

### Artisan

#### Influence Perk

You gain an Edge when your Art comes into play, such as when performing, sharing techniques, or applying your art to a mission. You are passionate about your art style, and gain an Edge on Social and Smarts Skill Tests where your art style applies.

#### Hang-up

You sometimes get absorbed by your work and miss what's going on around you. You suffer a Snag on Smarts and Social skill checks unrelated to your art while you are actively involved with your art. If you are a solo artist, you hate having to share the spotlight with other artists, and you suffer a snag on Social skill checks when around them. If you are a collaborative artist, your desire to talk about future art projects causes you to lose focus on the task at hand.

pg. 66

### Handler

#### Influence Perk

You have a solid and well-practiced talent for steering the will of animals. Whenever using the Animal Handling Skill to impose suggestions or commands onto creatures of ordinary animal intelligence, you receive a up shift 1 bonus. If you care for these animals frequently, such as a shepherd's flock or a stable hand's horses, this bonus increases to 2.

#### Hang-Up

Dealing with animals can make you forget the more subtle efforts required in polite society. Unless you can clean up and prepare yourself, the first Social-based Skill Test you engage with members of particular cultures or members of society suffer Snag.

pg 19 AJTT

### Small Town Roots

#### Influence Perk

Your wisdom guides you and your hard work pays off. Once per session, when making a choice you may ask your GM which option is better for you - the GM must then answer truthfully which of the two is most beneficial to you, if that is at all possible to estimate.

#### Hang-Up

Sometimes your simple experiences show with lacking eloquence or understanding of the greater world around you. When you meet someone new with whom you don't share an Influence, you suffer a Snag on your first Social Skill Test with them.

pg.69

### Not From Around Here

#### Influence Perk

You gain an Edge on Skill Tests outside of combat where your distinct upbringing or unusual background comes into play. You know one additional language.

#### Hang-Up

You suffer a Snag on all Social-based Skill Tests about naturally understanding human beings.

pg. 72

### Caretaker

#### Influence Perk

You gain an Edge for all Medicine and Group Checks and give an extra Edge to those you aid with Lend Assistance.

#### Hang-Up

Your commitment to your charge takes priority over others, even those in more immediate danger. You will always ensure the safety of those you are responsible for before engaging in combat or even helping your team.

pg. 67

### Martial Artist

#### Influence Perk

Given the opportunity to observe another martial artist for one minute, you can learn information about their capabilities compared to your own. The GM tells you if the creature is your equal, superior, or inferior in Threat Level as well as Toughness and Evasion defense.

#### Hang-Up

You can't help but be a show-off, and attempts to goad you into action with Social abilities gain an Edge against you.

pg.70

### Student

#### Influence Perk

Your expertise in your study of choice gives you superior knowledge in one subject, allowing you to speak eloquently and thoroughly on the topic. You may choose from the list provided or decide on your own choice with your GM's approval. When attempting to recall facts or performing a task in relation to this subject, you gain an Edge on your skill check. Additionally, you are recognized within learning institutions related to your study and are welcomed readily with assistance in your further research.

#### Hang-Up

Your confidence in your subject of study often causes you to overlook other possibilities and perspectives of information. When you choose to perform a task in relation to your study to recall information not related to the actual subject at hand, your check will be subject to a Snag. Additionally, at the GM's discretion, your focus on your area of study may mislead you into ignoring evidence of other information that may help you.

pg. 72

### Teacher

#### Influence Perk

Your passion for passing on knowledge to others allows you to inspire them to achieve greatness. When a fellow Power Ranger must make a non-combat skill check, you may Lend Assistance with an additional Edge. If the skill is one in which you have specialized, you may Lend Assistance with two additional Edges, but the task takes twice as long to accomplish, as you are teaching how to do it.

#### Hang-Up

You cannot resist a teaching moment, and insist on showing others "how it is done" before allowing them to try on their own. In any non-combat situation in which you have more skill than a team member, you will force yourself into doing the task first, even if strategically or socially unsound.

pg. 76

### Community Helper

#### Influence Perk

You gain an Edge on any non-combat tasks related to your chosen service when your Influence comes into play. Suggested choices with example tasks are listed below, but ultimately, the GM will determine if a task applies to your service.

#### Hang-Up

You run into dangerous situations to help others without thinking, and your desire to help others above yourself often puts you in harm's way. If an innocent person is in danger, you feel compelled to aid them before any other task. In combat, you will attempt to heal other's' Damage before your own, even if strategically unsound.

pg. 68

### Nomad

#### Influence Perk

You have a strong ability to read people and their motivations, and due to how fast you have needed to make new friendships, you are a good judge of character. You gain an Edge on Social tests when attempting to gain insight into someone's motives or see if they are lying to you. Additionally, you have an Edge on any Knowledge tests about cities you have lived in.

#### Hang-Up

You don't often open up to others because you have learned through the impermanence of your life that it is a waste of time. It takes a while for you to trust new people, and you do not believe any stranger on your first encounter with them.

pg. 71

### Survivor

#### Influence Perk

After your hardship, you have honed your survival instincts and are able to use sheer willpower to overcome stressful situations. When faced with an emergency situation or instinctual choice, gain an Edge on a Survival or other related check to know how to best navigate the situation. Additionally, at any point where your Smarts would be lowered to 0, roll a Willpower check of 10 or above to keep it at 1.

#### Hang-Up

The hardships of your life have been traumatic and have left lasting effects in your consciousness. This may cause you to stumble over your words or freeze like a deer in headlights. While in the presence of the reminder of your survival experience, you are unable to focus on anything else and suffer a Snag on all Alertness checks.

pg.75

Not published yet.

Last updated 30th March, 2024.

Page 2 of 2.

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