

PINK RANGER – PLAYER PACKET (v0.1)

Ranger Line: Neon Beasts
Suit Theme: Starlight Phoenix
Neon Avatar: Phoenix Luminary

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Role	Support / Team Hype Engine / Shields
Move / Sprint	5 squares / 10 squares
HP (Level 1)	18
Defense Profile	Standard (Miss 1–4 Graze 5–7 Hit 8–19 Crit 20)
Hype	Personal Hype max 2 • Team Hype shared (max 11 with 6 Rangers)
Core Stats (Level 1)	Heart +3 • Tech +2 • Agility +1 • Power +0

How you play Pink

Pink wins fights by **keeping the engine online**: you stabilize allies with shields, smooth out bad rolls, and generate **Team Hype** so the party can actually afford Tag finishers. Your damage is secondary; your real job is **making everyone else better** while still feeling like a hero on-screen.

Table expectation: You should be fast and supportive. If you exceed the shot-clock, default to a basic attack or a shield grant and lose 1 Personal Hype (or become Shaken if at 0).

Level 1 Kit

Starting Kit

Weapon: **Starlight Bow**.

Basic Attack (1 Action, ranged): $1d6 + \text{Tech}$

Unique Feature – Spotlight Buffer (once per round)

When an ally within 3 squares is targeted by an attack, you may spend **1 Personal Hype** to do one:

- **Shield:** grant that ally a **Shield Token** (max 1).

- **Spin:** downgrade the incoming result by **1 step** (Crit→Hit→Graze→Miss). If this prevents a Crit, gain **+1 Team Hype** (subject to +2 TH/round cap).

Note: This is what makes fights feel like an episode: dramatic saves and perfect timing.

Hype Gain (Personal): +1 PH for a Named Hit; or when your support enables a Named Hit; or when you clutch-downgrade an attack to Graze/Miss. Max +1 PH per Ranger per round.

Hype Gain (Team): +1 TH for Style Chain, Mook Sweep, Objective Win, and for preventing a Crit with Spotlight Buffer (cap applies). Max +2 TH per round total.

Wrestling List

Move	Cost	Hype	Hit+ Outcome
Rope-a-Dope	1A	-	Shaken. If already Shaken: also Tag Window. Damage 1d4 + Heart.
Leg Sweep	1A	-	Prone + Exposed + Tag Window. Damage 1d4 + Agility.
Stereo Finisher Pose (Tag)	1A ea	1 TH	No damage: +2 Team Hype (cap applies) and upgrade next ally attack by 1 step.
Harmonic Rescue (Team)	2A	1 TH	Choose an ally: remove Shaken and grant a shield Token (max 1). Then you may step 2 squares.
Friendship Finale (Tag)	1A ea	2 TH	Damage 2d4 + Heart and grant 1 shield Token to both Rangers in the Tag move (max 1 each).

Level 2 Upgrade

Increase max HP by +5.

Morale Surge (once per fight)

As an Action, choose up to 3 allies within 3 squares. Each chosen ally may either (a) remove **Shaken**, or (b) gain **+1 Personal Hype** (cannot exceed their max). Then gain **+1 Team Hype** (cap applies).

Starlight Bow – Weapon Package

At level 2, your ranger grows a deeper affinity for their weapon, allowing them to use special named attacks with it.

Move	Cost	Hype	Effect
BRANDED STRIKE SHOT Support	1 Action	1 PH	Make a ranged attack. Upgrade the result by 1 step (Miss→Graze→Hit→Crit). Damage 2d4 + Tech .
HEARTBEAT VOLLEY Payoff	2 Actions	1 TH	Damage 2d4 + Tech . On Hit+: choose one ally within 3 squares: they gain a shield Token (max 1) OR remove Shaken .

Level 3 – Neon Avatar Unlock

Increase max HP by +5.

At Level 3 you unlock Neon Avatar specialization. For v0.1, Pink's default is **Phoenix Luminary**

Manifest (Activate): Cost **1 Action + 1 Personal Hype**. Avatar stays active for the rest of the fight.

Neon Avatar – Phoenix Luminary

The Phoenix manifests as a radiant neon bird of rebirth. It turns Pink into the team's true support lead: shields become stronger, morale surges become frequent, and the party survives swingy turns without slowing play.

Component	Rule
Passive: Ashes-to-Spark	Once per round, when you grant a Shield Token, also remove Shaken from that ally (if present). If they were not Shaken, gain +1 Team Hype (cap applies).
Basic: Ember Shot	1 Action, ranged. Damage $1d6 + \text{Tech}$. On Hit+: choose ally within 3: they gain a Shield Token (max 1).
Utility: Wings of Cover	1 Action, range 3, Team Only. Cost 1 Team Hype . Grant ally Half Cover until your next turn and a Shield Token (max 1).
Named: RISING CHORUS	2 Actions (All-Out), cost 1 Personal Hype . Damage $2d4 + \text{Heart}$. On Hit+: grant Shield Token to two allies (max 1 each).
Named: PHOENIX OVERTURE	2 Actions (All-Out), cost 2 Team Hype . Damage $2d6 + \text{Heart}$. On Hit+: remove Shaken from all allies within 3; then grant 1 Shield Token to one ally (max 1).

Pink Play Patterns (quick)

- **Prevent spikes:** Spotlight Buffer (Spin) on big hits; convert 'almost disasters' into Team Hype.
- **Fund finishers:** Stereo Finisher Pose + Morale Surge → keep Team Hype available for Tag moves.
- **Support without stalling:** Heartbeat Volley and Phoenix Overture stabilize while still doing damage.