

Starting Thoughts:

Drakkon was defeated around a year ago. Upon his defeat, the Morphin energy he had consumed into himself was released. This backlash caused a resonance within the Grid itself, warping reality.

The multiverse collapsed in on itself, time itself straining and stretching as all of the extant timelines converged into one. Reality has mostly stabilized, but the Morphin Grid is still in a state of flux.

This flux has caused anomalies. Bubbles of Grid Energy that push into the material plane. Many people have knowingly and unknowingly tapped into, or have been altered by these bubbles. Scientists, mystics and sometimes random people and objects have tapped into the Grid without the ancient magitech of the Morpher. There are two main types, with room for further anomalies.

Empowered: These individuals have a direct link to the Morphin Grid. Whether they are victims of random chance, or did so via blasphemous science or mystical ritual, they have no need of the Morpher to access great power, but it comes at a cost. The power is unstable and hard to control. It may also be so potent as to consume the mind or body without iron willpower or outside help.

Riders: Much like Rangers, Riders access the Morphin grid through focusing devices, in this case Belts. Unlike Rangers, Riders are a fairly recent phenomenon, created when various individuals found ways, whether through magic or technology, to tap the Morphin Grid. Unlike Rangers, Riders tend to be solo and lack Zords. They do tend to have sweet motorcycles and kick really hard.

Rangers: Rangers are as Rangers have always been. Teams of (generally) young people granted fantastic powers by a mentor (let's be fair, it's usually Zordon, or Zordon adjacent). They are mighty individually, but almost unbeatable when they focus their strengths together. They possess Zords, mighty mecha that resemble their, for brevity's sake, totemic icon. These can further combine into a 'Megazord'. With the proliferation of Ranger teams, the question has come up whether or not Zords from different teams can combine. The answer is Yes. Yes they can. Sometimes strange looking, sometimes terrifyingly awesome to behold. (Will work into actual news files re: number of pc's on a team at a scene required to activate a megazord)

The Forces of Darkness: There are a bunch of these bad guys who either want to conquer swaths of the galaxy, destroy planets or other awful things. They never used to work well together, fighting amongst themselves as much as they fought the Rangers. This has changed. An entity only known as Dark Specter has arrived from the outer reaches of the galaxy and ... persuaded all of the forces of evil to join under his black banner in order to claim what is rightfully hi--theirs. Calling themselves the United Alliance of Evil, their goals are thus: Stop the

Power Rangers, take over the universe and to prevent anything like Lord Drakkon from happening again.