

Psycho Green				English, Sirian, Eltarian, Xybrian
NAME	PRONOUNS			
Antagonistic	Path of Cruelty	4		
ORIGIN	ROLE	LEVEL	DESCRIPTION	LANGUAGES

INFLUENCES		PERSONAL POWER		MOVEMENT		ATTACK				
INFLUENCES		PERSONAL POWER		MOVEMENT		NAME	RANGE	ATTACK	EFFECTS	NOTES
Ship's Crew Not From Around Here		3; 2/combat		<div style="font-size: 2em; font-weight: bold;">30</div>		Psycho Blade	Reach	Might	1 Void damage (2 Void damage if 2-handed)	
Snag on Social-Based with Humans		2		<div style="font-size: 2em; font-weight: bold;">2</div>		Psycho Strike	Reach	Might	1 Stun	
Hang-ups		HEALTH		<div style="font-size: 2em; font-weight: bold;">2</div>		Psycho Blast	20/60	Targeting	1 Energy (5 ft radius)	Target is Impaired until end of their next turn
Hang-ups		DAMAGE		<div style="font-size: 2em; font-weight: bold;">2</div>					Target is Impaired until end of	
Hang-ups		DAMAGE		<div style="font-size: 2em; font-weight: bold;">2</div>						

STRENGTH

6

TOUGHNESS

16

10 + 6 + 2 = 18

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

SPECIALIZATIONS

INTIMIDATION

D2

D4

D6

D8

D10

D12

SPECIALIZATIONS

MIGHT

D2

D4

D6

D8

D10

D12

SPECIALIZATIONS

SPEED

5

EVASION

15

10 + 5 + 2 = 17

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

14

10 + 4 + 2 = 14

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

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

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Psycho RANGERS

ROLEPLAYING GAME

POWERS

Monster Morph (3 PP)

PERKS

BACKGROUND-BONDS

- My first excursion was lost in a scandalous accident; and it was my fault.
- New foods or earthly devices fascinate me.

WEAPONS

WEAPON	RANGE	HANDS	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS
Psycho Blade	Reach	1 or 2	Power, Void	Might	1 or 2 Void	

ARMOR

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

ZORD

Path of Cruelty 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
Focused Rage Flare	20/60	2 Void (5 ft. radius)
Monstrous Talons	Reach	2 Sharp

Large

SIZE

30

MOVEMENT

4

HEALTH

oooooooooooo
oooooooooooo
DAMAGE

FEATURES

INVENTORY

Psycho Morpher
Wrist Communicator
Psycho Blade

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