

Power Rangers Prime

A Cortex Prime Setting



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"It's Morphin' Time!"
—Jason Lee Scott, Mighty Morphin' Red Ranger

Introduction

On January 26th, 2022, the official Power Rangers Roleplaying Game was released by Renegade. Unfortunately, despite initial promises that the title would not use the ruleset of 5th Edition Dungeons and Dragons, the game system ultimately bore unsettling levels of mechanical parallels with the game. While the Essence 20 rules had some differences, the DNA of 5th edition remained and held back the entire product. While 5th Edition Dungeons and Dragons is a good game for a dungeon-crawl title, it lacks any genre emulation tools to properly handle the episodic, monster-of-the-week nature of the super sentai series, Power Rangers.

While doing [a review of the official game](#), I quickly grew disappointed in the title. I simply was not pleased with how obvious it was that the developers did not make a game based around the source material. Perhaps it was a mandate from marketing, to be fair. However, many parallels have been drawn between the official Power Rangers game and the glut of 3.5 games during the "d20 boom" of the early 2000s. In other words, a tendency for games to use what mechanics and systems were popular for the purposes of brand identity and marketability. This came at the cost of not using the mechanics and systems that would best serve the players in delivering a quality, fulfilling product.

As such, I decided the best way to end the review would be to put my money where my mouth is and actually show how I would make a Power Rangers game. Since people were hoping that Essence 20 would be more like Cortex Prime and I do many Cortex Prime hacks, the next step was obvious. Cortex Prime is the latest in a series of game engines created for the sole purpose of adapting licensed properties.

What follows is a title I made in the span of a week to show how I would do a Power Rangers game differently. It is unplaytested and, admittedly, a bit derivative. It borrows many elements from Marvel Heroic Roleplaying. However, I argue that using a superhero game as the basis for a Super Sentai game is thematically appropriate. The title also boasts some original elements to emulate the sentai genre as well as some elements from other, unlicensed projects I am working on. It is not the best super sentai game, far from it. The point was to show how one could actually emulate the genre in game design so that I could contrast it against the official Power Rangers game.

Hopefully, it does prove to be quite fun in play and, if you do give it a chance, you enjoy it.

General Rules

Power Rangers Prime uses the basic rules for Cortex Prime as outlined in the Cortex Prime Handbook.

Action Based Resolution and Action Order

Power Rangers Prime uses the Action Based Resolution system and Action Order system for conflicts from the Cortex Prime Handbook page 24 and page 98.

Doom Pool

Power Rangers Prime uses the Doom Pool mod from the Cortex Prime Handbook page 32 to 33. The Doom Pool starts at 3d6, instead of 2d6, when reset.

Stress and Trauma

Power Rangers Prime uses the Stress and Trauma mod from the Cortex Prime Handbook page 39 to 41. Use Physical and Social as the categories for Stress and Trauma.

Physical Stress represents damage to one's person. Social Stress represents damage to one's emotional state.

Being taken out Physically refers to succumbing to injuries. Being taken out Socially refers to losing control of your emotions and no longer being able to meaningfully contribute.



Traits

Power Rangers Prime uses the following Traits:

Affiliations

Your first half of the Primet set are Affiliations, as the Prime Set is Affiliation + Roles.

- **Solo:** The character's ability to act when alone.
- **Buddy:** The character's ability to act when partnered with another character.
- **Team:** The character's ability to act when part of a group of three or more characters.

See Cortex Prime Handbook pg 48.

Distinctions

Power Rangers have three Distinctions. These are short phrases that define the character and what makes them unique. They all have the Hinder SFX.

- **Hinder:** Gain a PP when you switch out this distinction's d8 for a d4.

See Cortex Prime Handbook page 50.

Powers and Power Sets

Power Rangers have Powers and Power Sets, with the associated SFX and Limits. See the Cortex Prime Handbook page 51 to 52 for the rules. See the Cortex Prime Handbook page 182 to 193 for a list of Powers, SFX, and Limits.

Roles

Your second half of the Prime set are Roles, as the Prime Set is Affiliation + Roles.

- **Brains:** Being the smart one of the group, making inventions, clever solutions.
- **Brawn:** Being the tough one of the group, smashing stuff, being stronk.
- **Heart:** Being the empath of the group, caring for others, listening.
- **Leader:** Being the head of the group, giving orders, coming up with plans.
- **Support:** Being the backbone of the group, helping others, giving a hand.

See Cortex Prime Handbook page 58-59.



Specialities

Power Rangers have Specialities. Specialities come in two categories: Expert and Master.

Expert is either d8 or 2d6. Master is either d10 or 2d8 or 3d6. The list of Specialities are:

- **Acrobatic:** You've had training in leaping, jumping, contorting, and dodging out of the way. You've got a great sense of balance and you're not afraid of heights.
- **Business:** You've got business acumen and know your way around economics, finances, small businesses, corporations, and sales.
- **Combat:** You're good in a fight and have the training and talent required to act on the offensive or, if you like, the defensive. Your experience may involve anything from hand-to-hand conflict with fists and swords to firefights with modern weapons.
- **Covert:** You've got the training and the skills to sneak into, infiltrate, investigate, and even overthrow other organizations or locations.
- **Crime:** You have an understanding of the criminal mind. You know how crooks think, you know the law, and you know all the tricks of the trade.
- **Hope:** You are an inspiration to others. When you're around, people feel safe and have a hope for a better tomorrow.
- **Medical:** You've had medical training. You might be an EMT, a nurse, a pharmacist, or an endocrinologist. Maybe you specialized, or perhaps you focus on general practice. You might even study ancient or tribal medicine. You know your Rx from your IV.
- **Menace:** You know what scares people. You know how to get others to do what you want through force, threats, intimidation, and fear. You're also better able to resist these things yourself.
- **Mystic:** You have seen the world in the shadows, beyond the veil of the mundane. Or you're at least blessed with a library of occult books and a passport stamped with a lot of strange places. **Note:** While you can create fun magical stunts with this Specialty, actual mystic blasts and arcane summonings should be described with Power Sets.
- **Psych:** You have a gift for understanding human behavior. You can see through people and either help or influence them easily.
- **Science:** You know how the world works, how to repair and invent devices, and how scientific laws answer life's problems. You've studied biology, physics, chemistry, or any of the other natural or physical sciences.
- **Tech:** You can use, repair, and invent electronic, digital, or mechanical gear. You're an inventor, mechanic, beta tester, or hacker. Tech covers a broad range of equipment, from hand-held computers to deep space rockets. You probably have a specific area of expertise, though if anything breaks, you can probably fix it.
- **Vehicle:** You don't just know how to drive a car; you were born behind that wheel. You're an aircraft pilot, skilled driver, or a talented vehicle operator. It might just be a hobby for you, but you make it look easy.

See the Cortex Handbook page 59 for the Specialities rules and the "No Skills, Just Specialities" mod.

Stunts and Resource Dice

Specialties can be used to make Stunts (see Stunts). You may also spend a Plot Point during a Transition Scene to invoke some kind of beneficial contact or helpful association with GMPC—including dirty secrets about their past or some observation about their fighting style—by spending a Plot Point to create a resource die. These work just like the assets you create using effect dice. For Experts, resource dice start at d6. For Masters, resource dice start at d8. For Grandmasters, resource dice start at d10. In all cases, they last until the beginning of the next Transition Scene. You can also introduce a resource during an Action Scene if you activate an opportunity from the GM, but it still only lasts until the beginning of the next Transition Scene.

Similarly, if you want some kind of gadget, gear, tool, or other trapping that belongs to your field of Specialty, you can spend a PP to access it as a stunt or as a resource die, as long as the situation makes that reasonable. The key is knowing how long you want to use it (once if it's a stunt, or until the beginning of the next Transition Scene with a resource). Obviously, there are limits to this, but you can assume those with a Grandmaster level in a Specialty have access to the top notch resources, Master level in a Specialty have significantly greater resources than Experts, who in turn have more than ordinary people.

Stunts, Resources, And Push Die

Power Ranger action is dynamic and exciting, and the game supports this through the use of stunts, resources, and push dice. These player-created traits increase the chance of success and make Action Scenes more exciting. Power Rangers can use them to develop spectacular fighting combos or work together as a team. They each add to a dice pool before the dice are rolled, much like any other trait, and they cost Plot Points to create. Assets also add to a die pool, but they're created through effect dice as a result of actions. So, you might spend a PP to create a stunt to add to a dice pool in order to roll an action that creates an asset that can be added to a subsequent roll.

Push Die

Any player can add a d6 to his dice pool just by spending a Plot Point. This is called pushing your dice pool; while it's the weakest way to use a Plot Point, it's often the quickest and most efficient means of adding dice to your pool. It represents the hero pushing himself, drawing on his will, or just enjoying a lucky break. The die only gets used once—in the action it's created to help out with—and then goes away. It's much more interesting to create stunts and assets, though, especially as they start out at more than d6 and have a stronger hook into the story.

Stunts

A more powerful use of a Plot Point is to add a stunt die. Super heroes constantly use their talents in new or different ways, often just for one panel in the comic book. The game calls these thematic push dice stunts and they start out at d8. The catch is that you have to come up with some cool description of what your hero's doing and the stunt must be tied to either a Power Set or a Specialty your hero has. You can only create one stunt at a time for any given Power Set or Specialty; once you use it in an action or reaction, it's gone.

Resource Dice

A resource is a special kind of stunt linked to one of your Specialties and created by spending a PP during a Transition Scene, much as you would create a stunt die for a Specialty in an Action Scene. The difference is that a resource starts out as a d6 (for Expert Specialties), d8 (for Master Specialties), or d10 (for Grandmaster Specialties) and it lasts until the end of the next Action Scene. Resources represent people you may know through your circle of contacts, information provided by your connections, or locations you can make use of as a result of your background in the Specialty. If you activate an opportunity with a PP, you can create a resource during an Action Scene that lasts until the end of the Scene you created it in. Otherwise, resources must already exist for you to add them into a die pool during an Action Scene.





Character Generation

To make your Power Ranger, follow the steps below:

1. Determine an idea for your Ranger.
2. Assign d10, d8, d6 to your Affiliations.
3. Assign d10, d8, d6, d6, d4 to your Roles.
4. Create three Distinctions. Give them the *Hinder SFX*.
5. You have 5d8 to spend on Specialities.
 - a. You can spend 1d8 for an Expert Specialty
 - b. You can spend 2d8 for a Master Specialty.
6. Create your Morph Power Set. You have Enhanced Strength d8, Enhanced Reflexes d8, Enhanced Durability d8. Add two SFX and one Limit.
7. Create your Morph Weapon Power Set. It is a d8 Weapon. Add two SFX and one Limit.
8. Give them a name, backstory, and assign them a color. Each Color can only be used once in a Team.
9. Once everyone has made their character, go to Team Generation.



Team Traits

Your Ranger Team has its own set of Traits separate from your individual Power Ranger Traits.

Team Theme

Every Team has a Theme. This Theme is linked to the name of their Ranger Team. The Theme is handled as the Ranger Team name like “Time Force Rangers” or “Dino Thunder Rangers.” Then, a brief trait statement is given describing the theme. For example, for Time Force Rangers, it would be “Heroes from the future here to save the past.” For the Dino Thunder Rangers, it would be “Teens gifted with the power of the ancient dinosaurs.” Each Team Theme is rated at a d8. The Team Theme can be added as a bonus trait when the Power Rangers work together on an action.

Distinctions

Team Distinctions are exactly like individual Distinctions (see above). Power Rangers can use any of the Team Distinctions in place of their own when making their dice pool.

Relationships

Every Ranger Team is going to have its allies and its enemies. Mentors, traitors, friends, and haters, it’s inevitable that the Rangers will accumulate many of each. These situations are handled with Relationships. Every Relationship has a die rating and a trait statement. Either the Ranger Team or the affected party can add their Relationship trait as appropriate.

See Cortex Prime Handbook page 55. Relationships can be challenged according to the Cortex Prime Handbook, page 65.



Team Generation

To make your Ranger Team, first make all your characters. Then, you will follow the next steps:

1. Agree on a Team Theme. Give it a Name and a Trait Statement. It is valued at a d8.
2. Work together to make three Distinctions for the Team.
3. Create a Mentor, a Big Bad, and three Generals for said Big Bad. Each gets a name and a trait statement describing their Relationship with the Team. Rate them at d8.
4. Go to Zord Creation.



Zord Traits

Your Zords are your main way of fighting kaiju, giant monsters. Every Ranger has their own Zord. The Zords can combine into a Megazord when the situation grows dire. Your Zord has the following traits.

Powers and Power Sets

Zords have Powers and Power Sets, with the associated SFX and Limits. When using your Zords or Megazord, a Power Ranger cannot use their Morph Powerset or Morph Weapon Powerset. See the Cortex Prime Handbook page 51 to 52 for the rules. See the Cortex Prime Handbook page 182 to 193 for a list of Powers, SFX, and Limits.

Scale

Technically, all characters have Scale, but Zords are the first time Scale becomes relevant. Scale works as follows: when characters of different Scale interact, the character with the higher Scale score adds their Scale trait to their Dicepool. Characters lower on the Scale cannot inflict Stress on characters higher on the Scale ladder, but can make assets or inflict Complications.

The Scale Ladder is as follows:

- **Scale d4:** Average Civilians, Unmorphed Rangers
- **Scale d6:** Power Rangers, Minions, Monsters, Strong Allies Of The Power Rangers
- **Scale d8:** Zords, Kaiju
- **Scale d10:** Megazord, Big Bad, Big Bad's General

See Cortex Prime Handbook page 99 to 100 for rules on Scale.

Threat Dice

Zords have Threat Dice. Threat Dice replace both the Stress and Affiliation Dice when a Power Ranger uses their Zord and Megazord. Threat Dice are added to a Power Rangers Dice pool instead of Affiliation Dice when it comes to your Prime Set.

Furthermore, Threat Dice serve as your Zord's Stress. When someone attempts to inflict Stress on your Zord, they compare their Effect Dice to your Zord's Threat Dice. If the effect dice exceeds the Zord's Threat Dice, the Threat Dice is removed. If the Effect Dice is equal to or smaller than the Zord's Threat Dice, the Threat Dice is stepped down. When a Zord is Taken Out, it can still act but all further actions target the Power Ranger's own stress.

Furthermore, a Taken Out Zord can still be used later to form a Megazord (see Forming Megazord) but only adds a d4 for its Threat Dice. When a Megazord is Taken Out, that results in all the Power Rangers being ejected from the Megazord, usually forcing the group to retreat.



Zord Generation

To make your Zords, first make all your characters and then make your Ranger team. Then, you will follow the next steps:

1. Decide on a theme. It should tie back to the Ranger Team theme, such as Dinosaur for a Dino Thunder team or perhaps animals for a Jungle Fury theme.
2. Decide what your Zord looks like, tying back to the Theme. Is it a Stegosaurus for the Dinosaur theme or a Tiger for the Jungle Fury theme. The theme shouldn't be repeated.
3. Your Zord has Superhuman Durability d10. Your Zord Powerset has two SFX and one Limit. You have 2d8 to spend on additional powers. You can spend a d8 as follows:
 - a. 1d8 can be spent to add a d8 Power.
 - b. 2d8 can be spent to add a d10 Power.
4. Go to Megazord Creation.

Megazord Generation

With your Power Rangers, their Team, and their Zords created, you can begin making the Megazord. Follow the steps below:

1. Your Megazord looks like some combination of the Zords. It should have a name reflective of the Theme, such as Thundersaurus Megazord for a Dino Thunder theme or Jungle Pride Megazord for a Jungle Fury theme.
2. Your Megazord has a Megazord Powerset. You have a d10 Weapon, Superhuman Durability d10, and Superhuman Strength d10. Your Megazord Powerset has three SFX and one Limit.
3. Go to Setting Creation.





Setting Generation

The Rangers do not operate in a vacuum. After creating the Power Rangers, their Ranger Team, their Zords, and their Megazord, all that's left is to create the world they will be operating within. Some groups may prefer to do this step at the beginning. That's fine and would work without issue. However, Power Rangers is a toy advertisement.

The idea behind making all the toys (Rangers, Zords, Megazord) first is that the process mirrors the creation setup of the actual show. Or, more accurately, the Power Ranger series buys the license for a Super Sentai series to adapt. That license comes with footage that locks in the suit design, zord design, and megazord design. Rarely has the show sprung to replace these elements with their own footage. Then, the American staff makes their own plot, characters, and setting. As such, the default puts the world last to simulate this adaptation process. However, some may find it annoying working backwards so it's fine to change the order as the group sees fit.

Setting Generation's goal is to make a world of NPCs, important locations, and plot threads for Episodes to use for their location, focus, and extras.

Making Your Setting Map

To start, get some form of shared drawing apparatus. If it's in person, a piece of paper suffices. If it's online,

First, draw a circle in the center and put the Team Name in it. Then draw a square for every Ranger and have their name put in them. Draw a line from each square to the central circle. On the line, have a one-word description of how each Ranger sees being a ranger written on the line.

Then, go to your Team. Put in a Diamond each for the Mentor, Big Bad, and Generals you created. Connect the Mentor to the central Circle. On it, describe how the Mentor guides the Team. Connect the Generals to the Big Bad. On the top side, describe how the Big Bad sees the General. On the bottom side, describe how the General sees the Big Bad.

The Rangers and the GM will then draw a circle around the edges of the paper. On this circle, they will write the name of the area and a brief description. For example, Angel Grove: A Normal City, Terra Venture: A Colony Ship, or The Domed City of Corinth: Last Refuge Of Mankind.

Now, in order from the oldest player to youngest player, each one will create a rectangle that will describe a NPC that is important to their Ranger. They will connect the NPC to their Square and describe how they view that NPC. The Team gains a d6 Relationship with that NPC.

Once everyone has gone, the GM will describe how the NPC views the Ranger. Then, they will put in a Trapezoid to describe an important location to the Rangers where they can freely describe their operations, like a command center or one of the Rangers' basement. The GM will give it two Distinctions the Rangers can use when they are at the Location. The GM will then draw a line from the Trapezoid to the central circle.

The players will then draw another Trapezoid and connect it to the central circle. This is a location where the Rangers can hang out in their civilian lives, like a juice bar or a cafe. The Rangers give the location two Distinctions that they can use when at the location.

From the youngest player to the oldest player, each one will draw a trapezoid about an important place in the area. You then connect it to your Ranger. Write on the line why the area matters to the Rangers. Each Ranger gives their Location one Distinction they can use when they are at that Location.

Then, the GM will draw a Trapezoid for the Big Bad's Layer. The Big Bad is connected to the Trapezoid, explaining why the layer is hard to find or useful. The GM then gives it three Distinctions that enemies can use when they are at that Location. The GM then draws a connection from the Big Bad to the Mentor. On the top, they write how the two know each other. On the bottom, they write why they are opponents.

The GM will now draw three triangles representing useful macguffins for the adventure that either the Big Bad or Rangers could use. Each is rated as a d8 Signature Asset that can be obtained through play. The triangles are then connected to one of the locations on the Setting Map.

Then, the GM will draw two items, either squares (people), triangles (items), or squares (organizations) that oppose the Rangers. The GM draws a line to the central circle for these items. On the line, it describes why they oppose the Rangers, such as bullies, opposing agencies, or corporate interests, for example. These groups have a d8 Relationship with the Ranger Team.

From youngest player to older player, the players can do three of the following: add any detail (square for person, trapezoid for location) to the setting map and connect it to their Ranger with an appropriate explanation of the connection. or connect their Ranger to anything on the Setting Map already, explaining the connection on the line as appropriate. If the Ranger connects or adds a person, the Ranger team gets a d6 Relationship with them. If they add or connect to a location, it gets one (additional, if appropriate) Distinction that they can use when at that Location. Rangers cannot connect to the macguffins as they must unlock those Signature Assets through play.

After that, the GM has three lines. They can use these three lines to connect either the Big Bad or the General to anything on the Setting Map and define the connection on the line. This has a similar effect as above, but to the opposition's benefit.

With all that done, make sure to keep a copy! You have your Setting!



Extra Traits

Throughout play, some extra traits may become available. Their categories are listed below.

Signature Assets

Throughout play the Power Rangers or the Big Bad can unlock Signature Assets during Boss Episodes (see Focus, Boss, and Filler Episodes). These Signature Assets come from the Setting map and the GM will try to integrate them into the Boss Episode. The Signature Assets, when unlocked, is shared amongst the group and serves as a form of “Battlizer,” giving the Rangers a special power they can call on in a fight. Signature Assets have the same trait dice: d8. Each one, however, has one SFX that each Ranger creates for themselves to represent how they use that power. Signature Assets can be used by Zords and the Megazords as well. When using it with the Zord, the Signature Asset works as normal. When used with the Megazord, the Rangers work together to make a Signature Asset with as many SFX as there are Rangers.

Extra Rules

Power Rangers Prime uses some unique rules not seen in the Cortex Prime Handbook.

Escalation, Combining Weapons, Make My Monsters Grow, Summoning Zords

When fighting Monsters, the Monster cannot be taken out unless the Rangers use a combined Attack. Each Monster has a threat (see NPCs) trait. When fighting a Monster, the Ranger’s attempts to inflict Stress, make Assets, or inflict complications is treated differently. Regardless of what you attempt to do, when you succeed on your action, your effect dice creates an Escalation Dice instead. Each Ranger tracks Escalation Dice differently. You can add an Escalation dice to your dice pool like an Asset. If your Effect dice is larger than the Monster’s Threat Dice than your Effect Dice because your Escalation Dice. If your Effect dice is smaller than the Monster’s Threat Dice or your current Escalation Dice, your Escalation increases by one step. If you are Taken Out, your escalation dice is reduced to d4.

When the first Escalation dice hits d10, a Combination Attack begins. Automatically, the monster is felled. Then, the Monster grows into a Kaiju, which prompts the Rangers to summon their Zord.

When the Rangers Summon their Zord, each Zord gets a Threat Dice equal to their Escalation Dice from their fight on the ground.

Worthiness And The Megazord

Once the Zords are summoned, a timer is set and represented by a trait dice. The d12 represents the number of turns before the Megazord can be formed. After every round, the Timer Trait is lowered by one step. When it hits a d0, the MegaZord is formed and the Kaiju's scale increases to d10.

For every Signature Assets the Rangers have acquired, the timer is stepped down by one when Zords are summoned. If the Rangers have one Signature Asset, it starts at d10, example. It would start at d8 if you have two Signature Assets.

The Megazord gains the combination of all remaining Zord Threat Dice to serve as its Threat Dice. If a Zord was taken out in the conflict, it's Threat Dice is treated as a d4 when collecting Threat Dice for the Megazord.

Focus Episodes

Borrowing an idea from my upcoming game *Petmon*, which will use my new engine (the *Pet Engine*), Power Rangers Prime uses the concept of Focus Episodes to govern Episode Structure and the Moral system. Every episode of Power Rangers Prime will focus on a single Ranger, presenting a problem based on one of their Distinctions. If the Ranger is **Underestimated And Misunderstood**, perhaps there is a plot where a close confidant or figure the Ranger respects shows disrespect to the Ranger, prompting the Ranger to prove themselves. Each Ranger gets one Focus Episode per Arc. An Arc is a complete set of Focus Episodes before a Boss Episode.

A Focus Episode is broken into three Acts, each accompanied by a Moral.

The First Moral is the Problem and represents the first act of the story, where the problem is introduced. This usually occurs in the first hour of play in a three hour game.

The Second Moral is the Trial and represents the attempt to change the situation. This is usually when the Monster itself is created, based and inspired by the Problem Moral from the first act. Dealing with the Monster (not fighting it, but dealing with the damage and problem it introduces) is usually the second hour of play in a three hour game.

The Third Moral is the Lesson and represents what the character learned. This is when the Ranger comes back stronger from their Trial and the battle against the Monster begins. Fighting the Monster, beating it, and learning your lesson is usually the last hour of play in a three hour game.

Each Moral is represented by a sentence and added to your Moral Record (see Moral Record). For example, in the prior example, the Morals could be: *I'm Too Goofy And No One Takes Me Seriously; I Have To Be Tough And Cool; It's Okay To Be Silly Because That's Who I Am*. Each one is a separate Moral and can be spent from your Moral Record (see Spending Morals) for Growth.

Boss Episodes

After every Act, there will be a boss Episode. A Boss Episode will feature a General directly fighting a Ranger to the finish, resulting in the General being destroyed. During a Boss Episode, the Rangers share Morals, each getting the same three Morals to their Moral Record as their group faces this joint crisis. At the end of a Boss Episode, the Rangers receive one of the MacGuffins from the Setting Map as a Signature Asset (d8 with one SFX). Each Ranger receives the Signature Asset separately and makes their own SFX for it.

After a Boss Episode ends, a new Arc begins. Once all Generals are defeated, the final Arc begins. At the end of that Arc, the Rangers fight the Big Bad in the Boss Episode. Afterwards, the series concludes.

Filler Episodes

If someone in the group is missing, you may not be able to do the Focus Episode planned for the week. As such, you can have a Filler Episode. During a Filler Episode, there is one single Moral that the entire group learns together at the end, including the missing Ranger. There is no three act structure. Instead, the game is handled a tad more freeform and disjointed, allowing for more irregular scenarios and story structures to occur.

Extra Rangers

Often, an extra Ranger is added to the Power Rangers cast. The Ranger usually starts off as a Villain that opposes the Rangers, but later turns to the side of the angels. The extra Ranger is also generally stronger than the regular Rangers. Extra Rangers are made as Heavy Extras. After they are battled and defeated thrice, they are unlocked as an ally: each Ranger gets an extra Moral to their record in the episode the Extra Ranger is unlocked. When this is done, the Extra Ranger is added to the team as an allied GMPC. Any PC can use the Extra Ranger in lieu of their own character by spending 1 PP. The control lasts for one Scene. Otherwise, the GMPC is controlled by the GM and seeks to aid the Rangers in their endeavors.

Extra Rangers And New Players

If new players enter the group, do not use the Extra Rangers rules. Extra Rangers are a group resource. They have the benefit of having a d10 Threat Dice they can use instead of Affiliation. They are meant to be shared amongst the group as needed, not hoarded. If a new player joins, have them make a character as normal. Then have them perform each part of the Setting Creation Rules to anchor themselves to the world.



Growth

As the series progresses the Rangers will face challenges that present them with lessons to learn and grow from. These Morals represent the lessons they learned. Each Moral can be recorded and spent at any time to grow the character.

Moral Record

During Episodes, Rangers will accrue Morals based on the type of Episode (see Focus Episodes). Each Moral will come as a sentence. Each Ranger will record said Moral in their Moral Record for future use.

Spending Morals

At any time, a Ranger can spend their accumulated Morals from their Moral Record to grow. When doing so, they cross out the required number of Morals based on the type of advancement they seek. The advancements are as follows:

- **Change Distinctions:** 0 Morals (can be done for free once per Episode; one for each Ranger and once for the Ranger Team)
- **Change Color To An Unused Color:** 0 Morals (can be done for free at the end of an Arc)
- **Swap Affiliation:** 1 Moral
- **Swap Role:** 1 Moral
- **Step Up A Specialty:** 2 Morals
- **Add A SFX To A Signature Assets:** 2 Morals
- **Add A d8 Power To A Morph Powerset or Morph Weapon Powerset:** 3 Morals
- **Add A Morph Powerset or Morph Weapon SFX:** 3 Morals
- **Add A d8 Power To A Zord Powerset:** 4 Morals
- **Add A SFX To A Zord Powerset:** 4 Morals
- **Add A d10 Power To A Megazord Powerset:** 5 Morals
- **Add A SFX To A Megazord Powerset:** 5 Morals



Challenging And Growing Relationships

A Ranger Team's Relationships cannot grow through the Moral Record. Instead, the Relationship must be challenged.

When a moment arises where the current Relationship is called into question, a test is called for where the Relationship Trait is tripled. Afterwards, the Relationship is stepped down. At the end of session, the Rangers must reevaluate their Relationship, be it with their Villain, their Mentor, or some other NPC. If they rewrite their Relationships Trait Statement, the Relationship Trait returns to its original value. If they do not change their Relationship Trait Statement, the Trait Statement is stepped down by one and another Relationship (or new Relationship) is stepped up by one. If stepping up a new Relationship, it goes from d6 and gets a trait statement.

For example, Mentors often expect the Rangers to grow into their own, but also have trouble accepting them as adults. Times will come where the Rangers will have to push back the Mentor relationship to be their own people. At that time, both parties will either need to accept the new dynamic and grow, or try to keep the old dynamic and push the Ranger away and to different sources of validation.





GMPCs

Throughout the campaign of Powre Rangers Prime, you will encounter a variety of GMPCs. These GMPCs will vary wildly in complexity based on their relevance to your adventure. These GMPCs come in a variety of types: Extras, Mobs, and Bosses.

Extras

Extras are the most common type. They can be generally defined as the individuals that the Freedom Fighters will run across in their journeys. They can vary wildly in complexity based on their relevance to the story.

Extra Light

Extra Light Extras are just a single trait, rated from d6 to d10. These Extras usually serve a small function and are usually bit players to the player characters or their opposition. They serve only to help that group achieve their goals, not accomplish their own goals. For example a **Shopkeep d8** can be an Extra Light Extra. A common type of Extra Light Extra would be Erine from the Mighty Morphin Era's Juice Bar. He'd be **Good Ol' Ernie d8** or something to that effect.

Light

Light Extras have their own goals, but usually only in service to others. They are attempting to accomplish that task personally and not just as a part of another's action. These usually are minions like Putties, Stingwingers, or Cogs. Generally, they will appear in Mobs.

Generally, Light Extras have d6 Threat Dice, (d4, d4 d6, d6, d8) Roles, one to two Distinctions, 2d8 to spend on Power Sets (which always need at least one Limit) or Specialities.

Medium

Medium Extras are almost as important as the PCs, but not quite. They are bigger players, but are usually just middlemen in the story. Where Extra Light and Light Extras have no names, Medium Extras usually have a name. Generally, these will be the Monster of the Week that the Rangers will fight.

Generally, Medium Extras have d8 Threat Dice, (d4, d4 d6, d6, d8) Roles, two Distinctions, 4d8 to spend on Power Sets (which always need at least one Limit) or Specialties.

Heavy

Heavy Extras are just as important as the PCs. They are the main players that affect the Ranger's adventures. They tend to have names, backstories, and relations with Medium and Light Extras (usually they serve the Heavy Extra). They don't need to be famous, but they do matter to the plot. These are the Generals who serve the Big Bad. They are also Extra Rangers that the crew may later unlock.

Heavy Extras are made exactly the same as a starting character. The only exception being that they possess a d10 Threat Dice in lieu of Affiliations.

Extra Heavy

Extra Heavy Extras are big deals who are significant challenges to the Power Rangers. They are big people behind the scenes who rarely directly involve themselves in the action, like Lord Zed, Queen Minerva, and Master Org. Not only do they have names, backstories, and the such, but they usually have reputations and legacies that precede them.

Extra Heavy Extras have a d12 Threat Dice, (d6, d8, d10, d10 Roles), three Distinctions, 18d8 to spend on Power Sets (which always need at least one Limit) or Specialities, a d10 Signature Assets with two SFX.

Mobs

Mobs are a group of Extras that have begun to work together to achieve a common goal. Almost universally, these mobs involve Light. It's unbelievably rare for Heavy Extras to be in a Mob and impossible for Extra Heavy Extras to be in a Mob. Mobs replace their Role with Mob Dice. Mob Dice function as Role for all rules that affect them, but serve additional purposes. The number of Mob Dice determine how large the Mob is, as well as establish how hard it is to take them out. The size of the Mob Dice equals the Extra's Threat Dice. To take out a Mob, you must remove all their Mob Dice. To remove Mob Dice, your Effect Dice must equal or exceed the Mob Dice. Mob Dice can be targeted multiple times with multiple Effect Dice from a single action when an SFX allows for it.

Mobs basically are made by making the type of Extra making up the Mob then replacing their Role with 2-5 Mob Dice.

Bosses

Bosses are the endpoint. They are rare and represent an Extra who has taken center stage in the plot, whose defeat can have wide reaching complications on the adventure of the Heroes. Any Extra can become a Boss, but, generally, Heavy and Extra Heavy Extras are Bosses. Bosses have Boss Dice that replace their Roles. Boss Dice acts like Role whenever the rules reference Roles. Boss Dice are multiple dice that represent the Boss' toughness. The number of Boss Dice determine how mighty the Boss is to defeat. The size of the Boss Dice equals the type of Extra (d10 for Heavy, d12 for Extra Heavy). To take out a Boss, you must remove all their Boss Dice. To remove Boss Dice, your Effect Dice must equal or exceed the Boss Dice.

Bosses basically are made by making the type of Extra that the Boss belonged to then replacing their Role with 2-5 Boss Dice.



