

A Ready-To-Go Module for
Henshin!: A Sentai RPG

Written by

Illustrated by

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Designer Notes

Color Aesthetics

Suit Detail:
Weapon:
Mech:
Named Attack:

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Community & Cast

Setting:

Base:

Community locations:

Squad obligation:

Squad principle:

Custodian of power:

Big Bad:

General:

Foot soldiers:

Power source:

Signature hand motion:

Weapons combine into something

Mechs combine into an Ultimate Form that is

First Session Hooks

An opening scene to draw the Colors into the action could include:

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Further Scene Ideas

When appropriate, a scene to progress the continuing action could include:

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Ongoing Season Arcs

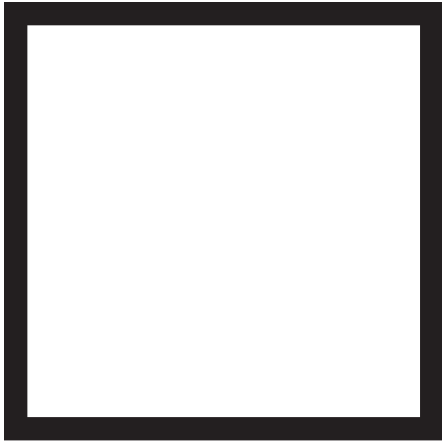
Finally, future episodes that advance the season arc could feature:

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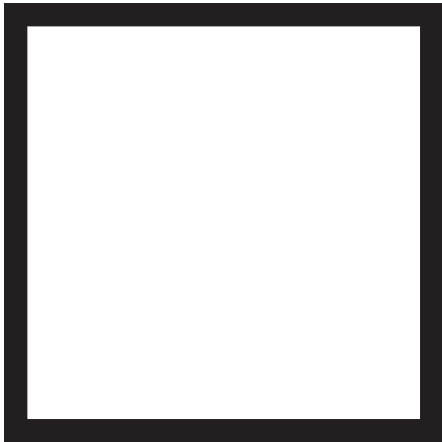
Custom Monsters



Heavy Turn:

Regular Turn:

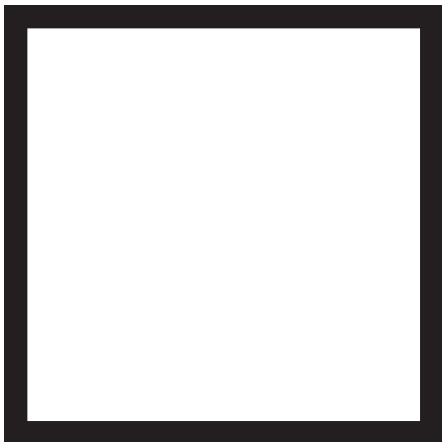
Light Turn:



Heavy Turn:

Regular Turn:

Light Turn:



Heavy Turn:

Regular Turn:

Light Turn: