

NAME

PRONOUNS

ORIGIN

ROLE

LEVEL

DESCRIPTION

LANGUAGES

INFLUENCES

HANG-UPS

PERSONAL  
POWER

MOVEMENT

HEALTH

○○○○○○○○○○  
○○○○○○○○○○

DAMAGE

## ATTACK

NAME

RANGE

ATTACK

EFFECTS

NOTES

## STRENGTH

TOUGHNESS

10 +  +  +  =   
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

EVASION

10 +  +  +  =   
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

WILLPOWER

10 +  +  +  =   
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

CLEVERNESS

10 +  +  +  =   
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  
○  
○  
○

POWERS

PERKS

BACKGROUND BONDS

**WEAPONS**

WEAPON	RANGE	HANDS	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS

**ARMOR**

TYPE	DESCRIPTION	EFFECT	TRAITS

**ZORD**

**ATTACKS**

WEAPON	RANGE	EFFECTS

**STRENGTH**

NAME

**SPEED**

TOUGHNESS

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

SIZE

MOVEMENT

HEALTH

○○○○○○○○○○  
○○○○○○○○○○  
DAMAGE

FEATURES

INVENTORY

NOTES

## MEGAFORM ZORD

NAME

**STRENGTH**

**SPEED**

TOUGHNESS

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

SIZE

MOVEMENT

HEALTH

FEATURES

DAMAGE

### ZORD

NAME

RANGER

COLOR SPECTRUM

HEALTH

SKILL NOTES

MEGAFORM TRAITS

### ZORD

NAME

RANGER

COLOR SPECTRUM

HEALTH

SKILL NOTES

MEGAFORM TRAITS

### ZORD

NAME

RANGER

COLOR SPECTRUM

HEALTH

SKILL NOTES

MEGAFORM TRAITS

### ZORD

NAME

RANGER

COLOR SPECTRUM

HEALTH

SKILL NOTES

MEGAFORM TRAITS

### ZORD

NAME

RANGER

COLOR SPECTRUM

HEALTH

SKILL NOTES

MEGAFORM TRAITS

### ZORD

NAME

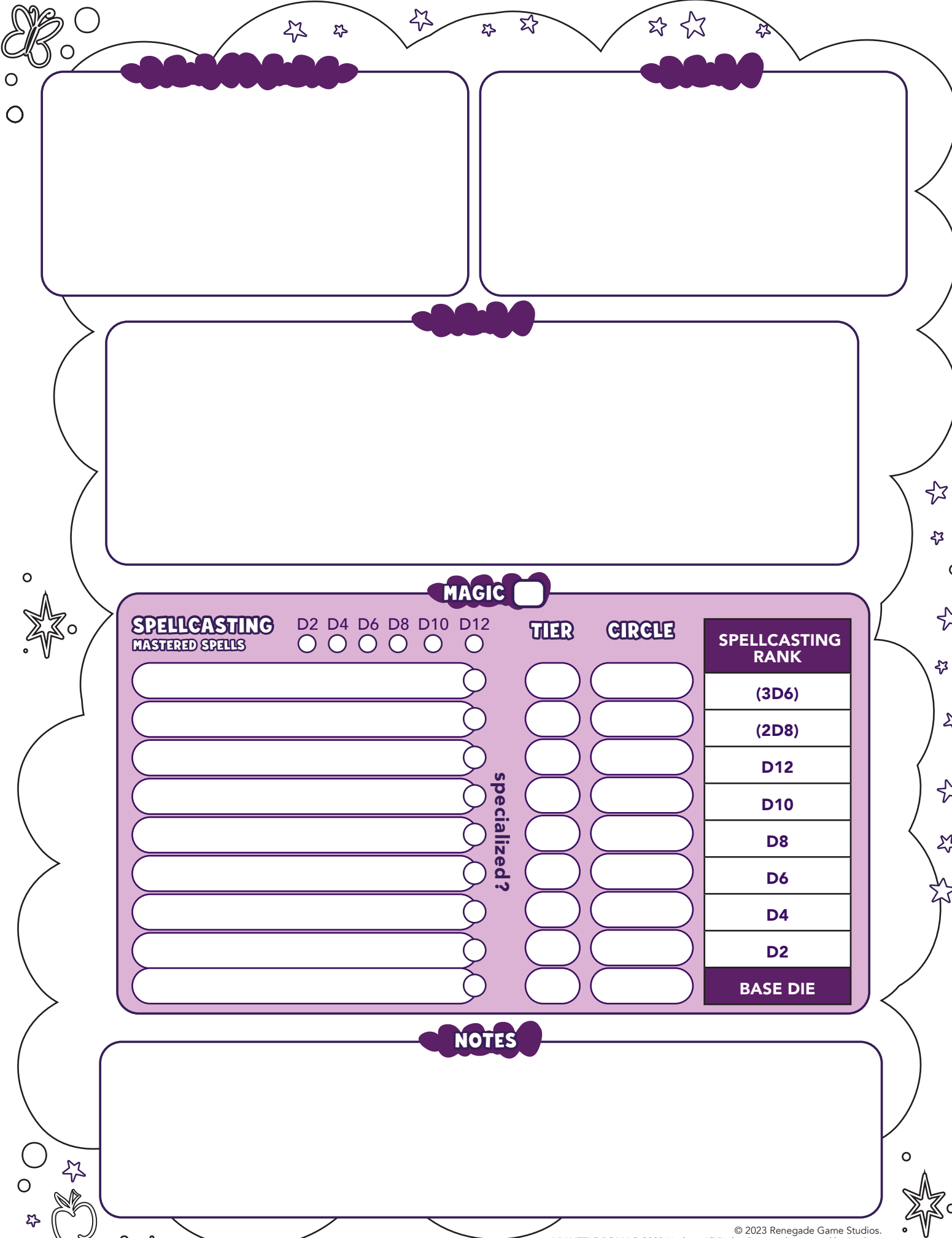
RANGER

COLOR SPECTRUM

HEALTH

SKILL NOTES

MEGAFORM TRAITS



MAGIC

SPELLCASTING MASTERED SPELLS	D2	D4	D6	D8	D10	D12	TIER	CIRCLE	SPELLCASTING RANK
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	(3D6)
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	(2D8)
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	D12
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	D10
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	D8
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	D6
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	D4
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	D2
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	BASE DIE

NOTES