

Psycho Red

NAME

PRONOUNS

English, Sirian, Horathi

Warrior Born

ORIGIN

Path of Flame

ROLE

4

LEVEL

DESCRIPTION

LANGUAGES

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES
Psycho Scythe	Reach x2	Might	2 Void	
Psycho Strike	Reach	Might	1 Stun	
Psycho Blast	20/60	Targeting	1 Energy (5 ft radius)	Target is Impaired until end of their next turn
			Target is Impaired until end of	

Augmented (Cybernetics)
Not From Around Here

3; 3/combat
PERSONAL
POWER

40

MOVEMENT

4

HEALTH

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DAMAGE

INFLUENCES

Half Defenses against Electricity
Snag on Social-Based with Humans

HANG-UPS

STRENGTH 6

TOUGHNESS 17

$$10 + 6 + 1 + 2 = 19$$

ESSENCE PERKS ARMOR MORPHED

ATHLETICS

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

BRAWN

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

CONDITIONING

+1 +2 +3 +4 +5 +6

INTIMIDATION

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

MIGHT

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SPEED 5

EVASION 16

$$10 + 5 + 1 + 2 = 18$$

ESSENCE PERKS BONUS MORPHED

ACROBATICS

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

DRIVING

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

FINESSE

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

INFILTRATION

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

INITIATIVE

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

TARGETING

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SMARTS 4

WILLPOWER 15

$$10 + 4 + 1 + 0 = 15$$

ESSENCE PERKS BONUS MORPHED

ALERTNESS

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

CULTURE

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SCIENCE

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SURVIVAL

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

TECHNOLOGY

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

SOCIAL 4

CLEVERNESS 15

$$10 + 4 + 1 + 0 = 15$$

ESSENCE PERKS BONUS MORPHED

ANIMAL
HANDLING

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

DECEPTION

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

PERFORMANCE

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

PERSUASION

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

STREETWISE

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

Psycho RANGERS

ROLEPLAYING GAME

POWERS

Monster Morph (3 PP)

PERKS

BACKGROUND BONDS

- I believe I'm constantly being watched and monitored because of my augments.
- I often compare myself to humans.

WEAPONS

WEAPON	RANGE	HANDS	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS
Psycho Scythe	Reach x2	2	Power, Void	Might	2 Void	

ARMOR

TYPE	DESCRIPTION	EFFECT	TRAITS
Special	Psycho Armor	+2 T/+E	Special

ZORD

Path of Flame Monster

NAME

STRENGTH

TOUGHNESS

SPEED

EVASION

BRAWN

D2 D4 D6 D8 D10 D12

DRIVING

D2 D4 D6 D8 D10 D12

CONDITIONING

+1 +2 +3 +4 +5 +6

INITIATIVE

D2 D4 D6 D8 D10 D12

MIGHT

D2 D4 D6 D8 D10 D12

SKILL NOTES

ATTACKS

WEAPON	RANGE	EFFECTS
Hurl Flames	20/100	2 Fire; Alt. Multi-Weapon (3)
Monstrous Talons	Reach	2 Sharp

Large

SIZE

40

MOVEMENT

6

HEALTH

oooooooooooo
oooooooooooo

DAMAGE

FEATURES

INVENTORY

Psycho Morpher
Wrist Communicator
Psycho Scythe

NOTES

Psychic Scars - There is a cost to forcing the Morphin Grid to empower a clone made from evil science. Anytime you roll a skill test and Fumbles, roll 1d6 and apply the result.

- 1-3: No additional effect
- 4: Immobilized until end of your next turn
- 5: Impaired until end of your next turn
- 6: Stunned until end of your next turn