

The extraterrestrial container has been breached, and evil alien sorceress Rita Repulsa is free from her 10,000 year confinement! She and her army of space aliens set their sights on conquering Earth, as they were ordered long ago by Lord Zedd. Thankfully Zordon, responsible for capturing her long ago, is aware of her release and orders his robotic assistant Alpha 5 to bring him "teenagers with attitude" to defend the Earth from Rita's attacks. Zordon provides them with the ability to transform into a fighting force known as the Power Rangers, and gives them many tools to help in this goal.

Your place is this world is not yet certain, but you must survive here for ten years if you want to move on. Should you die here during that time you'll be returned home safely along with anything purchased on your journey. Did I mention you had an allowance to make purchases?

Budget

Regardless of whether you plan to protect the world or conquer it in the name of evil, you'll need some points to help get you started. These can be spent to give you a new identity, improve your skills, or just get fun new toys. You keep all your old talents too, so go go spend some CP.

+1000CP

Choice Points

Identity

Choosing an origin will define the history you've had in this world. This choice can provide basic knowledge of the world and provide additional experiences too. While you retain ultimate control of your decisions these new memories will also effect your personality and reactions to events. Only Drop-Ins enter the world with no past history.



Drop-In — FREE

+ No new memories clouding your judgment, and a lack of history in this world makes you without enemies.
- You also don't have any friends or family to rely on if you need them, and don't know the world.

Not knowing what you'll be up against isn't so bad. If you show potential and get recruited by either side in this struggle they'll likely reveal all the details to you without a second thought. Flipping from side-to-side is a viable option, as both groups seem pretty gullible and surprising quick to forgive past mistakes. As an outsider you're in a unique position to observe the peculiar quirks of the world and take advantage of them.



Monster — 100CP

+ A new monstrous human-sized form of your choice, that is at least as powerful as a teenager with attitude.
- Likely to casually sent to your death in your superior's pursuit of evil. A truly terrible boss.

Like the other evil aliens, you were sent here with one goal: conquer Earth. Your superior in this mission is one Rita Repulsa, but just because she's your boss doesn't mean you have to like her. As a fresh reinforcement to the delayed conquest the other monsters are unfamiliar with your skills, so you'll be called on less often and be seen as a non-essential member. You always have the option to prove her wrong and rise through the ranks.



Ranger — 100CP

+ A great sense of responsibility, you'll never quit on your friends or the planet you've been tasked to protect.
- An immeasurable amount of responsibility has been thrust on you for no good reason.

Recruited by Alpha 5 along with the other rangers you've lived life as an average kid up until this point. You might have some questions about why you in particular were chosen, but Zordon always assures you he'll be able to answer those after you deal with the current crisis facing the world. You're kept on a need-to-know basis and may have a lot of unanswered questions. At least you're pretty sure you're on the side of good!



Space Witch — 100CP

+ Low empathy, you can enjoy taking from others without guilt and revenge has never tasted sweeter.
- Approaching defeat always makes you frustrated and you can't accept mistakes or grow from them easily.

An elite among the evil alien races, you were tasked with conquering Earth once it became clear Rita Repulsa was taking much too long to accomplish the task. 10,000 years - Who is that slow, really? You're convinced that you're superior to the pitiful human race, especially in terms of fashion. With a really fancy hat and great staff (which can improve magic) you are sure to stand out. Space Witches are often capable of evil magic too!

Age

Your age upon arrival in this world is 12 + 1d8. For 100cp you may instead select any age from 6 to 60 years old.

Gender

You gender is unchanged upon arrival in this world. However, if you paid to adjust your age, you may also change your sex freely.

Location

Most of the action takes place in the town of Angel Grove. Monsters and Space Witches may choose to begin on the moon freely.

Perks

Though not a particularly dangerous world as far as the multiverse is concerned, there are still plently of benefits you could gain here. The universe is a big place, and whether you're on Calafornia or the moon there's no telling what kind of secrets you might have stumbled upon. With the indicated origin, prices on discounted perks are reduced by 50%.

Colour Change

Has your wardrobe gotten a little drab lately? Do you want a change of style without actually changing anything about your clothes? This will let you change the colour scheme of an entire outfit to match your new tastes. Fabric, metals, furs, recolour it all.

Drop-in discount 100CP

Acoustics

You are incredibly skilled with an instrument of your choice, and can project your voice or sound from instruments over incredible distances. This does not add to the volume, just allows sound to travel further and remain clear and audible.

Drop-in discount 200CP

Sixth Ranger

You can join preexisting organizations with little trouble once you're proven that your goals align. It will be easy to fit in with new crowds and people will try to make you feel like part of the team. Choosing to work independently won't bother your new team.

Drop-in discount 400CP

Sculpting

You're very good at working with your hands and can shape clay and putty quite easily into the form you want it to be. This gift extends to working with stone and other sculpting mediums so long as you have the tools.

Monster free 100CP

Monster Spy

Though you might look out of place, people won't pay your unusual characteristics any mind until they draw close. As long as you are approximately the same size as a human they won't notice your monstrous nature until they're close enough to hold a conversation.

Monster free 100CP

Alchemy

Love potions, youth draughts, dispelling elixirs, even a special mix to help turn your sculptures into monsters if you have the right appliances. Even without the oven, you'll still be able to turn sculpted creations into your very own putty patrollers.

Monster discount 600CP

Attitude

In order to qualify to be one of the Power Rangers, you can't just be young. You need the right mindset. This gives you free reign to adjust your personality to remove traits you don't like or perhaps add new ones. It also confers a small bonus to your willpower.

Ranger free 100CP

It's Morphin' Time

Instead taking time to switch between forms you may do so instantaneously. If you want to spend time in a transformation sequence you can choose to give off an impressive electrical lightshow when switching into alternate outfits or forms.

Ranger discount 200CP

Teamwork

It doesn't matter who you're working with, you can do it well. You quickly learn your allies' maneuvers and methods and how to best work with them. You can even pass on this ability to others if given a few hours of practice.

Ranger discount 400CP

For the Evulz

You can easily befriend those who share your appreciation for being evil. United in your goals of meanness just to be mean, you can more easily persuade the bad guys to do as you want. More pragmatic villains or those who believe themselves to be good are unaffected. Everyone evil likes you more.

Space Witch discount 200CP

Grow My Monster

You can make any creature grow to impressive size, dwarfing small buildings. Their physical power is scaled up to match the new size. You may use this on yourself as well. Be careful however, as after going through this growth being defeated can have explosive results.

Space Witch discount 200CP

Induce Evilness

Knowledge of a variety of spells to make people misbehave; Make people forget their obligations, give them cravings for junk food, even cause friends to be angry at each other. All these powers and more at your disposal. You can imbue monsters with your evil powers.

Space Witch discount 400CP

Monologuing

As though performing for an audience, you can clearly and dramatically express your intention. This will ensure you get your point across and prevent others from misunderstanding you when you assign them a task.

100CP

Sparks

Whenever you land a blow on an opponent or they on you, a purely-cosmetic effect will occur to show the successful blow. This can take the form of dust, smoke, or sparks. You may toggle this so it only activates when certain people are hit or disable it.

100CP

Harmless Buffoonery

Whether you're a part of a duo looking for a quick buck or you're a cyborg monster that's decided to open a dog grooming business rather than kill everyone, you find it's much easier for the community to accept you when you're peaceful.

200CP

Items

An ancient war of good and evil can't be fought without a proper arsenal. Most of this equipment has just been lying around for thousands of years anyway; sadly there were no teenagers with enough attitude to make proper use of it. Companions maintain ownership of their gear - their morphers and weapons won't function for anyone but them.



Dragon Shield

Worn over the shoulders, this protective equipment will flawless guard your upper torso from attacks. It comes with a pair of stylish armbands as well. By default the items are golden, though you and other power rangers can lift them despite their weight.

Drop-in discount 100CP

Dragon Flute

No mere flute, this intricate dagger lets you summon your zord from any distance (if you have one). Machines can pick up on the notes at any distance, so it's useful for activation codes at long range. It can also be used to fire an energy beam in a fight

Drop-in discount 200CP

Dragonzord

An ancient giant robotic ally from the sea. It has plenty of built in weaponry such as drills and missiles for you to use. You can pilot it remotely using the dragon dagger or take control from within the cockpit. It can combine with other dinozords for more power.

Drop-in discount 600CP

Armour

Going into battle with nothing but a spandex suit and goofy helmet just isn't your style. You have a complete set of lightweight armour that's as strong as steel to protect yourself in battle. Any style of your choosing and scales to your size should you grow.

Monster discount 200CP

Sword of Darkness

This ancient weapon increases the physical prowess of the one who wields it. A normal person could easily take down a small squad of their equals while using it. Despite being very old, it still maintains a perfect edge and is more than useful in a swordfight.

Monster discount 200CP

Monster-Matic

This lovely oven can bestow life onto any creatures that are touched by its flame. Such creations do require a special potion to be used as part of the procedure in order to grant sentience and sapience, but they will be perfectly loyal to the first person they see.

Monster discount 400CP

Power Morpher

Includes a power coin with the image of an ancient animal of your choice. This will allow you to call upon a dinozord that resembles it (if purchased), or quickly change into alternate outfits. One alternate outfit is includes, your very own ranger suit and helmet. This functions similarly to weak power armour.

Ranger free 100CP

Power Weapon

When five of these are brought together, they form a Power Blaster than can easily dispatch regular-sized monsters. On its own, it takes the form of a simpler weapon that is still capable of basic energy attacks.

Ranger discount 200CP

Dinozord Bundle

Five dinozords with the ability to come together to form one Megazord. And luckily for you, this comes in a full set of five! You can still only operate one though, and even once they've formed together still need multiple people at the controls.

Ranger discount 600CP

Scepter

A necessity for any aspiring wizard or sorcerer, this elaborate staff helps channel all varieties of magic power through it and confirms your spellcasting status. Be your powers derived from the stars, evil, or just within yourself, this will make them work a bit better.

Space Witch free 100CP

Extreme Long-Range Telescope

This handy object lets you spy on others from ridiculous distances without issue and actively follows those you're interested in observing. As long as there is a clear line of sight you could keep an eye on those on other planets. It can spy over the horizon too.

Space Witch free 100CP

Moon Palace

A spacious structure that has laid dormant on the moon for over 10,000 years is now yours to rule. This headquarters will be available somewhere on the nearest moon in every adventure and always sports a breathable interior. A throne room comes pre-decorated.

Space Witch discount 600CP

Monster Minion

Gain an ally to serve in the battle against good. You can invite a companion in as a monster, and they the Attitude, Monster Spy, Sculpting and Armour abilities in addition to their new alternate form. You can choose their attitude changes.

Monster & Space Witch discount 100CP

Power Ranger

Gain an ally to serve in the battle against evil. You can invite a companion in as a ranger, and they gain Attitude, Morphin' Time, a Power Morpher, and Power Weapon. You can choose the new attitude and assign them one of your zords if you've purchased the bundle.

Drop-in & Ranger discount 100CP

RadBug

This car can go from 0 to 3000mph in under three seconds. But wait that's not all! It can take to the sky and drive on air as easily as land. You may apply this upgrade to an existing automobile you own, or it will just take the form of a Volkswaggen Beatle.

300CP

Complications

The world of the Power Rangers is not much more dangerous than your own. It may have aliens and monster and magic, but all of these threats can normally be resolved with some well-placed punches. If you make things a bit harder here, you can earn additional CP for it.

+600CP

Maximum Benefit

Bulk and Skull

Versions of these two bullies will be present in all future worlds. They will constantly come up with wacky schemes that end in their humiliation or impressive failures. If you enjoy schadenfreude their over-the-top slapstick appearances will be sure to entertain.

+0CP

Ai-yi-yi-yi-yi

You have several grating verbal ticks that you use every time you interact with others, even if normally you're unable to speak. Those native to the world might not be bothered by the behaviour, but you could end up annoying yourself and other companions.

+100CP

Nice Haircut

You will be constantly berated and teased for anything considered out of the ordinary for the early 90s. You are expected to constantly keep up with changing styles or you will be constantly mocked. You frequently have bad hair days.

+100CP

Green With Evil

You can't accept anyone else's happiness unless you've already got the same thing. You will look on all of your peers with jealous eyes and not tolerate them having anything that you do not. You feel this towards everyone: acquaintances, enemies, and companions.

+200CP

Props

Everything looks cheesy and fake. Not just a little fake either. Expect a lot of cardboard and plastic in the future, and any of your gear is just as destructible as you would expect the material to be from looking at it. This affects all items you posses, even from other worlds.

+200CP

Competent Foes

All your enemies become better at planning and scheming, as though they really were major players in a cosmic battle. Those in pursuit of evil will have no problems killing for their cause, and those on the side of good will be equally willing to put a stop to evil lives.

+200CP

Floating Head

You have been banished to exist outside of the time stream in a featureless plane. Your only communication with the world is through an energy tube. You will be expected to guide the Rangers on their mission, as Zordon is missing. Should evil win, you'll be sent home.

+300CP

Prized Putty

Any ability to fight competently has left you, and you can't speak except in some senseless gobbledygook. You are Rita Repulsa's favourite putty and she will send you out on (suicide) missions you must complete to the best of your ability. Though most of her plans are doomed to fail, she calls you back before you can be killed.

+300CP

10,000 Years in Prison

You've been subjected to imprisonment for thousands of years. Sealed in a magic dumpster along with any allies and Rita, you still must spend 100 more years inside before you'll be released. You get free in 1993 and can begin your proper 10 year stay here. There is no way to leave the dumpster or use powers within it.

+300CP

Once your ten years in this universe are over you will be offered one more choice.

After this point your chosen complications can be removed if you wish, even leaving this world you'll always keep the benefits of all your chosen abilities and equipment. Your companions, if you have any, will also find their way to your next destination.

Go Go Home

Perhaps this world has made you nostalgic for home or childhood. Regardless, you can finally go home now. Here it's as though no time had passed since the day you left.

Remain Here

Battles between good and evil. Different every time but always the same. You can stay in the world of Power Rangers forever as a force of good, evil, or maybe something new.

Next World

You leave the city of Angel Grove behind you. Perhaps what lies ahead will benefit from what you've learned here, or maybe you're just happy to leave this place behind.