

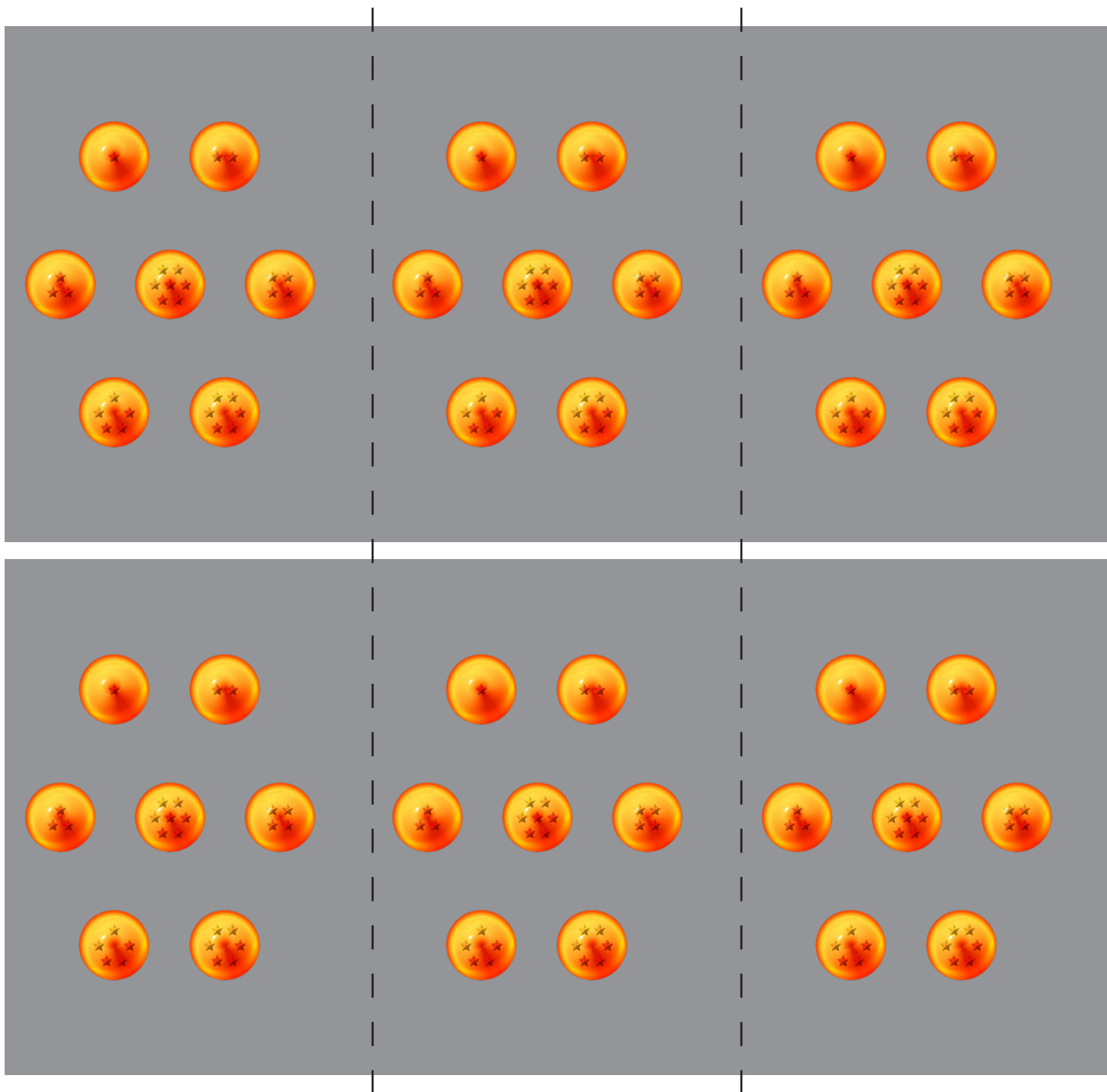
<b>POWER NAME</b> <input type="text"/> <b>LEVEL</b> <input type="text"/> <b>ACTIONS</b> <input type="text"/> <b>POWER TYPE</b> <input type="text"/> <b>DESCRIPTION</b> <input type="text"/>	<b>PNT COST PER LEVEL</b> <input type="text"/>	<b>POWER NAME</b> <input type="text"/> <b>LEVEL</b> <input type="text"/> <b>ACTIONS</b> <input type="text"/> <b>POWER TYPE</b> <input type="text"/> <b>DESCRIPTION</b> <input type="text"/>	<b>PNT COST PER LEVEL</b> <input type="text"/>	<b>POWER NAME</b> <input type="text"/> <b>LEVEL</b> <input type="text"/> <b>ACTIONS</b> <input type="text"/> <b>POWER TYPE</b> <input type="text"/> <b>DESCRIPTION</b> <input type="text"/>	<b>PNT COST PER LEVEL</b> <input type="text"/>
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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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<b>FORM NAME</b> <input type="text"/>	<b>POWER BLEED</b> <input type="text"/>	<b>FORM NAME</b> <input type="text"/>	<b>POWER BLEED</b> <input type="text"/>	<b>FORM NAME</b> <input type="text"/>	<b>POWER BLEED</b> <input type="text"/>
<b>PL MULTIPLIER</b> <input type="text"/>		<b>PL MULTIPLIER</b> <input type="text"/>		<b>PL MULTIPLIER</b> <input type="text"/>	
<b>FORM POWER LEVEL</b> <input type="text"/>		<b>FORM POWER LEVEL</b> <input type="text"/>		<b>FORM POWER LEVEL</b> <input type="text"/>	
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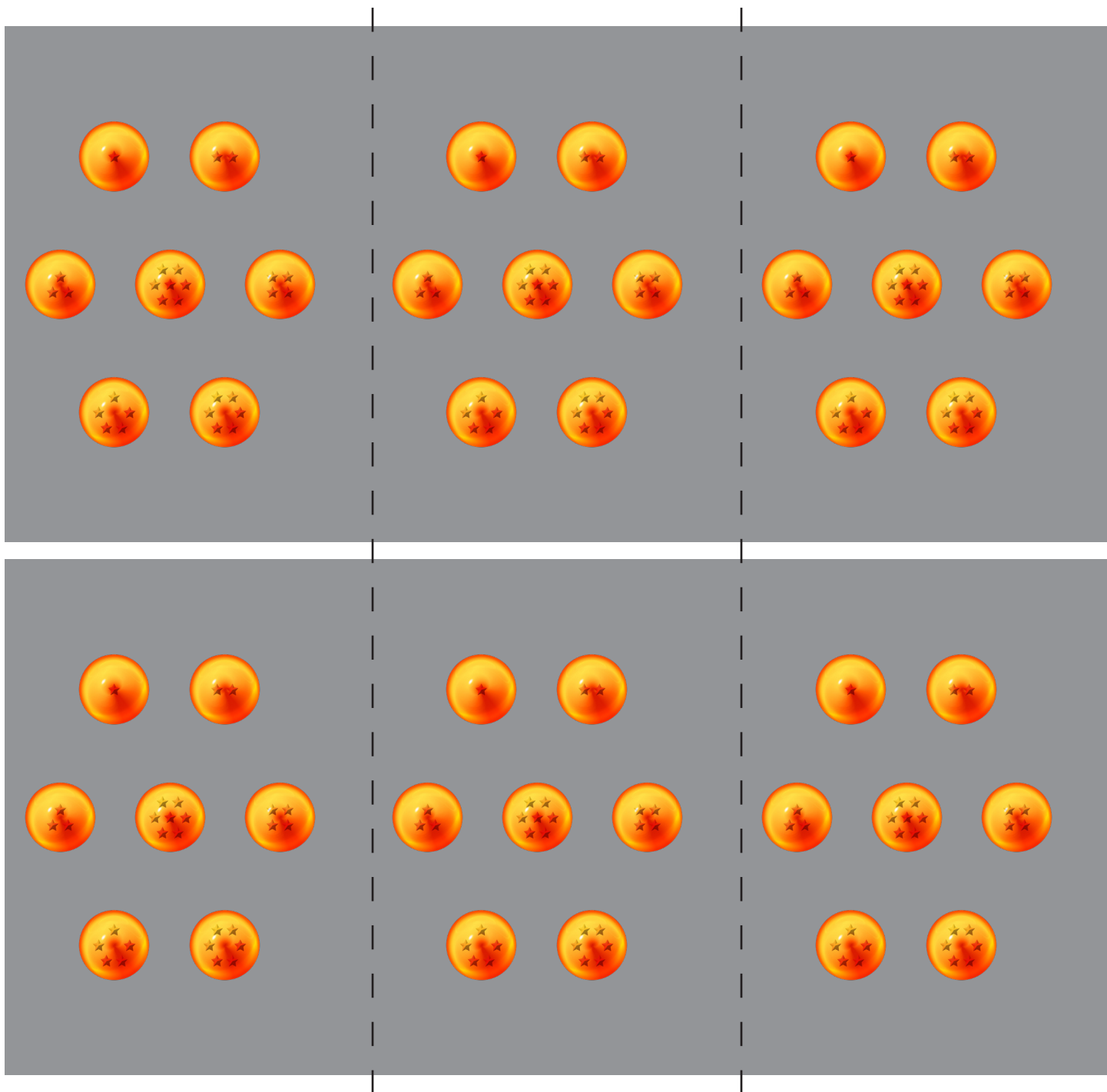
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Form Cards are an optional way for players to track their transformations.

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<b>FORM POWER LEVEL</b> <input type="text"/>		<b>FORM POWER LEVEL</b> <input type="text"/>		<b>FORM POWER LEVEL</b> <input type="text"/>	
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