

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

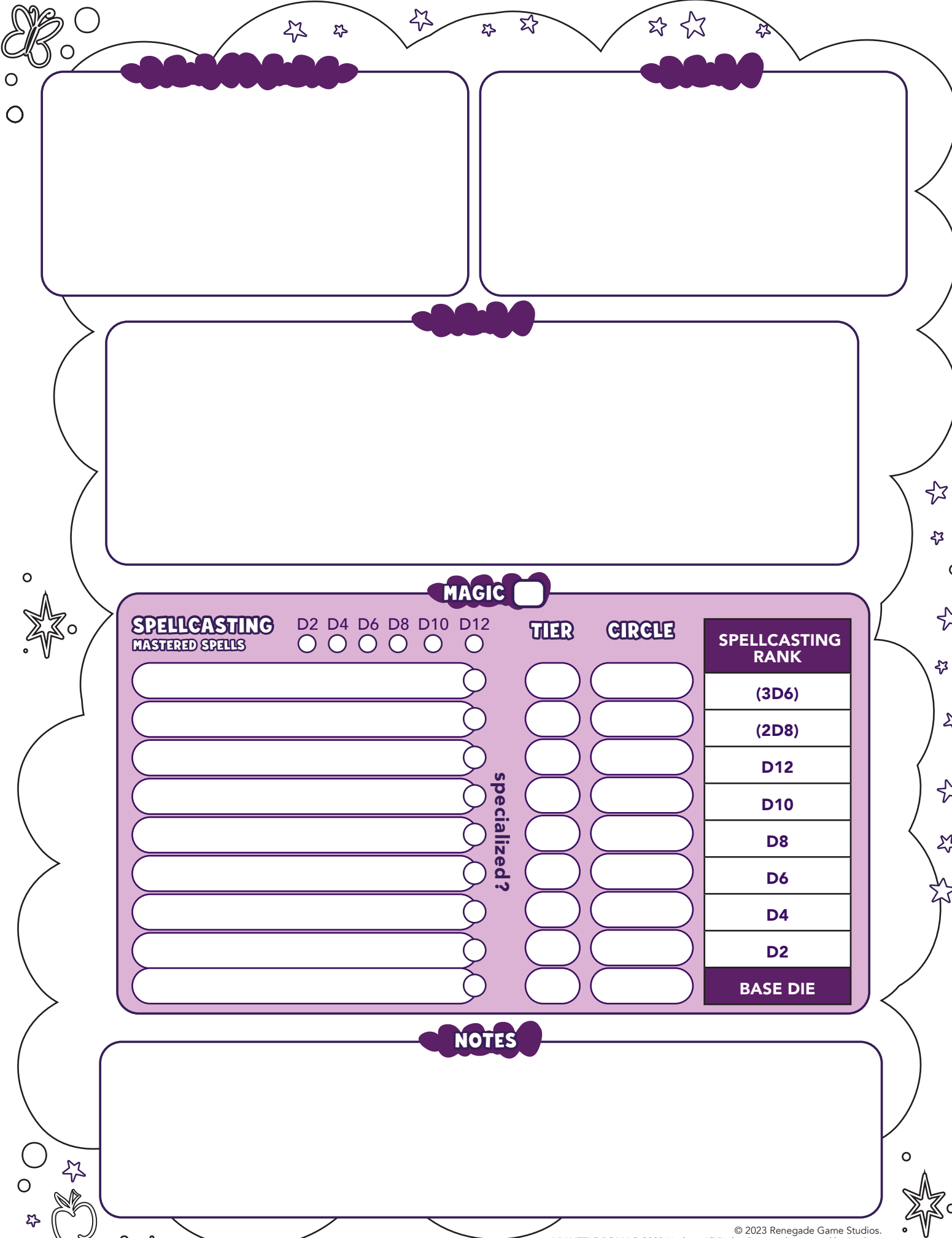
RANGER

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

specialized?

NOTES