

# 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

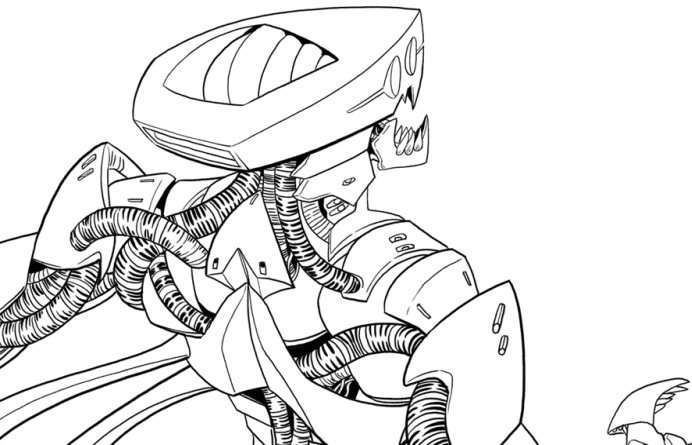
- If an established Color **will not be present**, ask, "Will we see this Color, and what might they be doing?"
- If it feels right, ask, "Will a Color have a **spotlight** this episode?" If so, instruct that player to read aloud their Tasks.
- **Review** the Squad's Principle, powers, and civilian life.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



# 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

## 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?"