













































NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
			RANGE	AREA			
INST/SUST							
NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
			RANGE	AREA			
INST/SUST							
NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
			RANGE	AREA			
INST/SUST							
NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
			RANGE	AREA			
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NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
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NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
			RANGE	AREA			
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NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
			RANGE	AREA			
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NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
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NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
			RANGE	AREA			
INST/SUST							
NAME		P	SKILL		EFFECTS	DESCRIPTION	COST
			RANGE	AREA			
INST/SUST							

KEY

-  Selective
-  Small
-  Medium
-  Large
-   Personal
-   Melee
-   Short
-   Medium
-   Long

ACTIVATING POWERS/GEAR

- 1 - Add the power's strain value to the Potency or Vigor track as appropriate.
- 2 - Roll a check with the power's indicated skill. Target(s) roll resistance if appropriate.
- 3 - Use rolled successes to reduce strain damage if desired.
- 4 - Subtract results of any resistance test from remaining successes.
- 5 - Divide remaining successes between targets and use to increase effect ranks.

PLAYER

CHARACTER