

(PLAYBOOK TITLE) Chroma: The Role (evocative quip)

[INSERT PORTRAIT ART]

(Insert Introductory Text, details about the Role. Maybe three or four sentences, max.)

Palette Swap: Love the role, but not feeling the specific hue? Here are some genre-inspired alternatives:

- **Alt1:** DESCRIPTION
- **Alt2:** DESCRIPTION

Concept Pitch

Tell us about your Pilot. We want to know her as a real person, a living and breathing member of the team. What's her recent story? What's she all about? Just enough to give us an introduction and some ideas for now - we don't need a deep dive or a grand speech!

Below are some initial "personal" questions to answer, and suggested options. Circle one of the given options if it speaks to you, or develop your own. And when you're ready, tell everyone!

What is your favorite accessory? EX: Mom's Army Jacket, SpaceBall Cap, Kitty Hairband, All the Rings, Badass Retro Mono-glove, Star Barrettes, Aviator Shades, Mirrored Lipstick.

What is your favorite food? EX: Breakfast, Hot Dogs, Tempura, Spumoni Ice Cream, Fish Stew, Pizza, Pineapple Salad, Fry Bits, Paladin Lunch.

What is your "thing?" EX: Anime/Manga, Bonsai, Cosplay, Finding a Boyfriend, Military Fangirl, Motorcycle Racing, RPGs, Scrapbooking

What is your distinctive visual trait? EX: Crazy Hair, Always a Different Scarf, Three-fingered Hands, Eternal Braces, Resting Grumpy Face, Always Chewing Gum.

What is your Yearbook Quote? What quote did you have under your yearbook photo for this most recent year of Battle School? Here are some examples from the source media:

"I'm going to leave a beautiful corpse, an open bar tab, and no regrets." "TO MERGE IS TO EXPLODE!"
"Water cannot be made into tea until the ripples of fear and doubt subside."

What Do Your Friends Think of You?

Now let's take your concept a step further, and start writing down some numbers! Use the following descriptive adjective choices to build your Pilot's initial **Commitments** spread. **First pick three** on your own and fill in the dots indicated, three for each adjective. **Second** have the players to your left and right each pick one as well. **Third** have Coach select a sixth and final one. **Finally**, once six have been selected, total their stat mods and note them on your final record sheet, under Commitments.

BLACK:

Adjective	Add +1 to:
Brisk	Solo, Steel, Circuit
Carefree	Solo, Flesh, Circuit
Determined	Solo, Steel, Synapse
Diva	Solo, Flesh, Circuit
Gung-Ho	Sync, Steel, Circuit
High-strung	Solo, Steel, Circuit
Indecipherable	Solo, Steel, Circuit
Independent	Solo, Flesh, Synapse
Mercurial	Solo, Steel, Synapse
Mysterious	Sync, Steel, Circuit
Powderkeg	Sync, Flesh, Circuit
Skittish	Solo, Flesh, Synapse
Unreadable	Solo, Flesh, Synapse
Withdrawn	Solo, Flesh, Synapse

BLUE:

Adjective	Add +1 to:
Boisterous	Sync, Steel, Synapse
Candid	Sync, Steel, Synapse
Collected	Sync, Flesh, Circuit
Focused	Sync, Steel, Circuit
Helpful	Sync, Flesh, Synapse
High-strung	Solo, Steel, Circuit
Influential	Sync, Steel, Circuit
Invested	Sync, Flesh, Synapse
Nerdy	Sync, Flesh, Circuit
Patronizing	Sync, Flesh, Synapse
Reserved	Solo, Flesh, Synapse
Unreadable	Solo, Flesh, Synapse
Wizened	Sync, Flesh, Circuit

Adjective	Add +1 to:
Withdrawn	Solo, Flesh, Synapse

GREEN:

Adjective	Add +1 to:
All to the Wall	Sync, Steel, Circuit
Animated	Sync, Steel, Synapse
Boisterous	Sync, Steel, Synapse
Bouncy	Sync, Steel, Circuit
Boy-Crazy	Sync, Flesh, Synapse
Brash	Solo, Steel, Circuit
Carefree	Solo, Flesh, Circuit
Gluttonous	Solo, Flesh, Synapse
Intrepid	Solo, Steel, Circuit
Radiant	Sync, Flesh, Synapse
Silly	Solo, Flesh, Circuit
Skittish	Solo, Flesh, Synapse
Vibrant	Sync, Steel, Circuit
Vivacious	Sync, Steel, Synapse

ORANGE:

Adjective	Add +1 to:
Animated	Sync, Steel, Synapse
Collected	Sync, Flesh, Circuit
Determined	Solo, Steel, Synapse
Grizzly	Solo, Steel, Synapse
Gung-Ho	Sync, Steel, Circuit
Hardcore	Sync, Steel, Circuit
Independent	Solo, Flesh, Synapse
Intrepid	Solo, Steel, Circuit
Invested	Sync, Flesh, Synapse
Lackadaisical	Solo, Flesh, Synapse

Adjective	Add +1 to:
Nerdy	Sync, Flesh, Circuit
Sparky	Sync, Steel, Synapse
Territorial	Solo, Flesh, Circuit
Vindictive	Solo, Steel, Circuit

PINK:

Adjective	Add +1 to:
Animated	Sync, Steel, Synapse
Bouncy	Sync, Steel, Circuit
Boy-Crazy	Sync, Flesh, Synapse
Cheerful	Sync, Flesh, Synapse
Compassionate	Sync, Flesh, Synapse
Helpful	Sync, Flesh, Synapse
Influential	Sync, Steel, Circuit
Meddlesome	Solo, Steel, Circuit
Motherly	Sync, Flesh, Synapse
Over-Protective	Sync, Steel, Synapse
Passive	Sync, Flesh, Circuit
Selfless	Sync, Steel, Synapse
Silly	Solo, Flesh, Circuit
Vibrant	Sync, Steel, Circuit

PURPLE:

Adjective	Add +1 to:
Brash	Solo, Steel, Circuit
Competitive	Solo, Steel, Circuit
Diva	Solo, Flesh, Circuit
Dour	Sync, Steel, Synapse
Gluttonous	Solo, Flesh, Synapse
Heartless	Solo, Steel, Circuit
High-strung	Solo, Steel, Circuit

Adjective	Add +1 to:
Independent	Solo, Flesh, Synapse
Mercurial	Solo, Steel, Synapse
Powderkeg	Sync, Flesh, Circuit
Secretive	Solo, Flesh, Circuit
Sparky	Sync, Steel, Synapse
Stubborn	Solo, Flesh, Synapse
Vindictive	Solo, Steel, Circuit

RED:

Adjective	Add +1 to:
All to the Wall	Sync, Steel, Circuit
Athletic	Solo, Steel, Synapse
Boy-Crazy	Sync, Flesh, Synapse
Brash	Solo, Steel, Circuit
Cheerful	Sync, Flesh, Synapse
Competitive	Solo, Steel, Circuit
Determined	Solo, Steel, Synapse
Focused	Sync, Steel, Circuit
Gung-Ho	Sync, Steel, Circuit
Hardcore	Sync, Steel, Circuit
Invested	Sync, Flesh, Synapse
Radiant	Sync, Flesh, Synapse
Selfless	Sync, Steel, Synapse
Stalwart	Sync, Flesh, Synapse

YELLOW:

Adjective	Add +1 to:
Athletic	Solo, Steel, Synapse
Candid	Sync, Steel, Synapse
Compassionate	Sync, Flesh, Synapse
Demure	Solo, Flesh, Circuit

Adjective	Add +1 to:
Gluttonous	Solo, Flesh, Synapse
Grizzly	Solo, Steel, Synapse
Helpful	Sync, Flesh, Synapse
Over-Protective	Sync, Steel, Synapse
Passive	Sync, Flesh, Circuit
Reserved	Solo, Flesh, Synapse
Selfless	Sync, Steel, Synapse
Stalwart	Sync, Flesh, Synapse
Stubborn	Solo, Flesh, Synapse
Unreadable	Solo, Flesh, Synapse

Feel free to go off-list and come up with new ones! Or look at the other playbooks for alternatives. When done, you should have 6 total points spread within the stats of each of your six Commitments.

(Chroma Name's) Power Profile

As the (Role Name), your specialty is (Role Details Short form). Pick one of your two core powers as your Pilot's starting specialty. These can evolve over time, and you can eventually unlock all three if you want! Pick one right now, and fill in the "Level 1" dot next to it.

- **"Power Name!"** - (Primary Tech) Description
- **"Power Name!"** - (Secondary Tech) Description

(Text Note for Players: You don't actually *have* to pick right now if you aren't sure. It can be even more fun to decide later on once the game begins, letting your power emerge in the story as something new and unknown! Be sure and tell Coach if you want to do this.)

Team Mods

Your choice of Chroma also indirectly affects the Team by adjusting background stats and resources.

Starting Team Adjustments

During Team Creation, adjust the following team resources automatically:

- **Harmony:** +X
- **Armory:** +X
- **Fan Club:** +X
- **Pit Crew:** +X

Recurring Team Adjustments

At the start of every brand new Scenario, make the following additional Resource adjustments:

- **Harmony:** +X
- **Armory:** +X
- **Fan Club:** +X
- **Pit Crew:** +X

Chroma Lesson and Schism Triggers

Next, note your Chroma's special Lesson and Schism triggers. The first is a special prompt that allows you to gain Lessons during play by role-playing your role's strengths and weaknesses in purely narrative ways. The latter gives you role-playing leads for causing Team strife.

- **Lesson Trigger:** DESCRIPTION

Chroma Gambit Specialty

When you incorporate your Chroma's specialty directly into a Gambit, you add more narrative effect to the outcome!

- **Gambit Specialties:** DESCRIPTION.

Your Daisho: What Weapon Do You Wield?

Now it's time to build your Daisho! This is the unique weapon that you specialize in when fighting The Enemy face to face. First, pick the frame - go with what speaks to your style, or instead choose based on the power you like the most.

- base choice 1: TECH DESCRIPTION (does not require a charge)
- base choice 2: TECH DESCRIPTION (does not require a charge)
- base choice 3: TECH DESCRIPTION (does not require a charge)

Now Give It Some Power!

Once you've chosen your base Frame, pick from one of the following extra powers and add it to the Daisho:

- quality choice 1: TECH DESCRIPTION (requires a charge)
- quality choice 2: TECH DESCRIPTION (requires a charge)
- quality choice 3: TECH DESCRIPTION (requires a charge)

Your Giant Robo

This special vehicle gives you extra powers in fights, and also allows you to assemble your Team's Final Form. If you aren't feeling the one below, swap it with a different playbook, or choose from the book instead.

(Adjective), But/And (Other Adjective): The (Robot Name)

(Short Description, maybe two or three sentences max)

Note the following core components:

- **Robo Grit:** This starts at 6, but can be increased later.
- **Summon Effect:** (triggers when you first summon the Robo in a session) DESCRIPTION
- **Robo Primary:**
- **Robo Secondary:**

Concept Expansion

Now that you have figured out all the math stuff, let's get back to finishing up your Concept with some *much* deeper questions!

Team Sacrifices

Tell us about one time you pissed off or even outright humiliated the Pilot to your left. What did you do? Why was she forced to let it go? That Pilot's player must record this as her first Sacrifice.

- **YOURS:** (Given to you by the player to *your* right)

Tell us about a really gnarly fight that the Pilot to your right got into, in defense of the Team or someone on it. Who were they fighting, and why? Who started it? Who won? That Pilot's player must record this as her second Sacrifice.

- **YOURS:** (Given to you by the player to *your* left)

Tell us about a relationship that you lost due to your joining this Team. Who or what was lost to you? How did this loss happen? How do you feel about it? Record this below as your own third Sacrifice:

- **YOURS:** (write it here)

Final Story Questions

As a final step toward fleshing out your new Pilot's personality, turn to the list on p. XX of the game rules and either pick or draw three of the bonus questions. Write them below, and answer them for your Pilot. These are purely for story!"

1.

2.

3.

For Later: Evolution!

As you learn Lessons through play, you will acquire Evolutions which you can spend to increase your Pilot's current powers, or even add new ones. The rules are explained more in the game book, but for now, follow this basic flow when you start getting them:

1. **Your First Evolution:** Evolve one of your Tech Paths
2. **Your Second Evolution:** Evolve a different Tech Path
3. **Your Third Evolution:** Evolve your Commitments

Evolve Tech Paths: When you evolve this, pick one of the following:

- **Chroma:** Either add a Level to one of your Role Techs, or acquire a new Role Tech from your list.
- **Daisho:** Add a new Quality Tech of your choice to your Daisho.
- **Personal Robo:** Increase your Robo Rank by 1.

Evolve Commitments: When you evolve this, give yourself a new descriptive adjective, and an associated +1 increase to any single Commitment of your choice.

Finishing Touches

You're almost done! Note your **Class Rank** as "Freshman," and then jot down the following final array of derived stats for your Pilot:

- **Buffers:** Base equals your Synapse stat.
- **Max Hand:** Begins at 3 cards.
- **Charge Pool:** Your Maximum Charge Pool is equal to *twice* your Circuit stat. It begins play half-filled (round up, if applicable).

What's Your Name?

Can't forget this part! If you're having trouble coming up with a name, randomly pick from the sample suggestions below:

Adriana, Bandile, Cordelia, Delores, Eulalia, Fabiana, Gwyneira, Hanako, Isobella, Jingyi, Kiyoko, Leimoni, Mpho, Natalie, Opeyemi, Pien, Qiana, Ragnbjörg, Sakiko, Tuyén, Ulla, Vivien, Willa, Xuan, Yayame, Zuzana

Playbook Wrap-Up

If you haven't already, now go back through the sheet and take note of all of your choices, copying them to the attached Pilot Record Sheet. From now on that will be your main game details reference, but keep this playbook worksheet around to in can you need to go back and revive your inspiration!

Advanced: Not enough options for you? Want to tweak the choices, or roll with something else? Got your eye on a different Robo entirely? Coach has all the details and is here to help you, just ask him!

Welcome to Battle School, Freshman!

[INSERT CHROMA CHIBI PORTRAIT ART]