

Psycho Black	NAME	PRONOUNS	English, Aquitian, Etlarian
Athletic	ORIGIN	Path of Stone	4
		ROLE	LEVEL
		DESCRIPTION	LANGUAGES

Artisan  
Not From Around Here

INFLUENCES

Snag on Social-Based with Humans

HANG-UPS

3; 2/combat

40

PERSONAL POWER

MOVEMENT

3

HEALTH

DAMAGE

ATTACK				
NAME	RANGE	ATTACK	EFFECTS	NOTES
Psycho Bow	60/180	Targeting	1 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	

**STRENGTH 4**

TOUGHNESS 14

10 + 4 + 2 = 16

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 4**

EVASION 14

10 + 4 + 2 = 16

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

**TARGETING** D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

**SMARTS 7**

WILLPOWER 17

10 + 7 + 2 = 17

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

Weaponcrafting

**SOCIAL 4**

CLEVERNESS 14

10 + 4 + 2 = 14

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

# Power Rangers Psycho RANGERS

ROLEPLAYING GAME

## POWERS

Monster Morph (3 PP)

## PERKS

## BACKGROUND BONDS

- I have never felt my art was good enough.  
- I'm quick to anger when others treat me differently due to how I look.

## WEAPONS

WEAPON	RANGE	HANDS	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS
Psycho Bow	60/180	2		Targeting	1 Void	

## ARMOR

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

## ZORD

Path of Stone Monster

NAME

## ATTACKS

WEAPON	RANGE	EFFECTS
Hurl Stones	50/80	2 Blunt (5 ft. radius)
Massive Fists	Reach	

**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

Large

SIZE

40

MOVEMENT

5

HEALTH

oooooooooooo  
oooooooooooo  
DAMAGE

FEATURES

## INVENTORY

Psycho Morpher  
Wrist Communicator  
Psycho Bow

## 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