

How to make a Power Rangers RPG Character Sheet: Level 1

Please note, I am not affiliated with the publisher, Renegade Game Studios, and claim no copyright nor ownership over this material. I just wanted a different, simpler way to generate a character sheet explained to me, so I made one for everybody else!

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Today we are going to be making a level 1 Ranger character based on one of my favorite Rangers: Lily Chilman, the Yellow Jungle Fury Ranger.

1) Choose an Origin

An Origin (pg. 22) is kind of like a class for this particular system. It's not quite their background, but it's not quite *not* their background, all the same.

In the case of Lily, one of her defining traits is that she is overall very kind. So, I am going to pick the **Kind** origin for her.

Now, hold off on plugging any numbers in anywhere yet, just leave yourself a little bookmark on that page of the origin that you choose.

2) Basic Ability Stats (Essence Points)

For my TTRPG number crunchers out there, this is where we start doing fun math things. Their statistics rolls are based on *Essence Points*, which make up the character's *Essence Scores*. For my 5e fans, this is very similar to the "point buy" method.

Your character starts with **12 Essence Points** (pg 16) that they can distribute amongst the 4 Essence Scores. You can do any distribution you want so long as it adds up to 12. I tend to prefer characters with strengths and weaknesses, so I'm going to do a 4,3,3,2 distribution.

Lily's kind nature lends itself well to the Social category, so I'm going to put my 4 there. Her Cheetah spirit gives her Speed and Strength, so I'm going to put 3 and 3 there. That leaves a 2 for her Smarts. So at this point, I have:

3) Back to your Origin

Next, we are going to take the basic stats and **add** our Origin stats that we picked to them.

For Kind (pg 26), Lily receives the following:

Starting Health: 1

Essence Score: Increase Smarts or Social by +1.

Bonus Skill Levels: add a d2 in the following options: (*note, these are all "OR"s, you do not add all of them. They are simply options. This will be explained better in the next section.*)

Smarts: Alertness, Culture, Science, Technology

Social: Animal Handling, Performance, Persuasion

Ground Movement: 30 Feet

I am going to increase her Smarts by 1 to "make up" a little bit for giving her that 2 earlier. For every one of the Bonus Skill Levels, you should bubble in the d2 radio button.

Your character sheet should look something like this (I cut off the bottom skill levels to save some space here.)

4) Add your Ranger Color

Now's the fun part (in my humble opinion). I will be using the Yellow Ranger role (pg 54)

At level 1, the Yellow Ranger gets the following:

Personal Power Capacity: 2

Follow-up Die: 1d2

Speed Increase: +2

Smarts Increase: +1

Yellow Rangers also receive (per Spectrum Role Features, pg. 55)
 +1 to Acrobatics or Initiative, +1 Finesse, +1 Alertness

Now, all of the Bonus Skill Levels (I call the radio buttons “pips” because it’s cute) should add up to the number listed for the Ranger’s Essence Score in that category.

That is to say, Lily has a 4 in “Smarts” at this point, but gets a +1 in Alertness (from her Role), so that is one “pip” taken.

Her options from her Origin are: Alertness, Culture, Science, Technology
 I cannot pick all four of those without going over 4 “pips”. I *can* put 2 pips in Alertness if I would like. I could even put multiple pips into Science if I wanted a character more knowledgeable in that area.

However, I don’t think that suits her and I want to give her a nice, balanced category. So I’m going to put the remaining 3 “pips”, one each, into Culture, Science, and Technology.

Just remember: the number of buttons filled should equal the big number at the top of the category.

STRENGTH 3	SPEED 5	SMARTS 4	SOCIAL 4
TOUGHNESS 13 10 + 3 + 1 = 14 ESSENCE PERKS ARMOR MORPHED	EVASION 15 10 + 5 + 0 = 15 ESSENCE PERKS BONUS MORPHED	WILLPOWER 14 10 + 4 + 0 = 14 ESSENCE PERKS BONUS MORPHED	CLEVERNESS 14 10 + 4 + 0 = 14 ESSENCE PERKS BONUS MORPHED
ATHLETICS 02 04 06 08 010 012 SPECIALIZATIONS	ACROBATICS 02 04 06 08 010 012 SPECIALIZATIONS	ALERTNESS 02 04 06 08 010 012 SPECIALIZATIONS	ANIMAL HANDLING 02 04 06 08 010 012 SPECIALIZATIONS
BRAWN 02 04 06 08 010 012 SPECIALIZATIONS	DRIVING 02 04 06 08 010 012 SPECIALIZATIONS	CULTURE 02 04 06 08 010 012 SPECIALIZATIONS	DECEPTION 02 04 06 08 010 012 SPECIALIZATIONS
CONDITIONING -1 -2 -3 -4 -5 -6 SPECIALIZATIONS	FINESSE 02 04 06 08 010 012 SPECIALIZATIONS	SCIENCE 02 04 06 08 010 012 SPECIALIZATIONS	PERFORMANCE 02 04 06 08 010 012 SPECIALIZATIONS
INTIMIDATION 02 04 06 08 010 012 SPECIALIZATIONS	INFILTRATION 02 04 06 08 010 012 SPECIALIZATIONS	SURVIVAL 02 04 06 08 010 012 SPECIALIZATIONS	PERSUASION 02 04 06 08 010 012 SPECIALIZATIONS
MIGHT 02 04 06 08 010 012 SPECIALIZATIONS	INITIATIVE 02 04 06 08 010 012 SPECIALIZATIONS	TECHNOLOGY 02 04 06 08 010 012 SPECIALIZATIONS	STREETWISE 02 04 06 08 010 012 SPECIALIZATIONS
TARGETING 02 04 06 08 010 012 SPECIALIZATIONS			

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5) Other Stats

Your Movement speed comes from your *Origin*

Your Health is equal to the Health from your *Origin* plus any points put into *Conditioning*.

Your Personal Power comes from the *Role (Color)* based on your level.

Your “saves” - *Toughness, Evasion, Willpower, and Cleverness*, are equal to 10+ the Essence Score in that category.

NAME	RANGE	ATTACK	EFFECTS	NOTES
Unarmed	5 ft	+d4	1 stun	Finesse

<p>INFLUENCES</p> <p>HANG-UPS</p>	<p>PERSONAL POWER: 2</p> <p>MOVEMENT: 30</p> <p>HEALTH: 3</p> <p>DAMAGE: 0000000000</p>
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STRENGTH 3	SPEED 5	SMARTS 4	SOCIAL 4
<p>TOUGHNESS 13</p> <p>10 + 3 + <input type="text"/> + <input type="text"/> = 14</p> <p>ESSENCE PERKS ARMOR MORPHED</p> <p>ATHLETICS 02 04 06 08 010 012</p>	<p>EVASION 15</p> <p>10 + 5 + <input type="text"/> + <input type="text"/> = <input type="text"/></p> <p>ESSENCE PERKS BONUS MORPHED</p> <p>ACROBATICS 02 04 06 08 010 012</p>	<p>WILLPOWER 14</p> <p>10 + 4 + <input type="text"/> + <input type="text"/> = <input type="text"/></p> <p>ESSENCE PERKS BONUS MORPHED</p> <p>ALERTNESS 02 04 06 08 010 012</p>	<p>CLEVERNESS 14</p> <p>10 + 4 + <input type="text"/> + <input type="text"/> = <input type="text"/></p> <p>ESSENCE PERKS BONUS MORPHED</p> <p>ANIMAL HANDLING 02 04 06 08 010 012</p>

6) Armor and Weapons

Armor (which only applies when Morphed)

The types of armor you are proficient in come from your Role (Color). The Yellow ranger only has training in light armor. The kinds of armor are listed on page 119. This would only make Lily eligible for the “Mighty Morphin” armor (Toughness +1) Of course, I would simply “flavor” it to be her Jungle Fury armor.

This is best applied in the Armor box under Strength. I would put a 1 in the Armor box to know that when Lily is Morphed, her toughness instead becomes a 14 total. (13 when unmorphed, per the Toughness save from earlier)

Weapons (only applies when Morphed)

The types of weapons each Ranger has depends on their Role. For the Yellow Ranger, they start with a Blade Blaster and two Light Power Weapons. Weapons can be found starting on page 108. Lily is eligible for any weapon that does not have the (Heavy) label on it.

I would like to put a personal spin on this as Lily’s weapons in the show are actually two Jungle Tonfas that can combine to make a Jungle Bo staff. This is

where some more flavor comes in, and you'd want to talk to your GM to decide what makes the most sense.

So for the Tonfas, we can re-flavor the Zeo Power Tonfas (pg. 110) into Jungle Tonfas. They require at least a d2 in Finesse to use, which Lily has. It can cause up to 1 Sharp damage.

The Jungle Bo, made by combining the Jungle Tonfas, is going to be a re-flavored Golden Power Staff (minus the laser). It has no requirements to use, but can cause 2 stun damage.

All Rangers also have their bare-handed fighting styles, or "unarmed". Unarmed combat is going to be a 1 stun damage, per page 108. The attack modifier will either be your Finesse score or your Brawn score, depending on the style of attack.

WEAPONS						
WEAPON	RANGE	HANDS	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS
Jungle Tonfa	Reach	1/1	Silent	+d4	Sharp 1	Manoeuvre
Jungle Bo	Reach	2	Blunt, Silent	+d4	Stun 2	Blunt

ARMOR			
TYPE	DESCRIPTION	EFFECT	TRAITS
Jungle Armor	Light Armor	+1 Toughness	Deflective

ZORD
