

PSYCHO RED:

DRIVING STRIKE

At 1st level, the Path of Flame teaches that precision can overcome an enemy's defenses. By spending 1 Personal Power before making a melee attack, you can either ignore a target's bonuses from armor to Defense or reroll any skill dice used in the attack; you must choose before rolling and accept the second result of any reroll.

DEFENSIVE FIGHTING

When you reach 2nd level, Path of Flame devotees enjoy the thrill of their enemies' attacks missing fruitlessly. You add the value listed in *Table 5-3: The Path of Flame* as a bonus to all your Defenses.

PSYCHO BLAST

Beginning at 2nd level, you can channel a concentrated outburst of aggressive energy as a forceful attack that explodes upon contact. You gain access to the Psycho Blast attack (see pg. 302).

MONSTER MORPH

At 3rd level, your Psycho Path can change your body into a monstrous form of bronze armor filled with unending glowing fires. You can spend 3 Personal Power as a Standard action to change into your specific Monster Form. The Monster Form of the Path of Flame grants the following benefits:

- You grow to Large Size
- +2 natural bonus to Toughness Defense
- Maximum (and current) Health increases by 2
- ↑ 1 to Alertness, Athletics, and Brawn Skill Tests
- Replace weapons and Unarmed attacks with Hurl Flames and Monstrous Talons (see pg. 302)
- Monstrous Talons inflict 2 Sharp damage
- 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 Might attack Skill Test against the same target. On a success, the target takes 1 Fire damage.

PSYCHO PINK:

THEIR LOSS, MY GAIN

At 1st level, followers of the Path of Thorns are strengthened by the hardships of others. anytime a character that you can see within 60 feet Fumbles a Skill Test, you regain a number Health as shown in the Loss and Gain column on *Table 5-6: The Path of Thorns*.

PSYCHO BLAST

Beginning at 2nd level, you can channel a concentrated outburst of aggressive energy as a forceful attack that explodes upon contact. You gain access to the Psycho Blast attack (see pg. 302).

UNSHAKEABLE AIM

At 2nd level, when you decide to put someone in your sights, your aim is ironclad. By taking the Aim action and spending 1 Personal Power, you gain $\uparrow 2$ to the attack Skill Test and add the Ballistic Trait to the attack instead of the normal Aim benefits.

MONSTER MORPH

At 3rd level, your Psycho Path can change your body into a monstrous form of spiky foliage and jagged armor plating. You can spend 3 Personal Power as a Standard action to change into your specific Monster Form. The Monster Form of the Path of Thorns grants the following benefits:

- Large Size
- +1 natural bonus to Toughness Defense
- Maximum (and current) Health increases by 2
- $\uparrow 1$ to Alertness, Intimidation, and Survival Skill Tests
- Replace weapons and Unarmed attacks with Monstrous Talons, Sap Spray, and Tentacle Vine (see pg. 302)
- Monstrous Talons inflict 2 Sharp damage
- 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 Might or Finesse attack (your choice) against the same target. On a success, the target takes 1 Acid damage.

PSYCHO BLACK:

NUMBNESS

Beginning at 1st level, the Path of Stone offers you a growing numbness that shuts out pain as easily as you shut out your emotions. You begin by having Resistance to Stun attacks. At 6th level, Psychic damage is added to your Resistances, Blunt at 12th level, and Energy at 19th level.

ON MY OWN

At 2nd level, the Path of Stone teaches a deep belief that, despite being part of a team, you are still better off fighting on your own. You gain $\uparrow 1$ when you aren't within 10 feet of an ally.

PSYCHO BLAST

Beginning at 2nd level, you can channel a concentrated outburst of aggressive energy as a forceful attack that explodes upon contact. You gain access to the Psycho Blast attack (see pg. 302).

MONSTER MORPH

At 3rd level, your Psycho Path can change your body into a monstrous form of dense rock and sharp stone. You can spend 3 Personal Power as a Standard action to change into your specific Monster Form. The Monster Form of the Path of Frost grants the following benefits:

- Large Size
- +4 natural bonus to Toughness Defense
- Maximum (and current) Health increases by 2
- $\uparrow 1$ to Intimidation, Might, and Survival Skill Tests
- Resistance to all damage types except Psychic, Sonic, and Void damage
- Replace weapons and Unarmed attacks with Hurl Stones and Massive Fists (see pg. 302)
- Can re-assume Ranger form as a Free action

PSYCHO BLUE:

INTERFERING STATIC

Beginning at 1st level, the Path of Frost grants you an evolution that wreaths you in an invisible wavelength of buffering static that counters the energies of the Morphin Grid. This static imposes the Static Modifier shown on *Table 5-4: The Path of Frost* as a penalty to Power Weapons or Zord attacks against you.

BETTER YOU THAN ME

Devotees on the Path of Frost do not care where their entropy comes from. At 2nd level, you can draw the bodily well-being out of an ally to mend your wounds. By spending 1 Personal Power and touching a willing ally, you can regain 1 Health by inflicting 1 Void damage to the touched ally; this damage can't be reduced in any way.

PSYCHO BLAST

Beginning at 2nd level, you can channel a concentrated outburst of aggressive energy as a forceful attack that explodes upon contact. You gain access to the Psycho Blast attack (see pg. 302).

MONSTER MORPH

At 3rd level, your Psycho Path can change your body into a monstrous form of jagged ice. You can spend 3 Personal Power as a Standard action to change into your specific Monster Form. The Monster Form of the Path of Frost grants the following benefits:

- You grow to Large Size
- +2 natural bonus to Toughness Defense
- Maximum (and current) Health increases by 2
- ↑1 to Brawn, Might, and Initiative Skill Tests
- Replace weapons and Unarmed attacks with Blast of Cold and Monstrous Talons (see pg. 302)
- Monstrous Talons inflict 1 Cold damage and 1 Sharp damage
- Can re-assume Ranger form as a Free action
- When you suffer 2 or more damage from a single attack, you can freeze all those near

you in place; attempt a Brawn Skill Test against the Toughness Defense of all creatures within 10 feet of you. On a success, that creature is Immobilized until the end of your next turn.

PSYCHO GREEN:

GANG UP

Beginning at 1st level, your Path of Cruelty teachings trained you to strike at enemies when they are busy dealing with something else, gaining the bonus listed on *Table 5-2: The Path of Cruelty* to an attack against a target currently within 5 feet of another being on a Psycho Path.

PSYCHO BLAST

Beginning at 2nd level, you can channel a concentrated outburst of aggressive energy as a forceful attack that explodes upon contact. You gain access to the Psycho Blast attack (see pg. 302).

PUSH THROUGH THE PAIN

At 2nd level, the Path of Cruelty allows you to use external negative stimuli as motivation instead of a hindrance. Anytime you suffer 2 or more damage in a single attack, you regain 1 Personal Power.

MONSTER MORPH

At 3rd level, your Psycho Path can change your body into a monstrous form of a metallic exoskeleton overflowing with the spectral balefire of hate. You can spend 3 Personal Power as a Standard action to change into your specific Monster Form. The Monster Form of the Path of Cruelty grants the following benefits:

- You grow to Large Size
- +2 natural bonus to Toughness Defense
- Maximum (and current) Health increases by 2
- ↑1 to Alertness, Intimidation, and Might Skill Tests
- Replace weapons and Unarmed attacks with Focused Rage Flare and Monstrous Talons (see pg. 302)
- Monstrous Talons inflict 2 Sharp damage

- Can re-assume Ranger form as a Free action
- Once per round when you suffer 2 or more damage from a single attack, you can attempt an Intimidation Skill Test targeting the Willpower Defense of all creatures within 10 feet of you. Upon success, each target suffers 1 Void damage.