

Smarts

Alertness

Insight: The ability to judge another's intentions, see patterns in speech or behavior, and otherwise determine what a creature believes to be true or false in a given moment.

Investigation: The ability to search an area for clues, specific details, hidden images or items, or other secrets in the scene.

Perception: The ability to take in the overall details of a scene in a quick pass of the senses. This is not a deep search for specifics, but rather the collective make up of information about the present scene.

Culture

Grid Lore: This is a specialization that focuses not on a culture exactly, but instead on the researching and understanding of the collective Morphin Grid. This is an extremely useful skill specialization for understanding the many facets of the Mighty Morphin Power Rangers world setting.

History: The ability to recall specific notes or moments in the known history of one's own history, or the history of a different Specific Culture you have skill levels in.

Language: Each instance of this specialization purchased for this skill is a new Language (or the equivalent) in which the character becomes fluent. While not tied directly to any specific Culture, learning how to communicate in various ways is a major part of cultural communication. It is important to note that these specializations cover non-verbal or code-based languages like sign language, binary, Morse Code, and even Semaphore.

Smarts (cont)

Psychology: The ability to understand the mentality or behaviors of one's own culture, or the mentality/behavior of a different Specific Culture you have skill levels in.

Specific Culture: Depending on what Culture is chosen to specialize in, this shows a wide knowledge base on that Culture. Unless a specialization in a Specific Culture is chosen, the other applications of this skill are assumed to be rooted in one's own Culture or people.

Science

Medicine: Knowledge of anatomy, diagnosis, care, and treatment. Science (Medicine) is used by doctors, paramedics, and any others who value life.

Specific Subject: Depending on the specific branch of Science chosen, such as Biology, Chemistry, Xeno-zoology, etc., this is the specialized knowledge and actual applications of that science.

Survival

Cartography: The ability to draw and decipher maps and terrain.

Foraging: The ability to scavenge food and drink from the environment.

Hunting: The ability to track, stalk, trap, or otherwise efficiently deal with animal life.

specific Environment: Depending on the chosen Environment, such as Deserts, Forests, or perhaps even an Urban Location, this is a deeper understanding of how to make use of such an Environment.

Weather Prediction: The ability to notice and decipher natural clues and signs of impending weather patterns.

Technology

Computer: The ability to use modern computers for general purposes like internet searches, running programs, games, etc.

Smarts (cont)

Grid Tech: The ability to recognize, utilize, and potentially reverse engineer advanced items that have sprung out of the immeasurable power of the Morphin Grid. This is an important specialization, especially for Power Rangers that might find themselves travelling to other parts of the cosmos or time due to the needs of the Morphin Grid.

Engineering: The ability to use the technological tools and implements at hand to fashion tools and equipment needed to solve specific problems.

Specific Technology: Depending on the chosen type of Technology, such as Artificial Intelligence, Mechanics, Robotics, etc., this shows a deeper understanding of that field.

Speed

Acrobatics

Balance: The ability to stay upright and in control of your own movements despite outside stimuli, loose footing, or impractical footwear.

Flying: The ability to turn, dive, and flip in a three-dimensional airspace using personal flight.

Gymnastics: The ability to climb, jump, cartwheel, and move your body quickly across a variety of surfaces.

Maneuverability: The ability to duck, dodge, and twist around obstacles while moving across terrain.

Driving

Autopilot: Some vehicles are capable of operating on their own when commanded to do so. This is the default skill those vehicles will use when operating without a driver.

Boat: The ability to operate and maneuver in any manner of surface-stable aquatic vehicles.



Speed (cont)

Hovercraft: The ability to operate and maneuver in any manner of vehicle that moves across terrain on a cushion of downward-blowing air pressure.

Motorcycle: The ability to operate and maneuver in any manner of two or three--wheeled ground vehicle with an open-air cockpit.

Rotor: The ability to operate and maneuver in any manner of aircraft that uses rotors to control altitude and velocity, such as helicopters.

Submersible: The ability to operate and maneuver in any manner of aquatic vehicles designed to operate under the surface of the water.

Tracked: The ability to operate and maneuver in any manner of ground vehicles whose locomotion comes from the turning of a plated or segmented belt or track.

Wheeled: The ability to operate and maneuver in any manner of ground vehicles with four or more singular wheels touching the ground.

Winged: The ability to operate and maneuver in any manner of stiff-winged aircraft, like planes or hang-gliders.

Zord: The ability to not only operate and manage a Zord manifested from the Morphin Grid, but also the skill a Power Ranger uses to communicate with their own personal Zord. This is an important ability for all Power Rangers. Although characters do not suffer a Snag while driving a Zord, Specialization in this skill will aid in situations, such as combat, when controlling a Zord is most imperative.

Finesse

Escape Artist: The ability to twist, jerk, and bend in ways to undo bonds, slip free of restraints, etc.

Speed (cont)

Martial Arts: This covers any number of martial arts that revolve around direct application of speed and flexibility over raw strength, such as Arnis-Eskrima, Jeet Kune Do, Kung-fu, Savate, Taekwondo, or Wing Chun.

Power Weapon: This is the ability to wield a Finesse-styled, one handed, Power Weapon manifested for Power Rangers by the Morphin Grid. This specialization also covers the melee ability of the Blade Blaster, which is a non-unique kind of Power Weapon.

Sharp Weaponry: The ability to use aim and speed to apply the requisite force with a sharp-edged or piercing weapon, slicing or penetrating enemy defenses with skill and precision.

Steady Action: The ability to perform careful or dangerous actions that require precise, tiny movements and as little ambient body shaking as possible.

Throwing: The ability to use steady aim and quick motion to toss something with precision rather than raw force.

Infiltration

Burglary: The ability to pick locks, move around an enclosed space without making undue noise, and leave little to no trace behind.

Sleight of Hand: The ability to move small objects in and out of places without being noticed. Picking a pocket or palming a flash drive would fall into this category.

Shadowing: The ability to follow a target unseen.

Stealth: The ability to move and act quietly while also avoiding detection.

Targeting

Archery: The ability to nock, aim, and fire bows and crossbows proficiently.

Speed (cont)

Ballistic: The ability to load, aim, and fire a bullet, ball, or other physically propelled firearms proficiently.

Energy: The ability to charge, aim, and fire energy weapons.

Power Weapon: This is the ability to efficiently aim and fire a ranged Power Weapon manifested for Power Rangers by the Morphin Grid.

Specific Weapon: You may choose a specific weapon type aside from your Power Weapon to specialize in and make attacks with that weapon proficiently.

Throwing: The ability to hurl physical, aerodynamic weapons by hand with precision. Throwing knives, shuriken, and similar items can be covered by this specialization.

Trajectory: The ability to look at the aftermath of a ranged attack and calculate where it came from.

Vehicle: The ability to use weaponry mounted to a hardpoint on a vehicle.

Social

Animal Handling

Calming: The ability to coax an animal into a calm or at least less hostile mood with simple gestures, words, and sounds.

Riding: The ability to mount, dismount, and control rideable animals with body language, words, and applied pressure. When dealing with uncommon mounts (bears, giant insects, etc.), the Difficulty to control these animals should be suitably increased, but this Specialization still applies.

Animal Type: Shows focus on one family of animals, such as horses, canines, cattle, and the like.

Social (cont)

Training: The ability to teach at least partially domesticated animals certain tricks, behaviors, or talents through repeated reinforcement.

Deception

Bluffing: The ability to tell outright lies without giving away tells or accidentally revealing the real truth in the matter.

Disguise: The ability to physically alter one's appearance to that of a false one.

Distraction: Skill at keeping others' attention on your rather than the world around them through misdirection.

Performance

Visual Arts: architecture, ceramics, drawing, filmmaking, painting, photography, and sculpting.

Literary Arts: fiction, drama, poetry, and prose.

Performing Arts: dance, music, and acting.

Culinary Arts: cooking, baking, chocolate making and winemaking.

Persuasion

Diplomacy: The ability to interact socially with others in the fashion acceptable for the situation you are currently involved with.

Embellishments: The ability to pad the truth with additional information and slight alterations to the facts in order to make them even more attractive of an option.

Flattery: The ability to use sweet words, friendly descriptions, and potentially sycophantic details to make someone want to acquiesce to you.

Romance: The ability to use the concept of intimacy or other romantic advances to get someone to agree with your point of view.

Truth: The ability to use plain and simple facts to make your point of view the obvious choice to follow.

Social (cont)

Streetwise

Black Market: The ability to acquire goods and/or services outside of regular means; likely less-than-legal ones

Crime: The ability to know where, what kind, and who is causing crime in a specific urban area without having to dig into police records or anything 'official'.

Gossip: The ability to seed the street-level populace with a topic and listen for what kind of rumors, lies, and possible clues come back about it over a short amount of time.

Transportation: The ability to know how to get from one place to another while overcoming obstacles like traffic, road closures, and authorities.

Strength

Athletics

Climbing: The ability to find foot and handholds on surfaces, use lengths of rope, or similar circumstances to scale vertical heights.

Jogging/Running: The ability to maintain the Sprint action over extended periods of time or long distances.

Sports Activity: Choose a sport or activity not covered by another skill (such as a biathlon or archery would be covered by Targeting); the character benefits when making Strength skill rolls with that sport.

Swimming: The ability to traverse aquatic situations.

Throwing: The ability to hurl an object with great force.

Brawn

Strength (cont)

Drag: The ability to pull significant levels of weight behind you while moving, most often using rope, ties, a yoke, etc. It is a Difficulty 10 Skill Test to drag double your Carrying Weight at half Movement rate for one minute; Difficulty 20 to triple, 30 to quadruple, etc.

Lift: The ability to pick up significant levels of weight to at least shoulder height while stationary. It is a Difficulty 14 Skill Test to lift double your Carrying Weight for 1D4 turns (5-20 seconds); Difficulty 28 to triple, etc.

Stamina: The ability to push yourself beyond the normal limits of physicality, extending the amount of time an exhausting action (like Dragging or Lifting) can last.

Intimidation

Distract: The ability to pull another creature or creatures' focus away from their task through your physical threats.

Frighten: The ability to impose the potential threat of your physique on another so that they might flee, stand utterly still in fear of you, or simply become frazzled with panic.

Taunt: The ability to use your physical threats to egg on and provoke a target to further interact negatively with you, possibly even to the point of attacking if the situation is tense enough.

Might

Blunt Weapons: The ability to direct significant force to smash through enemy defenses with raw power.

Grappling: The ability to grab, twist, hold, and otherwise physically control another being or object.

Strength (cont)

Martial Arts: Depending on the Martial Art chosen by the player, this covers any number of martial arts that revolve around direct application of strength over speed, such as Boxing, Greco Wrestling, Judo, Muay Thai, Sambo, or Systema.

Power Weapons: This is the ability to wield a heavier, possibly two-handed, Power Weapon manifested for Power Rangers by the Morphin Grid

Pushing: The ability to use a single application of force to move another, possibly unwilling, object. See the boxed text for details.



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