



Henshin!: A Sentai RPG

© 2017 Tim Batiuk & Sam Kusek
Artwork by Evan Palmer
Cave of Monsters Games

Find out more at henshingame.com

All mention of copyright works is for reference purpose only and is not a challenge of copyright or trademark.

To start playing *Henshin!*, read over these materials and pitch a few friends on the game. The “Form a Squad” sheet will help everyone at the table brainstorm and create an original concept for your team, though feel free to start generating ideas early on. Alternately, keep an eye out for pre-made modules that provide everything you need to start transforming right away!

Next, find a few hours for everyone to play and then prepare by printing a single copy of each page that follows. Also, grab some small items to use as tokens, about four or five for each player. Speaking of players, whoever has read these materials all the way through should consider being the Narrator. The “Narrator” sheet and Color reference sheets are just for this person, whereas each other player only has their own Color sheet to manage.

That’s it! Have fun and...***let’s henshin!***

NOTES TO THE NARRATOR

Getting to the Action

Before sitting down to play Henshin!, pitch each other on interesting concepts for setting and aesthetics. Don't worry if it's simple or obvious! You'll develop interesting twists once you're starting play. While you could spend an entire session forming a Squad from scratch, arriving with a distinct concept or two helps get the group playing sooner.

(As an alternative, themed modules are published at henshingame.com and provide all the prep you need to get Henshin! to the table. Check them out!)

When everyone sits down to form a Squad, the Narrator manages the "Form a Squad" worksheet to guide everyone along the process. The Narrator consults the Agenda, asks questions, and takes lots of notes. Keep this moving and if players are stumped on an element, suggest to revisit it during play.

Once the table is at the "Introductions" section of the worksheet, the Narrator should pass out Color sheets. Try folding these in thirds with the artwork facing out, encouraging players to choose based off the brief Color description. This cuts down on player deliberation so that Colors are chosen and then introduced!

Taking Turns in Scenes

When the Narrator begins an episode, they consider scenes that are "spotlights" to direct attention to a Color or the Squad. These can be set up entirely by a player or the Narrator can prompt them. For example, a player can set up a scene by responding to:

What do we see your Color doing that tells us what they're all about?

However, if a player needs direction, the Narrator may prompt them with concrete details.

So, the community blood drive is assembled in

the school parking lot, and students who don't have afterschool activities are lining up to donate. Yellow, what role are you playing in the drive and how are we seeing you manage your responsibilities?

Narrator, don't be afraid to keep the camera moving by framing scenes that are short and to the point! Ask if viewers see anything else before a scene closes and suggest that unresolved conflicts get revisited later.

The Narrator should encourage players to trigger a Turn from their Color sheet during a scene, either by prompting them to react to something or interpreting how they act as a Turn. Sometimes this may require a clarification.

Black's Player: So, when I land in this unfamiliar situation, the first thing I do is hide and try to observe what's going on.

Narrator: Is there a Turn you're trying to hit here?

Black's Player: ...You know what? That's not what I would do. I just charge right into the conflict while the others make a plan. That's the Light Turn, "Interfere with a reliable course of action." (Player takes a token.) You see me just barreling forward!

Other times, the player may announce the Turn explicitly or it is just obvious that the Turn was triggered.

Narrator: So the monster rears around to face you, Red, and it snarls when it sees your transformer on the ground in front of you. Its tendrils whip out in a flash and it's coming right at you. How do you respond?

Red's Player: (Grabbing one of their tokens) I got this. You see my eyes narrow, and I just somersault forward between its legs while grabbing the transformer. "Face down danger without hesitation." (Player spends the token for this Heavy Turn.)

When a player has a Turn, the Narrator considers their own Turns as a response. For example, after Black Player's Light Turn above, the Narrator could use their own Heavy Turn 'Incapacitate someone' as Black walks right into a trap. After Red Player's Heavy Turn, the Narrator could still respond with 'Alter the landscape'

as the creaky wooden floor begins to give out. Or the Narrator can play a Turn for a monster they created.

This mechanic is called a "Turn" because turns encourage everyone to hand over play to the next person as a response, each taking their turn. A player's Turn is responded to by the Narrator's Turn, who then may shift the focus to another player who will play a Turn. This keeps the action moving and draws the curtain on conflicts at their most interesting.

Managing the Episode

Midway through an episode, the Narrator should find that all players have taken and spent tokens as a result of their Turns and a monster has been announced, even if only offscreen. Now, check in as a group about a particular Task a player is working toward or a Turn someone wants to use. This flags content that the table can help make happen in interesting and challenging ways.

During the remaining episode, the Narrator addresses the conflicts on the table (including the monster) and to help players hit interesting Turns that haven't seen play, especially transformations, weapons, and mechs. As soon as the action is dying down during the final moments, the Narrator shifts focus to a round of final spotlight scenes before cutting to credits. Remember, this may be the last time viewers see this character in the episode!

Once play is over, players reflect and unpack as they review a relevant Task they worked toward. Without too formal of a process, everyone decides as a group on one character that did so in an especially engaging way, and that player is able to select a Raise. Sometimes the chosen Raise is consistent with what the Color did during the episode, meaning the Raise already took effect, or perhaps the effect of the Raise is instead revealed in a special post-credits scene. Or, if the group will be playing again, this Raise can be set up at the start of the next episode.

RED

You possess the qualities to lead the team, even if it you're not yet ready for that power. Whether the others decide to listen to a hot-headed rookie like yourself, well, that's up to them.

Choose a Name

Adam, Akane, Flynn, Garnet, Jasper, Maple, Rowan, a commanding name

Choose Looks

Tender face, naïve face, eager face, defiant face, cocky face

Calm eyes, fiery eyes, devoted eyes, impulsive eyes, courageous eyes

Active wear, flattering wear, dependable wear, casual wear, flashy wear

Choose a Connection

Sworn rival, estranged parent, vulnerable sibling, budding love interest, venerable fighting master

Describe the Other Colors



Special Turn ★★

When you take on **solving someone else's problem**, they gain a token.

Heavy Turns (1)

Spend a token to:

- **Use your weapon** to drive off an opponent.
- **Face down danger** without hesitation.
- **Transform** when danger appears.
- **Summon your mech** when danger escalates.
- Ask someone, "Who is really **behind this?**"

Regular Turns ✓

You may always:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display impressive **fighting** technique.
- Try to **prove yourself** to another.
- **Speak up** for someone weaker.

Light Turns (+1)

Gain a token when you:

- **Head into danger** without your Squad.
- **Fail to react** and suffer the consequences.
- Let your **temper** cloud your judgment.
- **Talk smack** to someone more powerful than you.
- Ask someone, "Why do people **follow me?**"

Squad Turns ✕✕

- When the Squad **confronts danger** to follow their Principle, Colors present gain a token.
- When the Squad is all suited up, their weapons may combine into an **Ultimate Attack**.
- When the Squad is suited up with mechs summoned, they may call on their **Ultimate Form**.

Tasks

During play, work toward how you could:

- **Charge ahead recklessly** if no one is depending on you.
- **Rise to the occasion** when it's the right thing to do.
- **Express wonder**, even if it borders on naïveté.
- Eagerly **shine the spotlight** on your teammates, too.
- Explore **self-realization & eventual leadership**.

Raises

When told, you may choose the following:

- You become, without a doubt, a **true leader**. No one will question it from here on. Describe why.
- Your **suit, weapon, or mech** become undeniably better. Describe how. Start each episode with a token from now on.
- **Retire** your character. Swap powers with someone, lose your powers, step down, or disappear. Describe what happens.

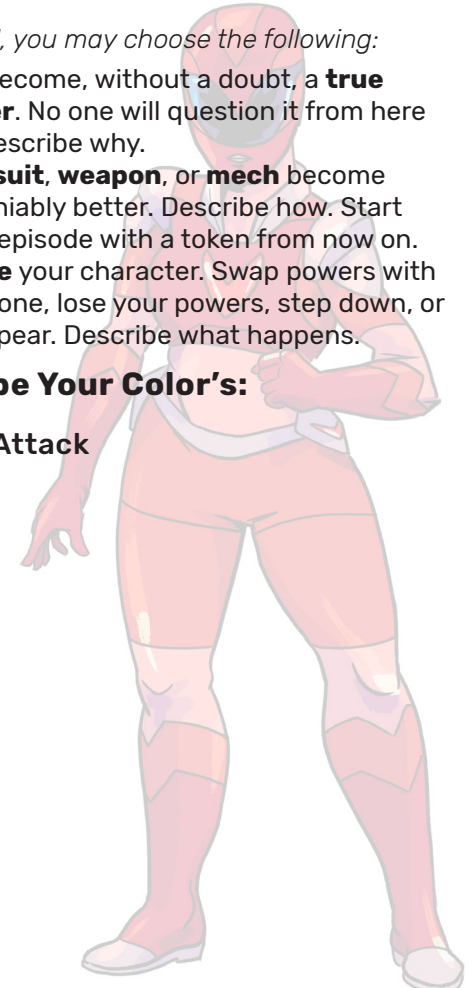
Describe Your Color's:

Named Attack

Suit

Weapon

Mech



BLUE

You're straight-laced, sensible, and ambitious. You may be a classic overachiever, and you know that the others rely on your quick thinking.

Choose a Name

Azura, Carolina, Cyan, Hinto, Iris, Jay, Royal, a thoughtful name

Choose Looks

Serious face, cold face, plain face, unassuming face, wise face

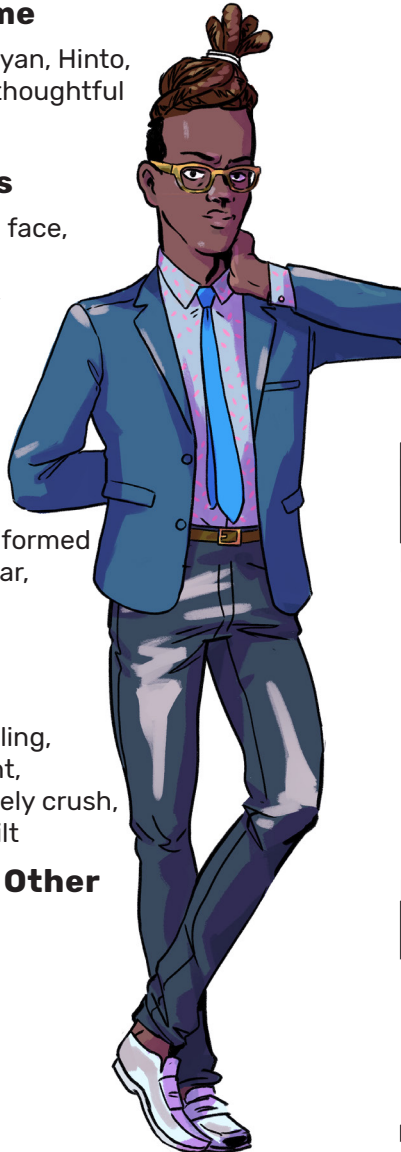
Quiet eyes, bright eyes, focused eyes, stern eyes, calculating eyes

Formal wear, sensible wear, uniformed wear, careless wear, retro wear

Choose a Connection

Accomplished sibling, overworked parent, jealous rival, unlikely crush, a creation you built

Describe the Other Colors



Special Turn ★★

When you **accept the support** of someone stronger, your next Heavy move does not cost a token.

Heavy Turns (-1)

Spend a token to:

- **Devise** the proper tool for the job.
- **Remain** absolutely calm under pressure.
- **Transform** when danger appears.
- **Summon your mech** when danger escalates.
- Ask someone, "How could I get you to do the **sensible thing**?"

Regular Turns ✓

You may **always**:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **precise** fighting technique.
- Try to **pinpoint** an adversary's weakness.
- **Point out** the obvious to another.

Light Turns (+1)

Gain a token when you:

- **Ruin** something perfectly.
- **Fail to react** effectively.
- **Become demoralized** by a setback.
- **Construct** something dangerous.
- Ask someone, "What do others **really think** of me?"

Squad Turns ✕✕

- When the Squad **confronts danger** to follow their Principle, Colors present gain a token.
- When the Squad is all suited up, their weapons may combine into an **Ultimate Attack**.
- When the Squad is suited up with mechs summoned, they may call on their **Ultimate Form**.

Tasks

During play, work toward how you could:

- **Calculate** possible courses of action.
- Play it **by the book**...most of the time.
- Find the right time for **sensibility** and for deadpan **humor**.
- Prove that **brain** trumps brawn.
- Explore **fallibility** & **prodigy**.

Raises

When told, you may choose the following:

- You are, without a doubt, a **capable fighter**. No one will consider you weak when you rely on your brain. Describe why.
- Your **suit, weapon, or mech** become undeniably better. Describe how. Start each episode with a token from now on.
- **Retire** your character. Swap powers with someone, lose your powers, step down, or disappear. Describe what happens.

Describe Your Color's:

Named Attack

Suit

Weapon

Mech



BLACK

You're cool and laid-back. Others know that you always wear the right clothes, listen to the right music, and know just the right thing to say.

Choose a Name

Clara, Corbett, Dolan, Huyen, Kass, Melanie, Raven, a potent name

Choose Looks

Eager face, stubborn face, guarded face, loyal face, tough face

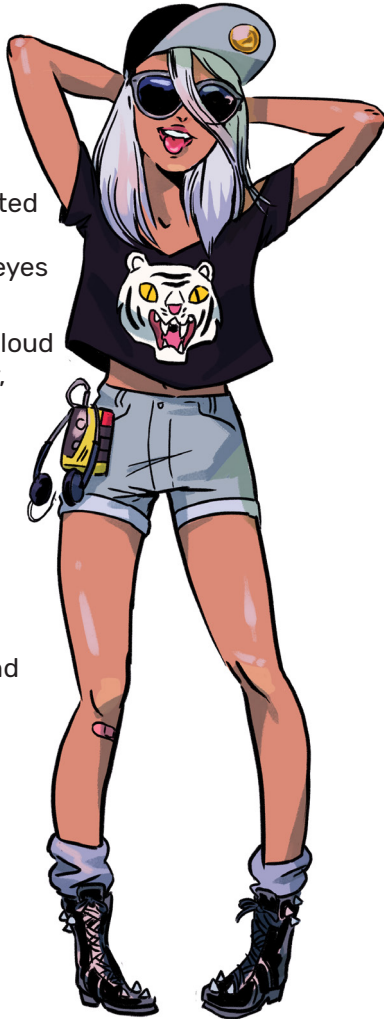
Intense eyes, devoted eyes, warm eyes, vigilant eyes, wild eyes

Comfortable wear, trendsetting wear, loud wear, athletic wear, everyday wear

Choose a Connection

Unskilled peer, military parent, unrequited crush, unfortunate boss, obliged family friend

Describe the Other Colors



Special Turn ★★

When you **accept the support** of someone weaker, your next Heavy move does not cost a token.

Heavy Turns (-1)

Spend a token to:

- **Clear the way** of adversaries during a brawl.
- **Shake off** a beating like it's nothing.
- **Transform** when danger appears.
- **Summon your mech** when danger escalates.
- Ask someone, "What do I need to **sacrifice** in order to see this through?"

Regular Turns ✓

You may **always**:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **reckless** fighting technique.
- **Try to protect** someone in need.
- Remind someone of the **real task** at hand.

Light Turns (+1)

Gain a token when you:

- **Take the brunt** of someone else's burden.
- **Fail** to react and overexert yourself.
- **Interfere** with a reliable course of action.
- **Frighten** another with an impressive feat.
- Ask someone, "Who have I **failed** to protect?"

Squad Turns ✕✕

- When the Squad **confronts danger** to follow their Principle, Colors present gain a token.
- When the Squad is all suited up, their weapons may combine into an **Ultimate Attack**.
- When the Squad is suited up with mechs summoned, they may call on their **Ultimate Form**.

Tasks

During play, work toward how you could:

- Show your **strength**.
- **Defend** those you care about at any cost.
- **Oblige** yourself to others, even if you will let them down.
- Prove that **brawn** trumps brains.
- Explore **duty & martyrdom**.

Raises

When told, you may choose the following:

- You are, without a doubt, **smarter** than you look (in your own way). No one will sell you short when you solve problems forcefully.
- Your **suit, weapon, or mech** become undeniably better. Describe how. Start each episode with a token from now on.
- **Retire** your character. Swap powers with someone, lose your powers, step down, or disappear. Describe what happens.

Describe Your Color's:

Named Attack

Suit

Weapon

Mech



GREEN

You could become the best, someday, but you're not there yet. Others will put up with your eccentricities and jokes in the meantime.

Choose a Name

Graham, Iva, Jade, Kadir, Lorn, Lu-Chu, Zarqa, an unusual name

Choose Looks

Aloof face, distant face, excitable face, offbeat face, youthful face

Curious eyes, playful eyes, solitary eyes, sparkling eyes, uncommon eyes

Asymmetrical wear, baggy wear, crafty wear, uncommon wear, whimsical wear

Choose a Connection

Straitlaced relative, out-of-your-league crush, odd pet, dangerous creditor, sympathetic adversary

Describe the Other Colors



Special Turn ★★

When you take an opportunity to **prove** what you've learned to someone else, they receive a token.

Heavy Turns ①

Spend a token to:

- **Stumble** upon an unlikely, perfect hit.
- Gather **hidden endurance** to take what's coming.
- **Transform** when danger appears.
- **Summon your mech** when danger escalates.
- Ask someone, "What is an **unorthodox** solution?"

Regular Turns ✓

You may always:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **eccentric** fighting technique.
- Try to **bring people together** with a wisecrack.
- Act as a **decoy**.

Light Turns ②

Gain a token when you:

- **Endanger** someone instead of accomplishing something.
- **Fail** to react and cower.
- Pull a **prank** gone wrong.
- Act **childish** when someone expects better.
- Ask someone, "What don't I **understand** about the world yet?"

Squad Turns ✕

- When the Squad **confronts danger** to follow their Principle, Colors present gain a token.
- When the Squad is all suited up, their weapons may combine into an **Ultimate Attack**.
- When the Squad is suited up with mechs summoned, they may call on their **Ultimate Form**.

Tasks

During play, work toward how you could:

- Show that **one size** doesn't fit all.
- Throw **inexperience** or **ineptitude** at a problem and see what sticks.
- Approach the **right thing** to do from the wrong way to do it.
- Unveil a **profound talent** when others don't expect it.
- Explore **vulnerability & coming of age**.

Raises

When told, you may choose the following:

- You have, without a doubt, **matured** and come into your own. Others will appreciate the strange things that make you tick. Describe why.
- Your **suit, weapon, or mech** become undeniably better. Describe how. Start each episode with a token from now on.
- **Retire** your character. Swap powers with someone, lose your powers, step down, or disappear. Describe what happens.

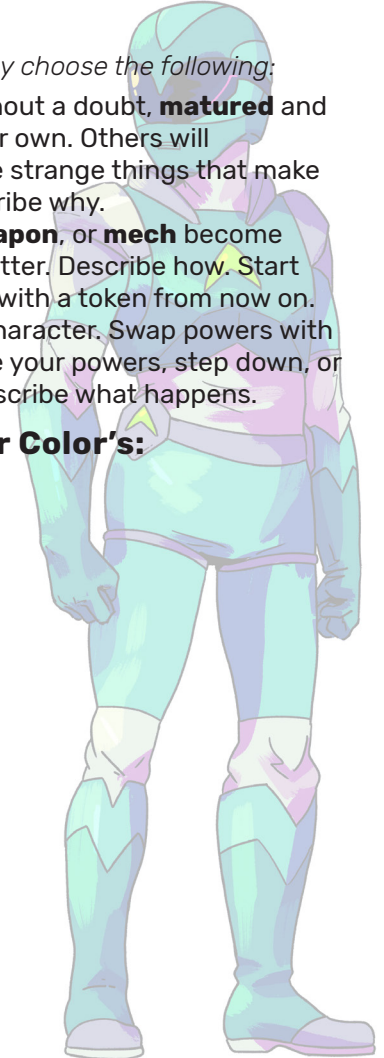
Describe Your Color's:

Named Attack

Suit

Weapon

Mech



YELLOW

You're able to support others while still retaining that creative individualist streak. Others will find you trusting and sociable—so long as you're willing to open up.

Choose a Name

Aurelia, Amber, Boyd, Huang, Saffron, Taji, Xanthe, a likeable name

Choose Looks

Approachable face, tenacious face, good-natured face, shrewd face, lively face

Focused eyes, sincere eyes, knowing eyes, familiar eyes, enthusiastic eyes

Versatile wear, stylish wear, sophisticated wear, flattering wear, professional wear

Choose a Connection

Suspicious volunteer coordinator, hapless cousin, doting parents, misfit crush, friend-turned-celebrity

Describe the Other Colors



Special Turn ★★

When you acknowledges someone's **admission of friendship** with you, their next Heavy move does not cost a token.

Heavy Turns ①

Spend a token to:

- **Address** an immediate problem with a level head.
- **Remain** totally dependable under pressure.
- **Transform** when danger appears.
- **Summon your mech** when danger escalates.
- Ask someone, "What's a **creative solution** to work this out?"

Regular Turns ✓

You may always:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **agile** fighting technique.
- Try to **boost** another Color's morale.
- Reveal a hidden **talent** or **passion**.

Light Turns ②

Gain a token when you:

- **Doubt** yourself when taking definitive action.
- **Fail** to react and ignore the important.
- **Do what's best** for someone when they wouldn't agree.
- **Overcommit** yourself to another cause.
- Ask someone, "What was one of my **past mistakes**?"

Squad Turns ✕✕

- When the Squad **confronts danger** to follow their Principle, Colors present gain a token.
- When the Squad is all suited up, their weapons may combine into an **Ultimate Attack**.
- When the Squad is suited up with mechs summoned, they may call on their **Ultimate Form**.

Tasks

During play, work toward how you could:

- **Talk out** an issue, especially when everyone else is fighting.
- **Diffuse** tense situations with insight or humor.
- **Observe** who is doing what and with whom.
- Prove that your role is **anything but subordinate**.
- Explore **individuality & insecurity**.

Raises

When told, you may choose the following:

- You are, without a doubt, a **vital guiding force**. No one will think you deserve a backseat role. Describe why.
- Your **suit, weapon, or mech** become undeniably better. Describe how. Start each episode with a token from now on.
- **Retire** your character. Swap powers with someone, lose your powers, step down, or disappear. Describe what happens.

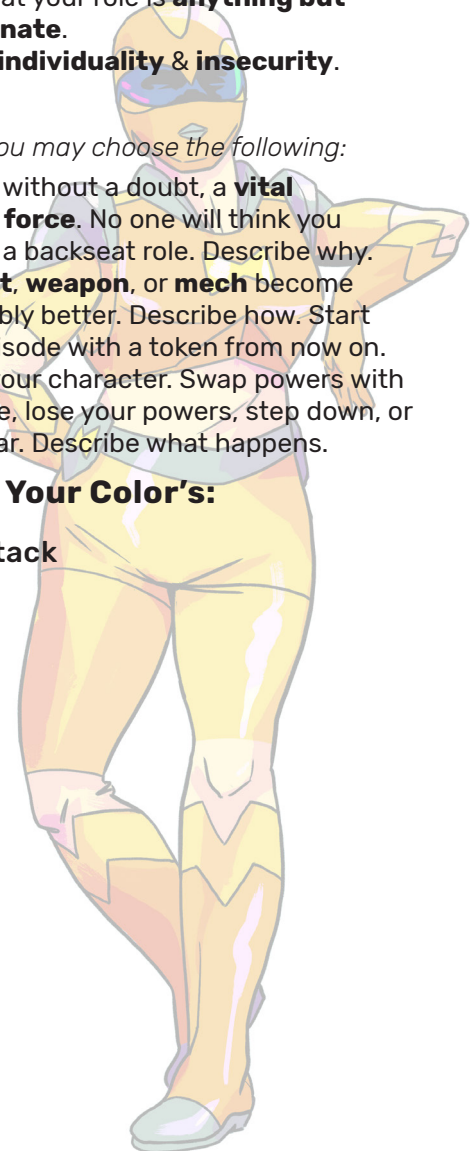
Describe Your Color's:

Named Attack

Suit

Weapon

Mech



PINK

You're a bit unorthodox, able to both fire off a witty retort and give someone a shoulder to cry on. Others admit that you are the heart of the team.

Choose a Name

Braden, Coral, Jared, Hong, Li-Wei, Rosa, Vartan, a gentle name

Choose Looks

Cheery face, pouty face, radiant face, sensitive face, tireless face

Spirited eyes, shining eyes, penetrating eyes, dreamy eyes, watchful eyes

Sporty wear, couture wear, innovative wear, essential wear, bold wear

Choose a Connection

Overly proud parent, clueless best friend, first crush, unlikely Color, tragically uncool peer

Describe the Other Colors



Special Turn ★

When you take time to **confide** in someone, they receive a token.

Heavy Turns -1

Spend a token to:

- **Strike** at the heart of the problem.
- **Remain** positively cheery under pressure.
- **Transform** when danger appears.
- **Summon your mech** when danger escalates.
- Ask someone, "What secret **pain** do you carry?"

Regular Turns ✓

You may **always**:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **innovative** fighting technique.
- Try to **rally** the Squad when they are in disagreement.
- Just **be there** for someone.

Light Turns +1

Gain a token when you:

- **Exhaust** yourself when taking definitive action.
- **Fail** to react and get cast aside.
- Demand that someone **pay attention** to you right this moment.
- Show a **soft spot** for the wrong person or at the wrong time.
- Ask someone, "Why doesn't someone take me **seriously**?"

Squad Turns ✕

- When the Squad **confronts danger** to follow their Principle, Colors present gain a token.
- When the Squad is all suited up, their weapons may combine into an **Ultimate Attack**.
- When the Squad is suited up with mechs summoned, they may call on their **Ultimate Form**.

Tasks

During play, work toward how you could:

- Demonstrate **warmth** and **care** to be crucial strengths.
- **Understand** someone's problem, especially if there's nothing to gain.
- **Balance** emotional burdens.
- **Defy expectations** when stereotyped.
- Explore themes of **empathy** & **cynicism**.

Raises

When told, you may choose the following:

- You are, without a doubt, the **anchor** first and the heart second. No one will think you're a pushover. Describe why.
- Your **suit**, **weapon**, or **mech** become undeniably better. Describe how. Start each episode with a token from now on.
- **Retire** your character. Swap powers with someone, lose your powers, step down, or disappear. Describe what happens.

Describe Your Color's:

Named Attack

Suit

Weapon

Mech



FORM A SQUAD

Agenda

- Set a **special effects budget** and use every cent.
- Determine **unique aesthetics** from the Squad Concepts.
- **Embrace diverse** Colors, personalities, and roles.
- **Guide tension** between a Color's civilian and hero life, including with each other.
- Start with the **simple** and **obvious**, then expand on that during play.

Squad Concept

- *Everyone*: Each write **2 simple concepts** onto separate notecards.
- *Narrator*: **Shuffle** and **read** aloud all notecards.
- *Everyone*: **Vote** for each concept that pops. The most voted becomes the first Squad Concept.
- *Narrator*: **Shuffle** the next 3 most popular notecards. Select one **randomly** as the second Squad Concept.
- *Everyone*: Discuss how these are **synthesized**.

Squad Concept Notes

Power Source

- The **power source** is a: *coin, crystal, buckler, electronic device, something tangible*
- The **custodian** of this power is a: *wise mentor, eternal alien, former Color, sentient robot, someone knowledgeable*

Adversaries

- The **big bad** desires the power source for: *absolute control, vast wealth, undeserved freedom, age-old revenge, something unyielding*
- Their **general** is kept on hand because they are: *crafty, capable, blameworthy, fawning, something useful*
- Their **foot soldiers** are the first line of offense because they are: *pesky, predictable, unruly, maddening, something inconsequential*

Weapons & Mechs

Decide now or when they come into play:

- When the weapons combine, their **Ultimate Weapon** is (choose a couple): *piercing, slashing, scoped, blunt, hi-tech, antique, something impressive*
- When the mechs combine, their **Ultimate Form** is (choose a few): *gigantic, terrifying, winged, limber, shielded, blade-wielding, blaster-shooting, something awesome*

Transformation

Create the **signature hand motion** that players use whenever Colors transform.



Principle

The Squad currently **fights for**: *Beauty, Compassion, Courage, Fairness, Helpfulness, Honesty, Justice, Peace, Responsibility, Service, Unity*

Civilian Life

- The Colors share some **obligation** through: *school, work, an elite order, a promise, something demanding*
- The **setting** is named: *Woodfield, Highland Park, Black Hawk, Port Evans, Sylvan Beach, Proto Station, Air Shinobi Academy, City of Zula, somewhere worth defending*
- The Colors share a **base** that is: *a laboratory, a storage room, a land lost in time, a command center, somewhere unnoticed*
- A location in the **community** that the Colors share is: *a coffee shop, ancient nearby woods, a classroom, a dojo, somewhere familiar*
- List the **Connections** made by the Colors and ask **questions**.

Setting Map

Introductions

Going around the table, each player **introduces** their Color with:

- Name
- Looks
- Connection
- Suit, Weapon, Mech, Attacks
- Special Turn

NARRATOR

First Session Checklist

- Colorfully **depict** *sentai* and a Squad.
- Choose a **scenario** or create a new **Squad**.
- Ask players to **read aloud** all Color flavor text before they choose one.
- Once Colors are filled out, ask players to read their **Special Move** and one or two **Tasks**. And ask many **questions** during introductions.
- Explain **Turns** and remind players to work toward earning their first token.

Creating a Monster

- List an **example** from at least two categories: creature, machine, everyday object, weapon, vice.
- Then, ask players to describe **aspects** of each example. Use these to **synthesize** a new, unique monster.
- Write a **Regular Turn** describing what it does reliably.
- Write a **Heavy Turn** describing how it is effective or dangerous. Then add the additional Turn, "Make my monster grow."
- Write a **Light Turn** describing when it reveals a flaw or fails to act.



Special Turn

As fiction dictates, the Narrator may **write a new Turn** for some/all Colors on a notecard and then remove it when appropriate.

Heavy Turns

After a player's Light Turn, you may:

- **Incapacitate** someone.
- **Pull back** on someone's power for now.
- **Withdraw** badness now, with or without their objective.
- Give someone a reason for **vengeance**.
- Enact the **last step** in a devious plan.

Regular Turns

When the time is right, you may always:

- **Separate** someone temporarily.
- Announce **badness** on the scene.
- Direct **unwanted attention** toward the Colors.
- Use someone's **power** against them.
- Put someone else in a **compromising situation**.

Light Turns

After a player's Heavy Turn, you may still:

- Reveal a **threat** or **monster** off-screen.
- Remind Colors of **civilian responsibilities**.
- Offer an **opportunity** with a choice or cost.
- Put someone **on the spot**.
- **Alter** the landscape.

Before Play

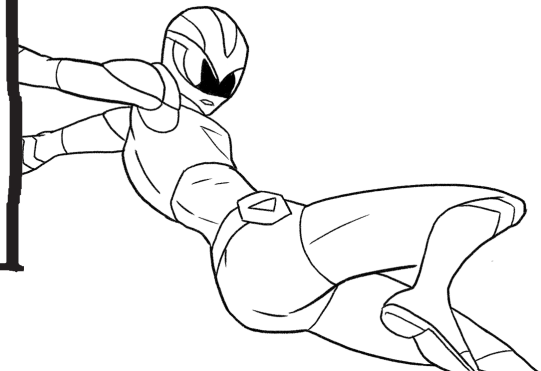
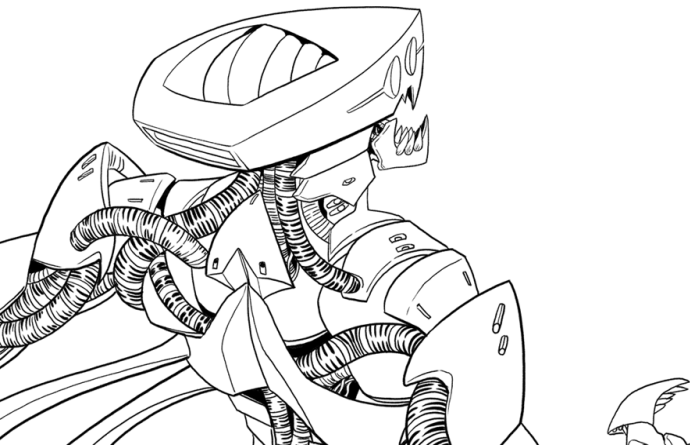
- If an established Color **will not be present**, ask, "Will we see this Color, and what might they be doing?"
- If it feels right, ask, "Will a Color have a **spotlight** this episode?" If so, instruct that player to read aloud their Tasks.
- **Review** the Squad's Principle, powers, and civilian life. Consider how to push on them.
- Imagine a **new location** in the community.
- Imagine a **new** or **evolved monster**.

During Play

- **Spotlight** the Colors alone and together.
- **Frame** tight scenes that drive the episode.
- **Play your Turns** to highlight the Color's weaknesses and showcase their strengths.
- Use your **monster's Turns**, too.
- **Wrap up** the conflict with a promise of more.

After Play

- Request **character vignettes** before cutting to credits.
- Ask players to **review Tasks** and **vote** on who grinded up against these the most. That character takes a Raise at the fictionally appropriate moment
- Plan how a **Connection** could become developed or resolved.
- Plan which **new Colors** could be introduced soon.
- **Make notes** about everything!



Red
Played by
Looks
Connection
Notes

Tasks

- Charge ahead recklessly if no one is depending on you.
- Rise to the occasion when it's the right thing to do.
- Express wonder, even if it borders on naivete.
- Eagerly shine the spotlight on your teammates, too.
- Explore self-realization & eventual leadership.

Special Turn

- When someone relies on you to solve their problem, they gain a token.

Heavy Turns

- Use your weapon to drive off an opponent.
- Face down danger without hesitation.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "Who is really behind this?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display impressive fighting technique.
- Try to prove yourself to another.
- Speak up for someone weaker.

Light Turns

- Head into danger without your Squad.
- Fail to react and suffer the consequences.
- Let your temper cloud your judgment.
- Talk smack to someone or something more powerful than you.
- Ask someone, "Why do people follow me?"

Blue
Played by
Looks
Connection
Notes

Tasks

- Calculate possible courses of action.
- Play it by the book, most of the time.
- Find the right time for sensibility and for deadpan humor.
- Prove that brain trumps brawn.
- Explore fallibility & prodigy.

Special Turn

- When you accept the support of someone stronger, your next Heavy move does not cost a token.

Heavy Turns

- Devise the proper tool for the job.
- Remain absolutely calm under pressure.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "How could I get you to do the sensible thing?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display precise fighting technique.
- Try to pinpoint an adversary's weakness.
- Point out the obvious to another.

Light Turns

- Do the wrong thing perfectly.
- Fail to react and prove yourself ineffective.
- Become demoralized by a minor failure.
- Construct something dangerous.
- Ask someone, "What do others really think of me?"

Black
Played by
Looks
Connection
Notes

Tasks

- Show your strength.
- Defend those you care about at any cost.
- Oblige yourself to others, even if you may let them down.
- Prove that brawn trumps brains.
- Explore duty & martyrdom.

Special Turn

- When you accept the support of someone weaker, your next Heavy move does not cost a token.

Heavy Turns

- Clear the way of adversaries during a brawl.
- Shake off a beating like it's nothing.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "What do I need to sacrifice in order to see this through?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display reckless fighting technique.
- Try to protect someone in need.
- Remind someone of the real task at hand.

Light Turns

- Take the brunt of someone else's burden.
- Fail to react and overexert yourself.
- Interfere with a reliable course of action.
- Frighten another with an impressive feat.
- Ask someone, "Who have I failed to protect?"

Green

Played by

Looks

Connection

Notes

Tasks

- Show that one size doesn't fit all.
- Throw inexperience or ineptitude at a problem and see what sticks.
- Approach the right thing to do from the wrong way to do it.
- Unveil an unexpected profound talent.
- Explore vulnerability & coming of age.

Special Turn

- When someone gives you an opportunity to prove what you've learned to others, they receive a token.

Heavy Turns

- Stumble upon an unlikely, perfect hit.
- Gather hidden endurance to take what's coming.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "What is an unorthodox solution?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display eccentric fighting technique.
- Try to bring people together with a wisecrack.
- Act as a decoy.

Light Turns

- Endanger someone instead of accomplishing something.
- Fail to react and cower.
- Pull a prank gone wrong.
- Act childish when someone expects better.
- Ask someone, "What don't I understand about the world yet?"

Yellow

Played by

Looks

Connection

Notes

Tasks

- Talk out an issue, especially when everyone else is fighting.
- Diffuse tense situations with insight or humor.
- Observe who is doing what and with whom.
- Prove that your role is anything but subordinate.
- Explore individuality & insecurity.

Special Turn

- When someone acknowledges their friendship with you, their next Heavy move does not cost a token.

Heavy Turns

- Address an immediate problem with a level head.
- Remain totally dependable under pressure.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "What's a creative solution to work this out?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display agile fighting technique.
- Try to boost another Color's morale.
- Reveal a hidden talent or passion.

Light Turns

- Doubt yourself when taking definitive action.
- Fail to react and ignore the important.
- Do what's best for someone when they wouldn't agree.
- Overcommit yourself to another cause.
- Ask someone, "What was one of my past mistakes?"

Pink

Played by

Looks

Connection

Notes

Tasks

- Demonstrate warmth and care to be crucial strengths.
- Understand someone's problem, especially if there's nothing to gain.
- Balance emotional burdens.
- Defy expectations when stereotyped.
- Explore themes of empathy & cynicism.

Special Turn

- When you take time to confide in someone, they receive a token.

Heavy Turns

- Strike at the heart of the problem.
- Remain positively cheery under pressure.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "What secret pain do you carry?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display innovative fighting technique.
- Try to rally the Squad when they are in disagreement.
- Just be there for someone.

Light Turns

- Exhaust yourself when taking definitive action.
- Fail to react and get cast aside.
- Demand that someone pay attention to you right this moment.
- Show a soft spot for the wrong person or at the wrong time.
- Ask someone, "Why am I not taken seriously?"