

RED

You have the qualities to lead, even if it you're not yet ready for that. 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.

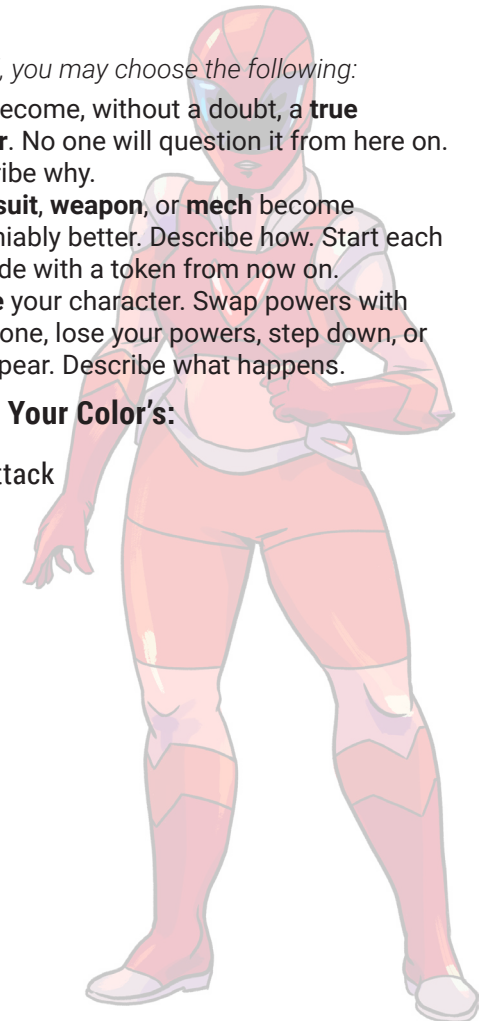
Describe Your Color's:

Named Attack

Suit

Weapon

Mech



BLUE

You're straight-laced, sensible, and ambitious. You may be a classic overachiever, but in the end, others do 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

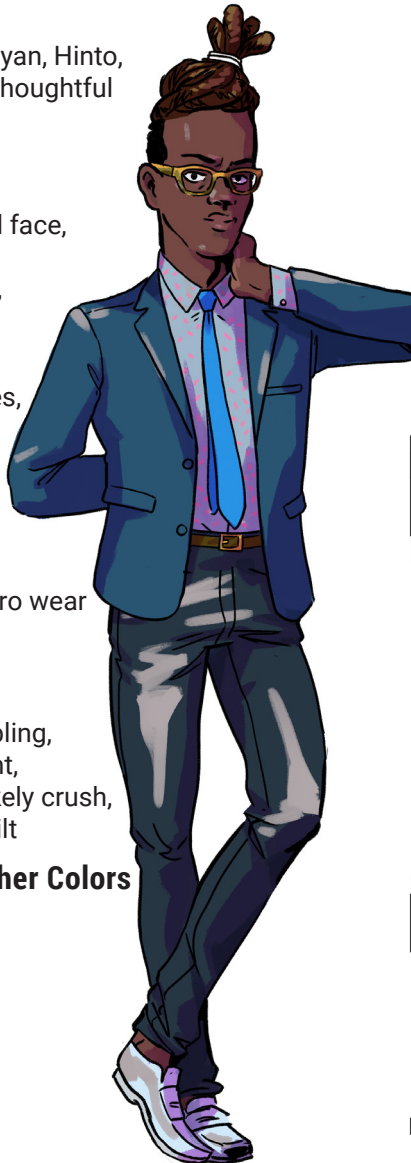
Quiet eyes, bright eyes, focused eyes, stern eyes, calculating eyes

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 Ⓜ

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 Ⓜ

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. 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

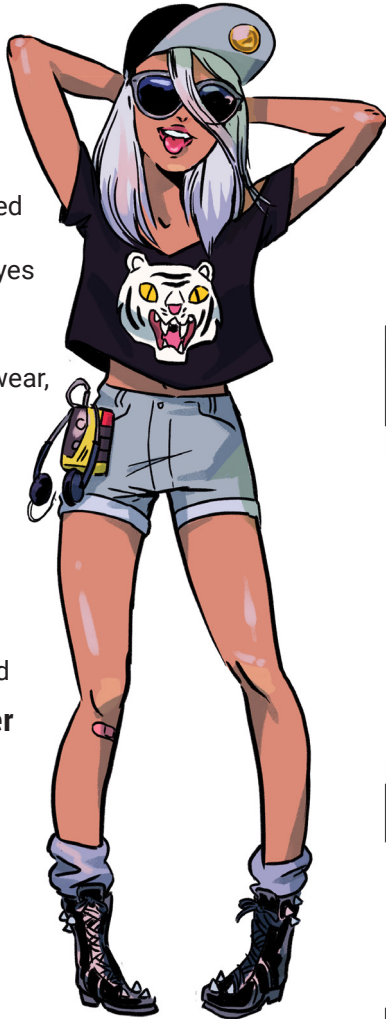
Intense eyes, devoted eyes, warm eyes, vigilant eyes, wild eyes

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 Ⓜ

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 Ⓛ

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 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

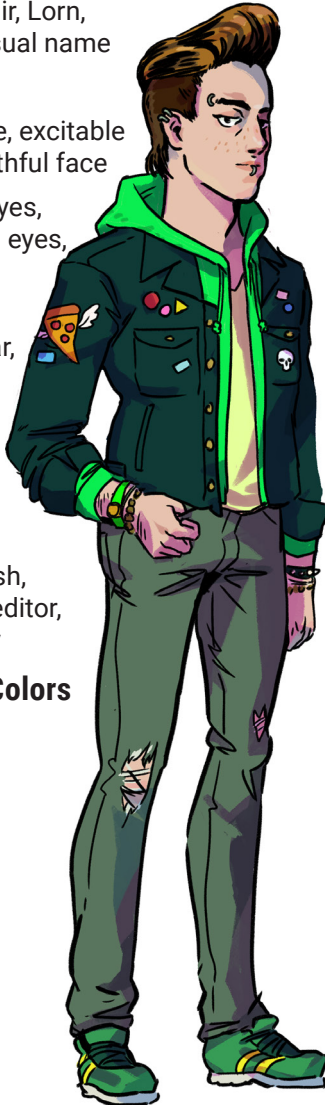
Curious eyes, playful eyes, solitary eyes, sparkling eyes, uncommon eyes

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.

Ⓜ-1

Heavy Turns

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 Ⓜ+1

Gain a token when you:

- **Endanger** someone instead of accomplishing something.
- **Fail** to react and cover.
- 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 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

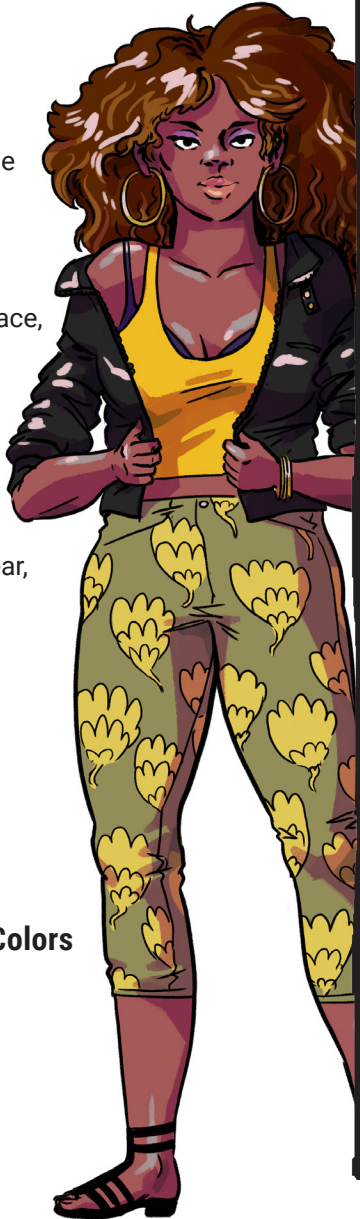
Focused eyes, sincere eyes, knowing eyes, familiar eyes, enthusiastic eyes

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 (+1)

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.

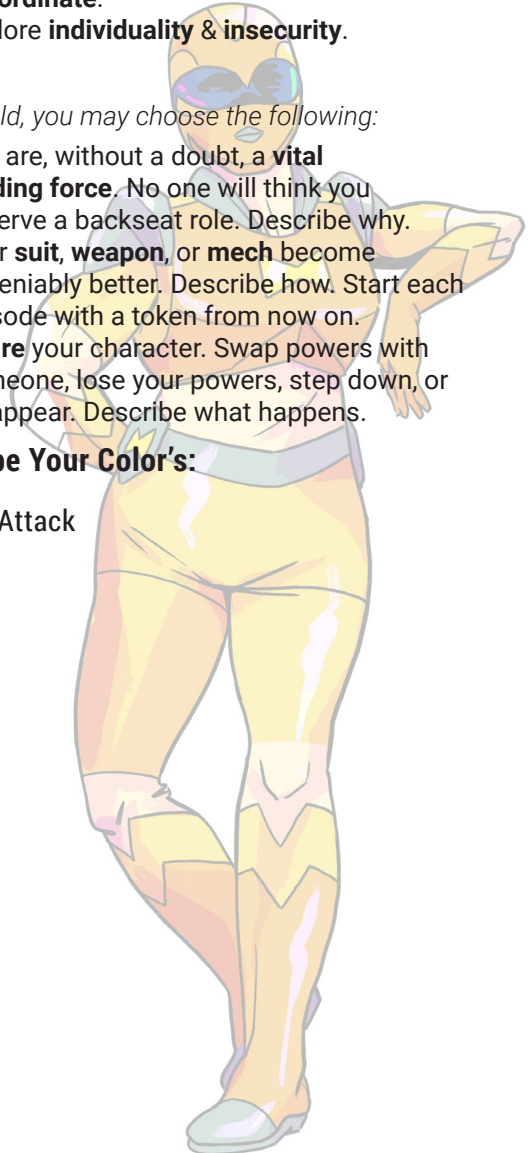
Describe Your Color's:

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

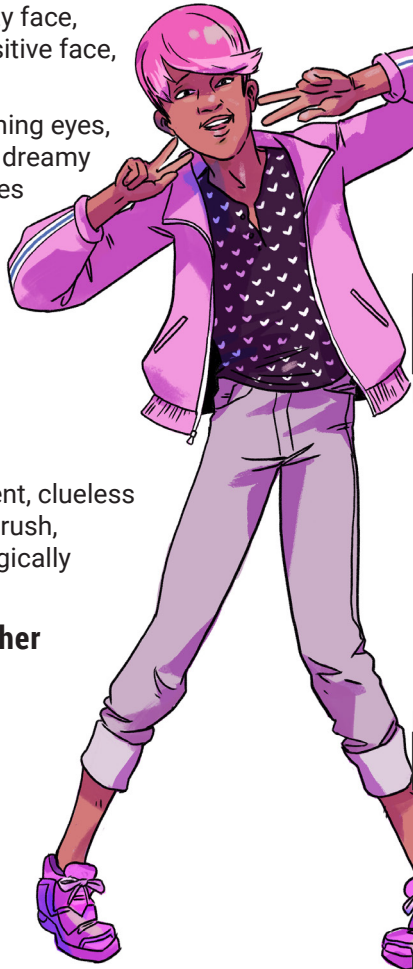
Spirited eyes, shining eyes, penetrating eyes, dreamy eyes, watchful eyes

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



GOLD

A prodigy from another place or time, Gold could take on the world, Squad or no Squad, if they so chose.

Choose a Name

Arianna, Jin-Ho, Kin, Oeric, Mai, something legendary

Choose Looks

Mysterious face, radiant face, remarkable face, outlandish face, brilliant face

Lost eyes, gleaming eyes, mystical eyes, honest eyes, sorrowful eyes

Old-fashioned wear, impeccable wear, polished wear, exotic wear, one-of-a-kind wear

Choose a Connection

Ancestor or descendent, storied mentor, twin sibling, mystical creature, royal ally

Describe the Other Colors



Special Turn ★★

When you **cast the spotlight on another** while the stakes are high, your next Heavy move does not cost a token.

Heavy Turns -1

Spend a token to:

- Reveal a **never-before-seen power**.
- Take a **devastating blow** without flinching.
- **Transform** when danger appears.
- **Summon your mech** when danger escalates.
- Ask someone, "What **secret** about you do I already know?"

Regular Turns ✓

You may always:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display dazzling **fighting** technique.
- Try to be a **one-person army**.
- **Model** the utmost finesse and expertise.

Light Turns +1

Gain a token when you:

- **Perform** brilliantly to an unnecessary magnitude.
- **Disappear** in the face of danger.
- **Remind** someone that they aren't good enough yet.
- Let a **secret/side mission** take precedent.
- Ask someone, "What prevents me from **belonging**?"

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:

- Display the **shining pinnacle** of your abilities for all to see.
- **March** to the beat of your own drum.
- Don't get too **comfortable** here.
- Hold yourself to a **higher standard** than others.
- Explore **exclusivity & isolation**.

Raises

When told, you may choose the following:

- You are, without a doubt, **at home among your allies**. No one will ask you to leave. 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



SILVER

A worthy mentor and guardian, Silver may let down their guard enough to find a place among the Squad.

Choose a Name

Eirian, Lock, Rajat, Sterlyn, Yin, something everlasting

Choose Looks

Authoritative face, grim face, refined face, disciplined face, uncanny face

Anguished eyes, redeeming eyes, steely eyes, awakened eyes, hopeful eyes

Timeless wear, royal wear, heroic wear, tattered wear, salvaged wear

Choose a Connection

Fused entity, childhood friend, twin sibling, loyal ward, powerful demon

Describe the Other Colors



Special Turn ★★

When someone **demonstrates what you have taught them**, your next Heavy move does not cost a token.

Heavy Turns -1

Spend a token to:

- **Teach** someone a formidable skill.
- **Emerge** from the ashes.
- **Transform** when danger appears.
- **Summon your mech** when danger escalates.
- Ask someone, "What do you need **redeemed**?"

Regular Turns ✓

You may always:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **superordinary** fighting technique.
- **Arrive** unexpectedly and at the last possible moment.
- Cryptically **warn** your allies.

Light Turns +1

Gain a token when you:

- **Hurt someone** who believes in you.
- **Take the blow** meant for another.
- **Impress** your morality on someone who doesn't need it.
- **Self-exile** when shaken.
- Ask someone, "What do I need to **sacrifice**?"

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:

- **Carry out** an important message.
- Take someone **under your wing**.
- **Spend time** devising tactical feats.
- **Question** your usefulness if no one needs anything from you.
- Explore **saviorhood & authority**.

Raises

When told, you may choose the following:

- You have, without a doubt, shaken off old bonds in favor of **reliance on your allies**. No one needs more proof. 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.

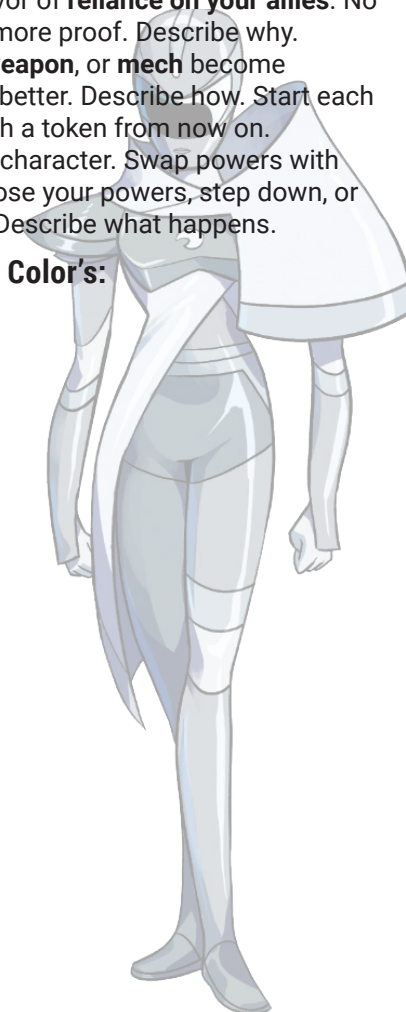
Describe Your Color's:

Named Attack

Suit

Weapon

Mech



WHITE

A veteran of the Squad, White has fought hard to earn power and responsibility—but what have they lost along the way?

Choose a Name

Airi, Alban, Bai, Bianca, Jenny, Gwen, Whitaker, a respected name

Choose Looks

Compelling face, haggard face, scarred face, proud face, trustworthy face

Clouded eyes, dignified eyes, imposing eyes, piercing eyes, vacant eyes

Dazzling wear, decorated wear, resplendent wear, stately wear, tactical wear

Choose a Connection

Former disciple, long-lost lover, influential contact, double-crossing associate, mighty entity

Describe the Other Colors



Special Turn ★★

When someone **reminds you of your difficult past**, your next Heavy Turn does not cost a token.

Heavy Turns (−1)

Spend a token to:

- **Alter** your weapon to eliminate a threat.
- **Absorb** incoming damage in the form of a scar.
- **Transform** when danger appears.
- **Summon** your mech when danger escalates.
- Ask someone, “What **haunts** you from your past?”

Regular Turns ✓

You may always:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **instinctual** fighting technique.
- Find something useful within an **upsetting** memory.
- Try to teach **heroism** to someone who needs it.

Light Turns (+1)

Gain a token when you:

- Define what it means to be a **hero**.
- **Stand by**, powerless in the face of a threat.
- **Relive** memories of a difficult event.
- Embark on a dangerous **solo mission**.
- Ask someone, “What do you **keep fighting for**?”

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:

- Define the **highest order** of being a hero.
- Draw from a well of experience to **guide** the Squad.
- Grapple with relevant **personal trauma**.
- Prevent the Squad from making a **horrible mistake**.
- Explore **self-care & fragility**.

Raises

When told, you may choose the following:

- You have, without a doubt, **overcome the pain of your past**. No one will be distraught by that haunted look in your eyes. 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



PURPLE

While Purple can win the trust of their Squad, hidden motives may put their supposed comrades in real danger...

Choose a Name

Amethyst, Calfuray, Jola, Porfirio, Viola, Yolanda, Zedong, a suspicious name

Choose Looks

Conniving face, jittery face, perplexing face, shifty face, uneasy face

Crafty eyes, enigmatic eyes, furtive eyes, wavering eyes, wily eyes

Concealed wear, edgy wear, flamboyant wear, irregular wear, roguish wear

Choose a Connection

Despicable family member, double-crossed associate, vengeful syndicate member, trusting partner, wicked employer

Describe the Other Colors



Special Turn ★★

When someone displays **unwavering trust** in you, both players gain a token.

Heavy Turns (-1)

Spend a token to:

- Perform a **surprisingly heroic** feat.
- Protect a **so-called friend**.
- **Transform** when danger appears.
- **Summon** your mech when danger escalates.
- Ask someone, "What's the point of **being good** all the time?"

Regular Turns ✓

You may always:

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **dastardly** fighting technique.
- **Cheat** to solve a small problem.
- **Pretend** to care about another Color.

Light Turns (+1)

Gain a token when you:

- **Endanger** the Squad.
- Make an ally **take the blow**.
- Describe why **your values** are better than everyone else's.
- Use someone's **secret** against them.
- Ask someone, "What would it take for you to **betray** someone?"

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:

- Gain access to other Colors' **secrets** and **abilities**.
- Prove yourself to be **too useful** to ignore.
- Compare your **personal motives** against those of the Squad.
- **Double-cross** someone who cares about you.
- Explore **betrayal & redemption**.

Raises

When told, you may choose the following:

- You have, without a doubt, proven you will **support the Squad** even though the motives for doing so remain your own. No one will ask if you're secretly evil. 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



ORANGE

Orange is the last person anyone expected to become a hero—and yet, so long as they can transform into one, why not join the Squad while it lasts?

Choose a Name

Autumn, Blaine, Electra, Flannery, Hari, Russell, Sienna, an unorthodox name

Choose Looks

Dimpled face, homely face, humble face, ordinary face, recognizable face

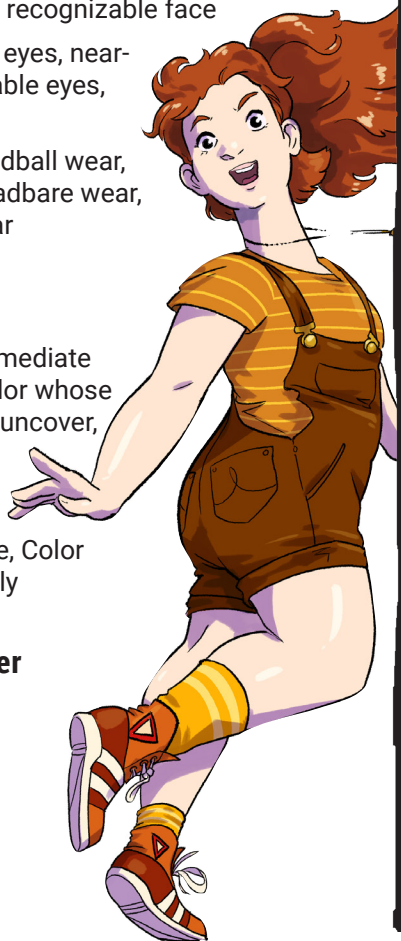
Cozy eyes, familiar eyes, near-sighted eyes, relatable eyes, vacuous eyes

Bohemian wear, oddball wear, peasant wear, threadbare wear, unembellished wear

Choose a Connection

Color who is an immediate family member, Color whose secret you want to uncover, Color who is your sworn rival, Color at the center of your wacky scheme, Color who you desperately want to protect

Describe the Other Colors



Special Turn ★★

When a Color treats you like you're an **important member** of the Squad, they gain a token.

Heavy Turns (−1)

Spend a token to:

- **Improvise** a near-perfect weapon.
- **Shake off** a blow without a scratch.
- **Transform** when danger appears.
- **Summon** your mech when danger escalates.
- Ask someone, "Why did I get **chosen** for this?"

Regular Turns

You may always: ✓

- **Take action**, leaving yourself vulnerable.
- **React** by taking temporary cover.
- Display **improvised** fighting technique.
- Remind the Squad of **normal, everyday fun**.
- Uncover part of the **setting** that has never been explored.

Light Turns (+1)

Gain a token when you:

- Absolutely **whiff it** when everybody's watching.
- **Fail to react** and **faceplant** hard.
- Tell a **long-winded story** about how you once solved a similar problem.
- **Forget** all of your newfound responsibilities.
- Ask someone, "How do you live your **normal life** in the face of danger?"

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:

- **Defy expectations** of who can be a hero.
- Make the **greatest impact** in the shortest time.
- Involve the **community** or **setting** in a new way.
- **Depart** in a manner that defies expectations.
- Explore **humor** & the momentary **spotlight**.

Raises

When told, you may choose the following:

- You have, without a doubt, **earned a place in the memories** of the Squad. Nobody will forget your name. 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.



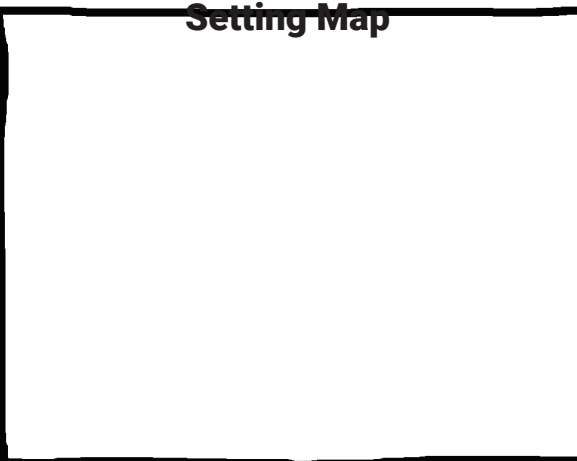
Principle

The Squad currently **fighters 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

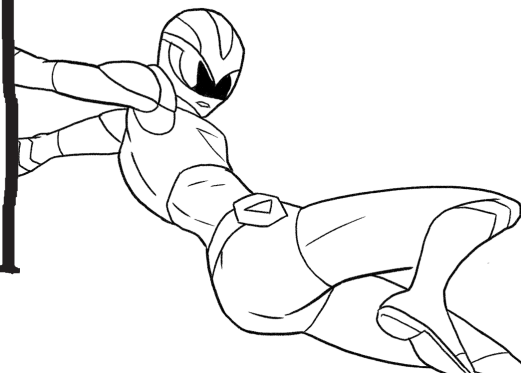
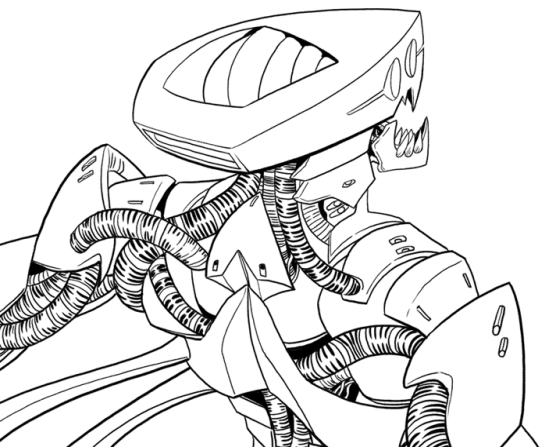
- If an established Color **will not be present**, ask, "Will we see this Color, and what might they be doing?"
- If it feels right, ask, "Will a Color have a **spotlight** this episode?" If so, instruct that player to read aloud their Tasks.
- **Review** the Squad's Principle, powers, and civilian life. 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?"

Gold**Played by****Looks****Connection****Notes****Tasks**

- Display the shining pinnacle of your abilities for all to see.
- March to the beat of your own drum.
- Don't get too comfortable here.
- Hold yourself to a higher standard than others.
- Explore exclusivity & isolation.

Special Turn

- When you cast the spotlight on another while the stakes are high, your next Heavy move does not cost a token.

Heavy Turns

- Reveal a never-before-seen power.
- Take a devastating blow without flinching.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "What secret about you do I already know?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display dazzling fighting technique.
- Try to be a one-person army.
- Model the utmost finesse and expertise.

Light Turns

- Perform brilliantly to an unnecessary magnitude.
- Disappear in the face of danger.
- Remind someone that they aren't good enough yet.
- Let a secret/side mission take precedent.
- Ask someone, "What prevents me from belonging?"

Silver**Played by****Looks****Connection****Notes****Tasks**

- Carry out an important message.
- Take someone under your wing.
- Spend time devising tactical feats.
- Question your usefulness if no one needs anything from you.
- Explore saviorhood & authority.

Special Turn

- When someone demonstrates what you have taught them, your next Heavy move does not cost a token.

Heavy Turns

- Teach someone a formidable skill.
- Emerge from the ashes.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "What do you need redeemed?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display superordinary fighting technique.
- Arrive unexpectedly and at the last possible moment.
- Cryptically warn your allies.

Light Turns

- Hurt someone who believes in you.
- Take the blow meant for another.
- Impress your morality on someone who doesn't need it.
- Self-exile when shaken.
- Ask someone, "What do I need to sacrifice?"

White**Played by****Looks****Connection****Notes****Tasks**

- Define the highest order of being a hero.
- Draw from a well of experience to guide the Squad.
- Grapple with relevant personal trauma.
- Prevent the Squad from making a horrible mistake.
- Explore self-care & fragility.

Special Turn

- When someone reminds you of your difficult past, your next Heavy Turn does not cost a token.

Heavy Turns

- Alter your weapon to eliminate a threat.
- Absorb incoming damage in the form of a scar.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "What haunts you from your past?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display instinctual fighting technique.
- Find something useful within an upsetting memory.
- Try to teach heroism to someone who needs it.

Light Turns

- Define what it means to be a hero.
- Stand by, powerless in the face of a threat.
- Relive memories of a difficult event.
- Embark on a dangerous solo mission.
- Ask someone, "What do you keep fighting for?"

Purple**Played by****Looks****Connection****Notes****Tasks**

- Gain access to other Colors' secrets and abilities.
- Prove yourself to be too useful to ignore.
- Compare your personal motives against those of the Squad.
- Double-cross someone who cares about you.
- Explore betrayal & redemption.

Special Turn

- When someone displays unwavering trust in you, both players gain a token.

Heavy Turns

- Perform a surprisingly heroic feat.
- Protect a so-called friend.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "What's the point of being good all the time?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display dastardly fighting technique.
- Cheat to solve a small problem.
- Pretend to care about another Color.

Light Turns

- Endanger the Squad.
- Make an ally take the blow.
- Describe why your values are better than everyone else's.
- Use someone's secret against them.
- Ask someone, "What would it take for you to betray someone?"

Orange**Played by****Looks****Connection****Notes****Tasks**

- Defy expectations of who can be a hero.
- Make the greatest impact in the shortest time.
- Involve the community or setting in a new way.
- Depart in a manner that defies expectations.
- Explore humor & the momentary spotlight.

Special Turn

- When a Color treats you like you're an important member of the Squad, they gain a token.

Heavy Turns

- Improvise a near-perfect weapon.
- Shake off a blow without a scratch.
- Transform when danger appears.
- Summon your mech when danger escalates.
- Ask someone, "Why did I get chosen for this?"

Regular Turns

- Take action, leaving yourself vulnerable.
- React by taking temporary cover.
- Display improvised fighting technique.
- Remind the Squad of normal, everyday fun.
- Uncover part of the setting that has never been explored.

Light Turns

- Absolutely whiff it when everybody's watching.
- Fail to react and faceplant hard.
- Tell a long-winded story about how you once solved a similar problem.
- Forget all of your newfound responsibilities.
- Ask someone, "How do you live your normal life in the face of danger?"