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Beneath the Helmet presents new story opportunities for teenagers with attitude in any ***Power Rangers Roleplaying Game*** campaign. How does your Ranger balance saving the world with pop quizzes, performance reviews, and the challenges of everyday life? And what happens when your principal or boss is more of a monster than they appear?

*With **Beneath the Helmet**, you'll:*

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Manufacturer: Renegade Games, LLC. 306N West El Norte Parkway #325, Escondido, California 92026. Importers: Renegade France 52 Avenue Pierre Semard 94200 Ivry sur Seine France. P:+33 (0)1 77 37 60 47. Renegade Games, LLC. Solar House 915 High Road London, London, England N12 8QJ.
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LOT# 010323-01 $45.00
ISBN 978-1-957311-50-0
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POWER RANGERS
ROLEPLAYING GAME

BENEATH THE HELMET

Sourcebook

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BENEATH THE HELMET

Sourcebook

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INTRODUCTION

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Welcome to ***The Power Rangers Roleplaying Game: Beneath the Helmet Sourcebook***, a guide to the Dino Thunder, Dino Charge, and Super Dino Charge seasons as well as a wealth of information on how to breathe new life into the heroes' lives when they're not kicking butt! In this book, you'll find:

Chapter 1: Band of Heroes peels back the layers on our heroes to ask: who are they, and why were they chosen to wield the powers of the Morphin Grid? By exploring these questions, characters and Game Masters (GMs) more fully develop their characters and teams. From there, it focuses on the team to explore their purpose and which enemies they face, examining both from a story standpoint and the mechanics of a team's mission and headquarters. Finally, the chapter explores how to handle the end of a Power Rangers team and what characters do in their downtime between saving the city or the world.

Chapter 2: Who Wears the Helmet explores new Influences, Origins, Roles, Perks, and grid powers inspired by the three seasons. Do you want your character to be a professor like Dr. Tommy Oliver, or perhaps you wish to be like Heckyl and use your evil power to protect the Grid like the Dark Ranger? You'll find those options and more in this chapter.

Chapter 3: Helmets, Morphers, and More opens a trove of equipment, gear, Energems, and Zords from the selected seasons to add to your game. You'll find it here whether you want your team to wield the cosmic Energems like Koda and Tyler Navarro, or if your group needs flexibility in making their Megazords.

Chapter 4: Problems a Flying Kick Can't Solve is primarily for GMs. This toolkit chapter gives GMs more information about how to involve the players in alter ego storylines that develop alongside the martial arts excitement of the Rangers' Morphed forms. With advice, tools, and even mundane threats ranging from school bullies to anti-Ranger politicians. The chapter also includes DM tips for downtime, such as how to tailor downtime stories for a character or how to build adventures that tap into the characters' downtime efforts.

Chapter 5: Threats is a greatest hits collection of baddies from among Mesogog's Army (as faced by the Dino Thunder Rangers), Sledge's Outlaws (as faced by the Dino Charge Rangers), and Lord Arcanon's Minions (as faced among the outlaws in Super Dino Charge).

Contacts

In the ***Power Rangers Roleplaying Game***, a Contact is a non-player character (NPC) that players can call on for help. As Contacts are referenced in Chapter 1 and Chapter 2, we present their rules here:

A Contact could be a character elsewhere in the scene who can contribute when needed. For example, the player characters coordinate with Alpha 5 back at the Command Center while they work to stop a monstrous threat. When they need additional information or a power-up, they can call on the helpful robot for help.

A Contact could be a non-combatant accompanying the squad whose skills come in handy. For example, when Power Rangers escort Hayley Ziktor through Mesogog's volcanic base, Hayley can share her technical expertise to help the Rangers overcome dino-tech foes.

A Contact can even be miles away but reachable through telecommunications or even by recalling sage advice from the past. For example, when a Phantom Ranger waits for the right moment to appear when the Rangers need help.

Contacts aren't there to overshadow the player characters (PCs). As a background element, they don't roll Skill Tests to use their Perks, and the range of their abilities is intentionally vague. Contacts can't be targeted or harmed. Imagine a Contact is as competent as any PC in the scene. They spend their actions being helpful every turn in ways that only take effect when the players spend Allegiance Points to gain the benefits of a Contact Perk.

Gaining Contacts

Player characters acquire Contacts during their campaigns. Each Contact stat block includes 1 to 3 methods to acquire the Contact, typically by interacting with them between missions and completing skill challenges. However, with the GM's permission, PCs can gain Contacts organically through a campaign's narrative or even through a character's backstory. For example, a player could decide they're Professor Tommy Oliver's best student. When in trouble with Principal Randall, the character could call Professor Oliver to help get them out of detention.

Summoning Contacts

Player characters call on their Contacts for aid with a special Standard action.

Summon Contact: You can call on an available Contact once per scene as a Standard action. Your group can use your Contact starting this turn. The Contact remains available until the end of the scene or until they run out of Allegiance Points.

The nature of the summoning is up to the players, the GM, and the narrative. Contacts could be on location with the PCs, elsewhere in the scene. Perhaps they're taking cover or preoccupied with their own objectives. Alternatively, they could be accessible through communication devices, using their Contact Perks through advice or remote weapons. Summoning a Contact could even be harkening back to a conversation that's gained new relevance. The GM ultimately decides if a Contact can be called based on the nature of the aid they can provide.

For example, Keeper (found on page 58) has three Contact Perks. A PC could recall Keeper's teachings about focusing Energem power to release a surge of power. The Ranger with Keeper as a Contact could activate his "Energem Blast" Contact Perk even if Keeper isn't in the scene. Conversely, "Getting to Safety" makes it clear that Keeper is using his power to teleport from the same location to somewhere else, which is hard to justify if he isn't there to do it. Keeper's other Contact Perk, Energize, implies he's there to enhance a Ranger's protection. It could be argued that Keeper's a mentor who taught the Ranger how to improve their defenses, letting them channel their inner Keeper when faced with a challenging enemy.

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