



# URBAN ARCANANA

campaign setting

**general skills**

| Class                    | SKILLS          | Key Ability | TOTAL MOD | ABL MOD | Ranks | Misc. MOD | Syn. MOD |
|--------------------------|-----------------|-------------|-----------|---------|-------|-----------|----------|
| <input type="checkbox"/> | Balance         | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Bluff           | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Climb           | STR         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Computer Use    | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Concentration   | CON         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Decipher Script | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Demolitions     | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Diplomacy       | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Disable Device  | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Disguise        | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Drive           | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Escape Artist   | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Forgery         | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Gamble          | WIS         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Gather Info.    | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Handle Animal   | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Hide            | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Intimidate      | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Investigate     | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Jump            | STR         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Listen          | WIS         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Move Silently   | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Navigate        | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Pilot           | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | R/W Language    | -----       |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Repair          | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Research        | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Ride            | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Search          | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Sense Motive    | WIS         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Sleight of Hand | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Speak Language  | -----       |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Spot            | WIS         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Survival        | WIS         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Swim            | STR         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Treat Injury    | WIS         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Tumble          | DEX         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | _____           | ---         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | _____           | ---         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | _____           | ---         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | _____           | ---         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | _____           | ---         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | _____           | ---         |           | = +     | + +   | +         |          |

**skill points per level**

• Ist \_\_\_\_\_ : ( \_\_\_\_\_ +INT \_\_\_\_\_ ) x \_\_\_\_\_ = \_\_\_\_\_  
 • Class \_\_\_\_\_ : \_\_\_\_\_ +INT \_\_\_\_\_ = \_\_\_\_\_  
 • Class \_\_\_\_\_ : \_\_\_\_\_ +INT \_\_\_\_\_ = \_\_\_\_\_  
 • Class \_\_\_\_\_ : \_\_\_\_\_ +INT \_\_\_\_\_ = \_\_\_\_\_  
 • Class \_\_\_\_\_ : \_\_\_\_\_ +INT \_\_\_\_\_ = \_\_\_\_\_

**variable skills**

| Class                    | SKILLS             | Key Ability | TOTAL MOD | ABL MOD | Ranks | Misc. MOD | Syn. MOD |
|--------------------------|--------------------|-------------|-----------|---------|-------|-----------|----------|
| <input type="checkbox"/> | Craft (Chemical)   | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (Electronic) | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (Mechanic)   | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (Pharm)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (Structural) | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (Visual Art) | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (Writing)    | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Craft (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Arcana)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Art)         | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Behavior)    | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Business)    | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Civics)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Current)     | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Earth/Life)  | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (History)     | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Phys Sci)    | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Pop Cult)    | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Streetwise)  | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Tactics)     | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Tech)        | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (Theo/Philo)  | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (_____)       | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (_____)       | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (_____)       | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Know (_____)       | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Perform (Act)      | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Perform (Dance)    | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prfm. (Keyboards)  | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prfm. (Percussion) | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Perform (Sing)     | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prfm. (Stand-Up)   | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Perform (Strings)  | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Perform (Winds)    | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prfm. (_____)      | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prfm. (_____)      | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prfm. (_____)      | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prfm. (_____)      | CHA         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prof. (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prof. (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prof. (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prof. (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prof. (_____)      | INT         |           | = +     | + +   | +         |          |
| <input type="checkbox"/> | Prof. (_____)      | INT         |           | = +     | + +   | +         |          |

**proficiencies**

Armor:  Light  Medium  Heavy  
 Melee Weapons:  Simple  Archaic  Exotic  
 Firearms:  Personal  Advanced  Exotic  
 Specific/Exotic Weapons: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



Altra Nostra







## magical information

### arcanist information

|                             |                          |                          |                          |                          |                          |                          |
|-----------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Spells Known                |                          |                          |                          |                          |                          |                          |
| Level                       | 0                        | 1                        | 2                        | 3                        | 4                        | 5                        |
| <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Daily Arcane Spell Alotment |                          |                          |                          |                          |                          |                          |
| Class: _____                |                          |                          |                          |                          |                          |                          |
| Caster Level                | Spells Per Day           |                          |                          |                          |                          |                          |
| Level                       | 0                        | 1                        | 2                        | 3                        | 4                        | 5                        |
| <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| DC                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

### acolyte information

Faith/Diety: \_\_\_\_\_

Clerical Title: \_\_\_\_\_

Parish/Church: \_\_\_\_\_

Holy Symbol

|                             |                          |                          |                          |                          |                          |                          |
|-----------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Daily Divine Spell Alotment |                          |                          |                          |                          |                          |                          |
| Class: _____                |                          |                          |                          |                          |                          |                          |
| Caster Level                | Spells Per Day           |                          |                          |                          |                          |                          |
| Level                       | 0                        | 1                        | 2                        | 3                        | 4                        | 5                        |
| <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| DC                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

|                             |                          |                          |                          |                          |                          |                          |
|-----------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Spells Known                |                          |                          |                          |                          |                          |                          |
| Level                       | 0                        | 1                        | 2                        | 3                        | 4                        | 5                        |
| <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Daily Arcane Spell Alotment |                          |                          |                          |                          |                          |                          |
| Class: _____                |                          |                          |                          |                          |                          |                          |
| Caster Level                | Spells Per Day           |                          |                          |                          |                          |                          |
| Level                       | 0                        | 1                        | 2                        | 3                        | 4                        | 5                        |
| <input type="checkbox"/>    | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| DC                          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

| Turning Check Result | Undead Affected (Maximum Hit Dice) |
|----------------------|------------------------------------|
| 0 or lower           | Acolyte's level -4                 |
| 1-3                  | Acolyte's level -3                 |
| 4-6                  | Acolyte's level -2                 |
| 7-9                  | Acolyte's level -1                 |
| 10-12                | Acolyte's level                    |
| 13-15                | Acolyte's level +1                 |
| 16-18                | Acolyte's level +2                 |
| 19-21                | Acolyte's level +3                 |
| 22 or higher         | Acolyte's level +4                 |

### familiar/animal companion

Name: \_\_\_\_\_

Species: \_\_\_\_\_

Alignment: \_\_\_\_\_

| Abilities |                          |
|-----------|--------------------------|
|           | MOD                      |
| STR       | <input type="checkbox"/> |
| DEX       | <input type="checkbox"/> |
| CON       | <input type="checkbox"/> |
| INT*      | <input type="checkbox"/> |
| WIS       | <input type="checkbox"/> |
| CHA       | <input type="checkbox"/> |

\* Familiar's base INT is 6, +1 per 2 Master's lvl

| AC                       |                          |                          |
|--------------------------|--------------------------|--------------------------|
| TOTAL                    | FLAT                     | TOUCH                    |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Hit Dice (Familiar = master's lvl): \_\_\_\_\_

HT-PTS (Familiar = 1/2 master's total): \_\_\_\_\_

|                          |                          |
|--------------------------|--------------------------|
| TOTAL                    | CURRENT                  |
| <input type="checkbox"/> | <input type="checkbox"/> |

| Saving Throws |                          |                            |                            |                            |
|---------------|--------------------------|----------------------------|----------------------------|----------------------------|
| TOTAL         | Master's Base            | ABILITY MOD                | TEMP MOD                   |                            |
| FORT          | <input type="checkbox"/> | = <input type="checkbox"/> | + <input type="checkbox"/> | + <input type="checkbox"/> |
| REF           | <input type="checkbox"/> | = <input type="checkbox"/> | + <input type="checkbox"/> | + <input type="checkbox"/> |
| WILL          | <input type="checkbox"/> | = <input type="checkbox"/> | + <input type="checkbox"/> | + <input type="checkbox"/> |

| Attack Bonus |                          |                            |                            |                            |
|--------------|--------------------------|----------------------------|----------------------------|----------------------------|
| TOTAL        | Master's ATK+            | ABILITY MOD                | SIZE MOD                   |                            |
| MLE          | <input type="checkbox"/> | = <input type="checkbox"/> | + <input type="checkbox"/> | + <input type="checkbox"/> |

Attacks: \_\_\_\_\_

Full Atk: \_\_\_\_\_

Size/Type: \_\_\_\_\_

Initiative: \_\_\_\_\_

Speed: \_\_\_\_\_

Tricks: \_\_\_\_\_

Benefit: \_\_\_\_\_

Special Qualities \_\_\_\_\_

Equipment Carried (wt.) \_\_\_\_\_

Skills \_\_\_\_\_

Carrying Cap. \_\_\_\_\_

Current Load \_\_\_\_\_

Feats \_\_\_\_\_

### familiar special abilities

| LVL                           | +AC | Familiar Abilities                                   |
|-------------------------------|-----|--|
| <input type="checkbox"/> 1-2  | +1  | Alertness, imp. evasion, share spells, empathic link |
| <input type="checkbox"/> 3-4  | +2  | Touch  |
| <input type="checkbox"/> 5-6  | +3  | Speak with master                                    |
| <input type="checkbox"/> 7-8  | +4  | Speak with like animals                              |
| <input type="checkbox"/> 9-10 | +5  | Spell resistance                                     |

### animal companion abilities

| LVL                            | +HD | +AC | +STR/DEX | Special            |
|--------------------------------|-----|-----|----------|--------------------|
| <input type="checkbox"/> 1-2   | +0  | +0  | +0       | Link, share spells |
| <input type="checkbox"/> 3-5   | +2  | +2  | +1       | Evasion            |
| <input type="checkbox"/> 6-8   | +4  | +4  | +2       | Devotion           |
| <input type="checkbox"/> 8-11  | +6  | +6  | +3       | Multiattack        |
| <input type="checkbox"/> 12-14 | +8  | +8  | +4       |                    |
| <input type="checkbox"/> 15-17 | +10 | +10 | +5       | Improved evasion   |
| <input type="checkbox"/> 18-20 | +12 | +12 | +6       |                    |



## spell descriptions

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |

|                     |                 |                        |       |           |
|---------------------|-----------------|------------------------|-------|-----------|
| Spell               |                 | Level                  | Comp. | Cast Time |
| Saving Throw        | Resist          | Target / Effect / Area | Range |           |
| Duration            | School / Domain |                        | Ref   |           |
| Material Components |                 |                        |       |           |
| Description         |                 |                        |       |           |



# URBAN ARCANANA

campaign setting

## psionic powers

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |

|              |                    |                   |              |
|--------------|--------------------|-------------------|--------------|
| <b>Power</b> |                    |                   | Ability      |
| Level        | Manifestation Time | Power Resistance? | Saving Throw |
| Range        | Duration           | Area              | Target       |
| Power Points | Display ( _____ )  |                   | Save DC      |
| Summary      |                    |                   | Ref.         |