



THE
COLOR
OF
EVERYTHING

HAPPYJAK
GAMES

made for
Ultralite
game jam

PART 1: THE COLOR OF EVERYTHING

CHROMIA

Welcome to the world of Chromia, where colors are more vibrant, music more pure, and everyone lives to create something wonderful. Artists work together in their specialty every day to make the world a better place. Here Illustrators can blast out color with a swish of their paint brush. Animators can bring every day objects to life. Musicians write and play music to bring happiness to everyone.

It was a wonderful world until the **DeSats** invaded, led by the twisted **Discordant** who wanted everything for themselves. They sent out their twisted **Shades** to drain color. **Dissonants** slipped into the sounds of the world to corrupt their harmony. While **Hammer-Heads** bashed the hard work of the **Sculptors**.

Discordant and their DeSats struck fast and hard, toppling major cities across the world. All seemed lost, until the teenagers of **IntenCity** rose up to fight back. You are a group of those teens, banding together to weave your skills together and bring color, music, and life back to the world and bring down Discordant and their DeSats.

INTENCITY

One of the last major cities of the world. It's a shining beacon, which makes it that much more of a target for Discordant. Teenagers here band together in small **Artist Collectives**, mostly referred to as **Collectives**, to seek out DeSats in the city. Some have even taken it upon themselves to leave the city and try and bring back color to lost cities of the world.

DESATS

DeSats are made when people have their color drained, the music in their heart disrupted, or their shape twisted. No one knows how the first were made,

but speculate that Discordant is the culprit. However it happened, the only way to bring people back is through adding color, music, and movement back to their lives.

PART 2: CHARACTER CREATION

ATTRIBUTES

Every artist has access to the same four attributes plus a specific DeSat that they are most adept at restoring.

The attributes are: **Creativity**, **Inspiration**, **Confidence**, and **Resolve**.

CREATIVITY

This attribute represents the artist's ability to overcome their limitations and solve a problem through Creativity. When you need to be Creative, use this attribute.

INSPIRATION

This attribute represents the artist's ability to overcome a drought of ideas or to even inspire others! When you need a hint from the GM or want to give a party member a temporary +1 modifier, use this attribute.

CONFIDENCE

This attribute represents the artist's ability to be confident in their work. The stronger their confidence the stronger their creation. When you need a creation to last longer than a single action or extend the reach, use this attribute

RESOLVE

This attribute represents the artist's ability to push through self-doubt, outside negativity, and fight against the curse of Discordant.

ATTRIBUTE DICE

At the start of character creation you must choose—among Creativity, Inspiration, and Confidence—which one is **Poor** (1d6), the other **Good** (2d6), and the last to be **Great** (3d6). Each level equates to a number of d6 to roll to succeed on a task.

You may place these Attribute Dice however you wish.

Every Artist begins with a Resolve of 10. The artist may spend them to take temporary control of the narrative on a failed roll. To do so, the player spends the difference between their roll and the target number (see **Resolution Mechanic** for more information). They still suffer the consequences of the roll, but now may give the Collective or specific artist a temporary bonus, or perhaps reduce the **Escalation Meter**.

Once the artist loses all of their Resolve, they fall unconscious and are out of the scene, or maybe even become a DeSat themselves.

ARTIST'S MEDIUM

Every artist in Chromia has a **Medium** and works together to fight against DeSats using their talents. Each medium also has a preferred DeSat to combat. Choose a medium to fight back against the DeSats!

ANIMATOR

These artists make the world move. Using the designs from an Illustrator or creations from a Sculptor or other stationary objects around them, the Animator twists, pulls, and pushes to set things in motion. On a successful Creativity roll an Animator may bring an object to life and give it a single direction.

Animator's are best at combating Missing Frames, a DeSat that moves erratically, dipping in and out of existence before striking.

ILLUSTRATOR

These artists make the world colorful. They are masters of design and color using pen, pencil, and paint. An Illustrator can use these tools to add color to objects, add new parts, or design amazing creatures and devices. Unfortunately, their work is locked to 2 Dimensions and unable to move without the help of an Animator. On a successful Inspiration roll an Illustrator can add color back to one object to restore its function.

Illustrator's are best at combating Shades, a DeSat that looks like a shadow or grey version of its previous self.

MUSICIAN

These artists make the world sing. Using their instrument they can shift the emotional state of those around them to calm them, make them happy, or insight rage! On a successful Confidence roll a Musician can bring harmony to any sound they hear.

Musician's are best at combating Dissonants, a DeSat that disrupts all sound around them.

SCULPTOR

These artists make the world tangible. Using their hands they can shape malleable objects into new and fantastic shapes such as creatures, vehicles, or buildings. With the help of an Animator they can even bring their creations to life! On a successful Creativity roll a Sculptor can shape any physical object they see into something new.

Sculptor's are best at combating Hammer-Heads, a DeSat that attempts to smash everything around them with their massive head.

PART 3: PLAYING THE GAME

RESOLUTION MECHANIC

Each player rolls an Attribute Die + **Muse Die**. The Attribute Dice must meet or beat a **Target Number** (TN) set by the GM. If the roll fails then add a number of points to the **Collective Pool** equal to the number on the Muse Die.

A die can "explode," meaning that if you roll a 6 on any of the dice you may pick it up and roll it again, adding the new number to the previous total. This new die can explode as well.

MUSE DIE

The Muse Die is any one of the three dice of an attribute. If the attribute is only a d6, then that single die is also the Muse Die.

Any player can pull from the Collective

Pool to add to their roll to help them succeed in a task. However, going too often to the well of the Muse can have its consequences. For every point a player takes from the Collective Pool the enemies gain a point on the Escalation Meter (see **Part 4: Running the Game**).

PART 4: RUNNING THE GAME

SETTING THE TARGET NUMBER

Whenever an artist needs to complete a task, either something mundane like climbing or solving a puzzle or trying to add the art back to a DeSat, they must meet or beat a Target Number set by the GM. The Target Number or TN, represents how difficult that task is. After the GM sets the TN the player will roll their Attribute Dice. If one of the dice equals the TN then the artist succeeds.

On average the starting TN will be either a 5 or 6. This number can be adjusted as needed to make things easier or harder depending on the narrative of the story. Below is a chart to act as a guide for setting target numbers.

TARGET NUMBER	GOAL
1	Hopping over a crack.
2	Running without tripping.
3	Catching a baseball.
4	Driving fast down a windy road
5	Add art back to a standard DeSat.
6	Getting a bullseye on a dartboard.
7+	Getting three bullseyes in a row.

ESCALATION METER

The Escalation Meter represents when the artists lean too heavily upon the Muse rather than believing in themselves and having confidence in their own skill. Every time a player takes a modifier from the

Collective's Pool, the Escalation Meter goes up by the same amount. When the Escalation Meter reaches 6 all target numbers are increased by 1 for the duration of the scene. Afterward the Escalation Meter is reset to 0 and builds up again. Players may choose at the start of the game to adjust the Escalation Meter maximum up or down to create an easier or harder game.

DESATS

Here are example DeSats and their standard power level and abilities.

DISSONANT

TN. 4-5

Description. The syncopated song of a Dissonant is a haunting melody of disconnected notes and unfinished musical phrases. Their mouths always appear too wide or fingers too long. Their mouths are gaping maws that distorts the very air around them. They are drawn to beautiful music, singing, and any constant beat.

A Dissonant is made when the madness from hearing their song is too much and they join in with their own crazed tune.

A Musician is most adept at combating a Dissonant as they can finish their songs, thereby fighting off the Madness and maybe even freeing them from Discordant's curse.

Abilities

Madness. A lone Dissonant's singing can send someone into a state of madness due to the frustration of never hearing the melody resolve. This madness causes the listener to either run away or potentially turn into a Dissonant themselves.

Sound wave . A group of Dissonant's "singing" together can be so powerful that they can deafen people, crumble walls through vibrations, or potentially bring down an entire building.

HAMMER-HEAD

TN. 4-5

Description. Heads and hands swell with out of control growth of bone that breaks

through the skin. Hammer-Head's seek only to break and crush anything that appears to be built in an orderly fashion. It's been said that a handful of Hammer-Head were able to level a town in a matter of days.

No one is exactly sure how Hammer-Heads are made.

A Sculptor is most adept at combating a Hammer-Head as they've been known to sculpt something so enchanting that even the Hammer-Head is given pause, breaking them of their need to destroy and potentially freeing them from Discordant's curse.

Abilities

Head Bang. Rearing back their massive heads, these creatures can slam it into any object and break through it, seemingly without any harm to themselves.

Earthquake. A Hammer-Head can slam their head or fists into the ground, causing a localized Earthquake.

MISSING FRAME

TN. 5,6

Description. People have described a Missing Frame as a visual glitch that shifts, jumps, and turns invisible for briefs moments as if someone has deleted the "frames" between each movement. Often they can be mistaken for a regular person until they move.

A Missing Frame is made when enough frames are stolen from an artist.

An Animator is most adept at combating a Missing Frame as they can fill in the "missing frames" and smooth out their movement. This can calm them and potentially free them from Discordant's curse.

Abilities

Persistent Vision Disruption. Missing Frames move so erratically that simply looking at one can become extremely disoriented. This often causes nausea or a feeling of vertigo.

Low Frame Rate. Using their stealth, Missing Frames often ambush their target in an attempt to steal a frame from them. Losing too many frames and the target themselves will turn into a Missing Frame.

SHADE

TN. 3,4

Description. The colorless shadow army of Discordant. These are the most common DeSats. Shade's appear as grey, living, humanoid-shaped ink blots. Their edges are blurry and flow like liquid.

A Shade is made when another Shade drains an artist of their color.

An Illustrator is most adept at combating Shades as they can add back in hue and saturation. This can reform the Shade and potentially free them from Discordant's curse.

Abilities

Drain. Shades hunger for color that they'll never have again. With snaking, inky tendrils they can drain objects of their color, leaving behind an inky shadow of what once was.

Camouflage. Due to their shifting, colorless form Shades can often blend in with their surroundings. This is especially true at night, in heavily shadowed areas, or in big cities. This gives them an advantage and adds a +1 to their TN while in shadow or grey, colorless areas.

DISCORDANT

TN. 8+

Description. No one is exactly sure what Discordant looks like. There are rumors they appear as a Shade themselves which carries a shining obsidian guitar with broken strings, yet a cacophonous sound of choirs follows them wherever they go. Beneath their feet all color turns grey and shifts out of rhythm.

Abilities

Unknown. None have survived contact with Discordant and lived to tell the tale