

| | | | |
|--------------------------|---------------|-------|--------------------------|
| "Mel-X" or Psycho Yellow | | | English, Kedrysh, Sirian |
| NAME | PRONOUNS | | |
| Curious | Path of Venom | 4 | |
| ORIGIN | ROLE | LEVEL | DESCRIPTION |
| | | | LANGUAGES |

| INFLUENCES | | HANG-UPS | | ATTACK | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------------------|---|---|--|---|-------|--------|---------|-------|----------------|----------|-------|--------|--|---------------|-------|-------|--------|--|--------------|-------|-----------|------------------------|---|--|--|--|---------------------------------|--|--|--|--|--|--|
| Destiny - Not From Around Here | 4; 2/combat PERSONAL POWER <div style="border: 1px solid black; width: 100px; height: 100px; margin: 10px auto; display: flex; align-items: center; justify-content: center;">2</div> HEALTH ○○○○○○○○○○ ○○○○○○○○○○ DAMAGE | <div style="border: 1px solid black; width: 100px; height: 100px; margin: 10px auto; display: flex; align-items: center; justify-content: center; font-size: 2em;">35</div> MOVEMENT | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">NAME</th> <th style="width: 25%;">RANGE</th> <th style="width: 25%;">ATTACK</th> <th style="width: 25%;">EFFECTS</th> <th style="width: 25%;">NOTES</th> </tr> </thead> <tbody> <tr> <td>Psycho Trident</td> <td>Reach x2</td> <td>Might</td> <td>2 Void</td> <td></td> </tr> <tr> <td>Psycho Strike</td> <td>Reach</td> <td>Might</td> <td>1 Stun</td> <td></td> </tr> <tr> <td>Psycho Blast</td> <td>20/60</td> <td>Targeting</td> <td>1 Energy (5 ft radius)</td> <td>Target is Impaired until end of their next turn</td> </tr> <tr> <td></td> <td></td> <td></td> <td>Target is Impaired until end of</td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> | NAME | RANGE | ATTACK | EFFECTS | NOTES | Psycho Trident | 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 | | | | | | |
| NAME | RANGE | ATTACK | EFFECTS | NOTES | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Psycho Trident | 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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

STRENGTH6

TOUGHNESS16

10 + 6 + 2 = 18

ESSENCEPERKSARMORMORPHED

ATHLETICS

D2D4D6D8D10D12

SPECIALIZATIONS

BRAWN

D2D4D6D8D10D12

SPECIALIZATIONS

CONDITIONING

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

SPECIALIZATIONS

INTIMIDATION

D2D4D6D8D10D12

SPECIALIZATIONS

MIGHT

D2D4D6D8D10D12

SPECIALIZATIONS

SPEED4

EVASION14

10 + 4 + 2 = 16

ESSENCEPERKSBNUSMORPHED

ACROBATICS

D2D4D6D8D10D12

SPECIALIZATIONS

DRIVING

D2D4D6D8D10D12

SPECIALIZATIONS

FINESSE

D2D4D6D8D10D12

SPECIALIZATIONS

INFILTRATION

D2D4D6D8D10D12

SPECIALIZATIONS

INITIATIVE

D2D4D6D8D10D12

SPECIALIZATIONS

TARGETING

D2D4D6D8D10D12

SPECIALIZATIONS

SMARTS5

WILLPOWER17

10 + 5 + 2 = 17

ESSENCEPERKSBNUSMORPHED

ALERTNESS

D2D4D6D8D10D12

SPECIALIZATIONS

CULTURE

D2D4D6D8D10D12

SPECIALIZATIONS

SCIENCE

D2D4D6D8D10D12

SPECIALIZATIONS

SURVIVAL

D2D4D6D8D10D12

SPECIALIZATIONS

TECHNOLOGY

D2D4D6D8D10D12

SPECIALIZATIONS

SOCIAL4

CLEVERNESS16

10 + 4 + 2 = 16

ESSENCEPERKSBNUSMORPHED

ANIMAL HANDLING

D2D4D6D8D10D12

SPECIALIZATIONS

DECEPTION

D2D4D6D8D10D12

SPECIALIZATIONS

PERFORMANCE

D2D4D6D8D10D12

SPECIALIZATIONS

PERSUASION

D2D4D6D8D10D12

SPECIALIZATIONS

STREETWISE

D2D4D6D8D10D12

SPECIALIZATIONS

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Psycho RANGERS

ROLEPLAYING GAME

POWERS

- Destiny (Skill test d20 is lower than max value of smallest die, you may re-roll)
- Monster Morph (3 PP)

PERKS

- Dig Deep (pg. 94 CRB)
- Let's Go Psycho!
- Hard Hitter (Free Action +1PP to get Edge and +1 Damage on one non-Monstrous attack)
- I Refuse! (+2 Willpower and Cleverness)
- Psycho Blast
- Daredevil (↑2 to Initiative; if you are Damaged from a Fumble, gain Edge on next Skill Test; Ignore Snags when at 1 Health)

BACKGROUND-BONDS

- My place in the universe has been set in stone, and nothing I can do will change that.
- I keep a secret about the Mothership that I am afraid might be revealed. (Your data-spawn was made unique as a test by Astronema.)

WEAPONS

| WEAPON | RANGE | HANDS | TRAITS | ATTACK | EFFECTS | ALTERNATIVE EFFECTS |
|----------------|----------|-------|-------------|--------|---------|---------------------|
| Psycho Trident | Reach x2 | 2 | Power, Void | Might | 2 Void | |
| | | | | | | |
| | | | | | | |

ARMOR

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

ZORD

Path of Venom 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 |
|----------------|----------|--|
| Toxic Spit | 20/40 | 2 Poison |
| Scything Limbs | Reach x2 | 1 Poison and 1 Sharp; Multi-Weapon (3) |

Large

SIZE

35

MOVEMENT

4

HEALTH

oooooooooooo
oooooooooooo
DAMAGE

FEATURES

- +2 natural bonus to Toughness Defense
- ↑1 to Intimidation and Survival Skill Tests
- Can re-assume Ranger form as a Free action
- When you successfully hit a target with a melee attack, you can spend a Free action to make a Survival attack against the same target. On a success, the target takes 1 Poison damage.

INVENTORY

Psycho Morpher
Wrist Communicator
Psycho Trident

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