

Psycho Blue				English, Binary, Horathi, Mercurian
NAME	PRONOUNS			
Antagonistic	Path of Frost	4		
ORIGIN	ROLE	LEVEL	DESCRIPTION	LANGUAGES

<p><b>- Oathbound (to Astronema)</b></p> <p><b>- Not From Around Here</b></p> <p>_____INFLUENCES_____</p> <p>Snag on Social-Based with Humans</p> <p>_____HANG-UPS_____</p>	<p>4; 2/combat</p> <p><b>PERSONAL POWER</b></p>	<p><b>30</b></p> <p><b>MOVEMENT</b></p>	<p><b>3</b></p> <p>○○○○○○○○○○</p> <p>○○○○○○○○○○</p> <p><b>DAMAGE</b></p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">NAME</th> <th style="text-align: left;">RANGE</th> <th style="text-align: left;">ATTACK</th> <th style="text-align: left;">EFFECTS</th> <th style="text-align: left;">NOTES</th> </tr> </thead> <tbody> <tr> <td>Psycho Axe</td> <td>Reach</td> <td>Might</td> <td>1 or 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 Axe	Reach	Might	1 or 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						
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STRENGTH

5

TOUGHNESS

15

10 + 5 + 2 = 17

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

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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

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SPECIALIZATIONS

INITIATIVE

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

TARGETING

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

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6

WILLPOWER

16

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ESSENCE PERKS BONUS MORPHED

ALERTNESS

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

Perception

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

3

CLEVERNESS

13

10 + 3 + 2 = 13

ESSENCE PERKS BONUS MORPHED

ANIMAL HANDLING

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

DECEPTION

D2 D4 D6 D8 D10 D12

SPECIALIZATIONS

PERFORMANCE

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SPECIALIZATIONS

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SPECIALIZATIONS

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# Psycho RANGERS

ROLEPLAYING GAME

## POWERS

Monster Morph (3 PP)

## PERKS

## BACKGROUND-BONDS

- I regret nothing about swearing my oath; except that Astronema has proven to be lying about its roots.  
- I carry around a piece of the Mothership and consider it good luck.

## WEAPONS

WEAPON	RANGE	HANDS	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS
Psycho Axe	Reach	1 or 2	Power, Versatile, Void	Might	1 Void (2 Void if 2-handed)	

## ARMOR

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

## ZORD

Path of Frost Monster

NAME

**STRENGTH**

TOUGHNESS

**SPEED**

EVASION

**BRAWN**

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**INITIATIVE**

D2 D4 D6 D8 D10 D12

**MIGHT**

D2 D4 D6 D8 D10 D12

SKILL NOTES

## ATTACKS

WEAPON	RANGE	EFFECTS
Blast of Cold	20/100	2 Cold; Multiple Targets (3)
Monstrous Talons	Reach	1 Cold and 1 Sharp

Large

SIZE

30

MOVEMENT

5

HEALTH

oooooooooooo  
oooooooooooo

DAMAGE

FEATURES

## INVENTORY

Psycho Morpher  
Wrist Communicator  
Psycho Axe

## 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