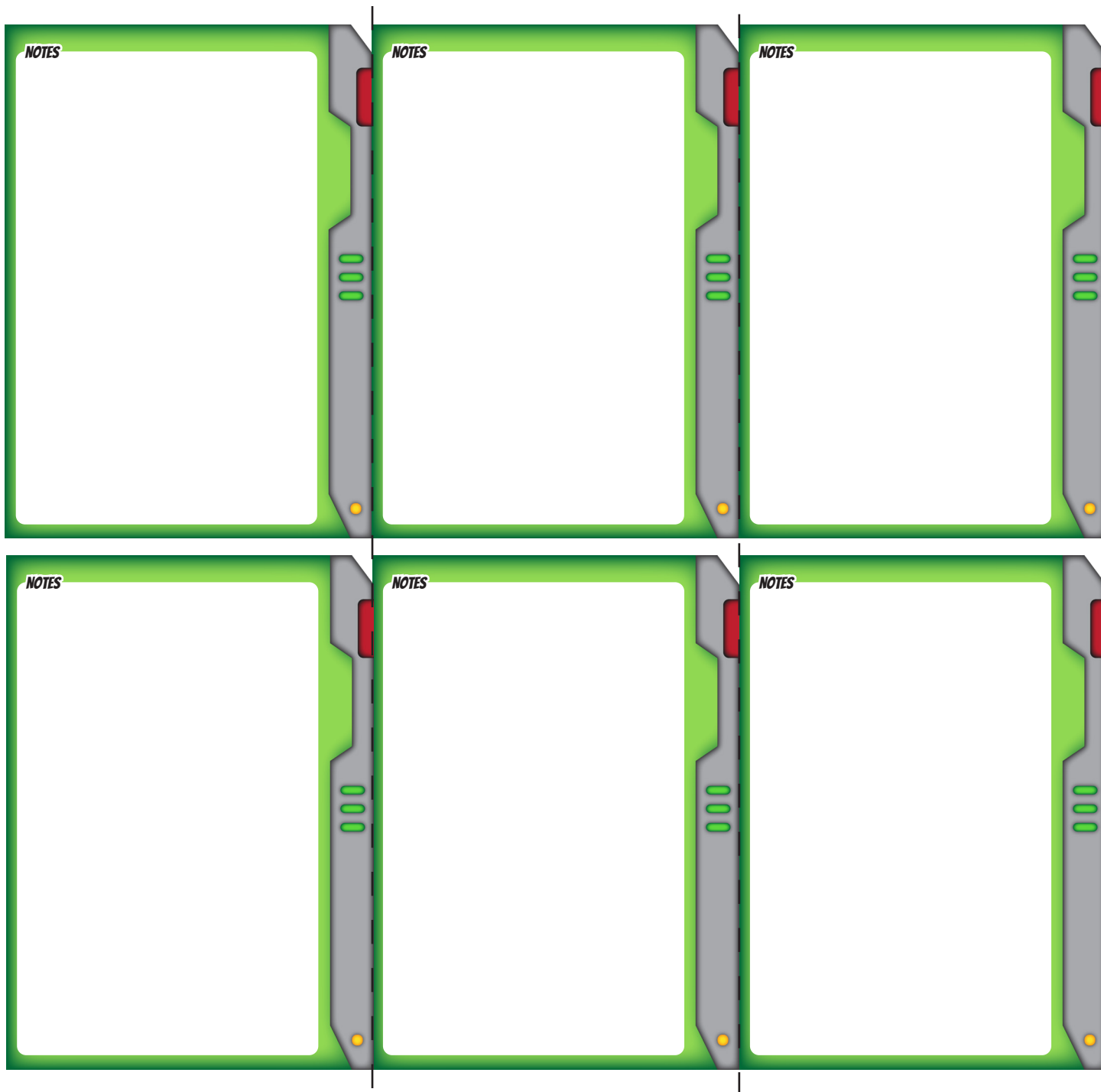
The image shows six identical blank Power Cards arranged in a 2x3 grid. Each card has a green header with the word **POWER** in red. To the right of the header is a small red box labeled **PNT. COST PER LEVEL**. Below the header is a large white box for **DESCRIPTION**. To the left of the main body are several green-bordered input fields: **LEVEL**, **DICE/EFFECT**, **RANGE**, **TARGET**, **TYPE**, **SKILL ROLL**, and **ENHANCERS/DRAWBACKS**. To the right of these fields are two more green-bordered input fields: **ACTIVATE** and **DURATION**. At the bottom right of each card is a red box labeled **ENERGY COST**. The cards are separated by vertical and horizontal lines, and there are small red and yellow circles on the left and bottom edges of each card's frame.

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Power Cards are an optional way for players to track their powers.

This side is optional and can be used if you need more room for notes or other information on your card.

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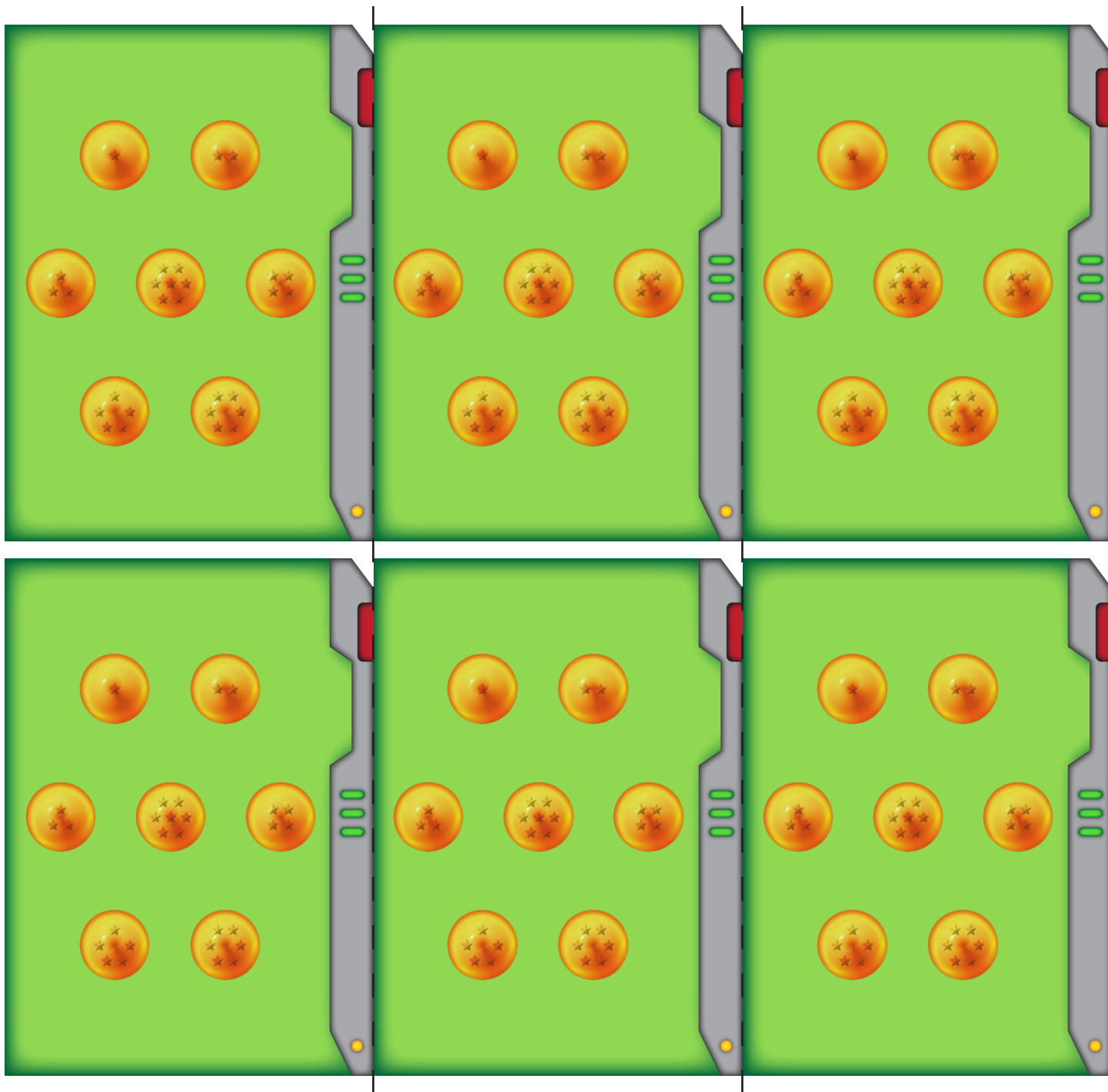
The image displays six identical blank Form Cards, organized in two rows of three. Each card is designed with a green border and grey and red accents. The top section of each card includes a large white box for 'DESCRIPTION', and smaller boxes for 'FORM NAME', 'POWER LEVEL', and 'MULTIPLIER'. The bottom section includes boxes for 'FORM'S POWER LEVEL', 'FORM'S ENERGY POOL', 'FORM'S GATHER ENERGY', and 'POWER BLEED'.

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

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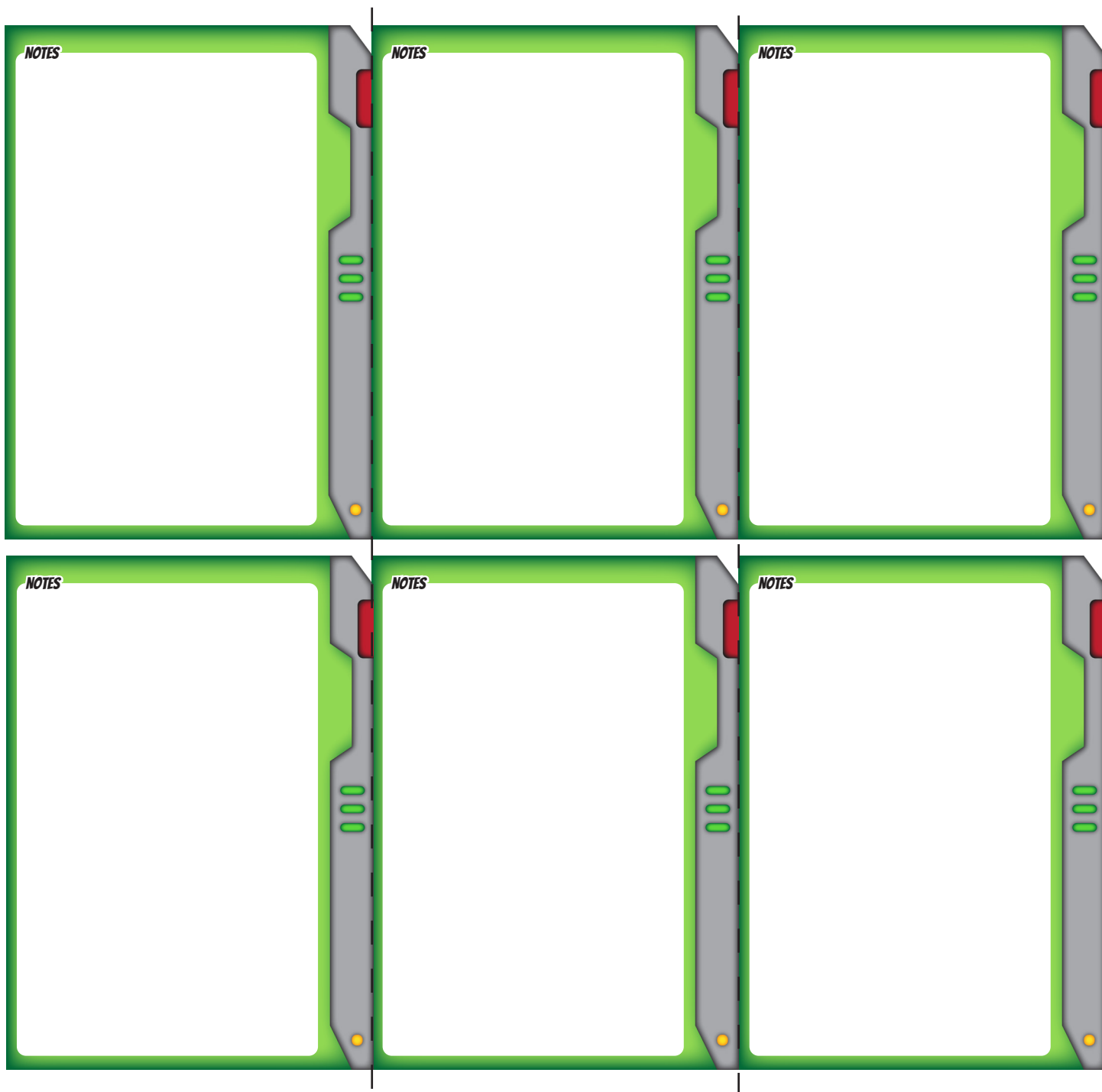
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Form Cards are an optional way for players to track their transformations.

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