

YELLOW RANGER – PLAYER PACKET (v0.1)

Ranger Line: Neon Beasts
Suit Theme: Electric Griffin
Neon Avatar: Super Sonic Griffin

YELLOW RANGER – PLAYER PACKET (v0.1)

[How you play Yellow](#)

[Level 1 Kit](#)

[Starting Kit](#)

[Wrestling List](#)

[Level 2 Upgrade](#)

[Volt Tonfas – Weapon Package](#)

[Level 3 – Neon Avatar Unlock](#)

[Neon Avatar – Griffin Choreographer](#)

[Yellow Play Patterns \(quick\)](#)

Role	Speed Setup / Skirmisher / Tag Enabler
Move / Sprint	6 squares / 12 squares
HP (Level 1)	18
Defense Profile	Agile (Miss 1–7 Graze 8–10 Hit 11–19 Crit 20)
Hype	Personal Hype max 2 • Team Hype shared (max 11 with 6 Rangers)
Core Stats (Level 1)	Agility +3 • Heart +2 • Power +1 • Tech +0

How you play Yellow

Yellow wins fights by **getting there first**, creating **Prone** and **Tag Windows**, then sliding into the next setup before enemies can reset. You are the team's **tempo engine**: if you're doing your job, the party is constantly cashing in Tag moves.

Table expectation: You call out your named attacks fast. If you exceed the shot-clock, your turn defaults to a basic attack or a reposition move and you lose 1 Personal Hype (or become Shaken if at 0).

Level 1 Kit

Starting Kit

Weapon: **Volt Tonfas**.

Basic Attack (1 Action, melee): 1d6 + Agility

Unique Feature – Momentum Step (once per round)

When you land a **Hit+** with a melee attack, you may immediately move **2 squares** (free step).

If you end this step adjacent to the same target, that target gains a **Tag Window** (or refreshes it).

Note: This is your identity: hit, reposition, and keep the combo lane open.

Hype Gain (Personal): +1 PH for a Named Hit; or when your Tag Window is converted into 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 (2 different Named moves in a round), Mook Sweep (3+ mooks Down in a round), or Objective Win. Max +2 TH per round total.

Wrestling List

Move	Cost	Hype	Hit+ Outcome
Leg Sweep	1A	–	Prone + Exposed + Tag Window. Damage 1d4 + Agility.
Irish Whip	1A	–	Push 2; if ends adjacent to ally → Tag Window. Damage 1d4 + Heart.
Powerbomb Protocol	2A	1	Launch (push 3) + Prone. Damage 2d4 + Power.
Alley-Oop Suplex (Tag)	1A ea	2 TH	Launch + Prone. Damage 2d4 + 2.
One-Two Justice Combo (Tag)	1A ea	1 TH	Reliable hit: upgrade this Tag move's result by 1 step. Damage 2d4 + highest Power.

Level 2 Upgrade

Increase max HP by +4.

Rapid Reset (once per fight)

When you would become **Shaken** or **Prone**, you may ignore it and instead move **2 squares**. If you move adjacent to any enemy, gain **+1 Personal Hype** (still obeys PH gain cap).

Volt Tonfas – 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
VOLT TRIP COMBO Setup	1 Action	1 PH	Damage 1d4 + Agility. On Hit+: Prone + Tag Window. Then you may move 2 squares (no provoke).
FLASHSTEP FINISHER Payoff	2 Actions	1 (PH/TH)	Damage 2d4 + Agility. On Hit+: upgrade your result by 1 step (Miss→Graze→Hit→Crit). On Crit: +1 die.

Level 3 – Neon Avatar Unlock

Increase max HP by +4.

At Level 3 you unlock Neon Avatar specialization. For v0.1, Yellow's default is **Griffin Choreographer**.

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

Neon Avatar – Griffin Choreographer

The Griffin manifests as an aerial neon beast that ‘directs’ the fight: hooks, pulls, and sudden knockdowns that turn the battlefield into a combo lane.

Component	Rule
Passive: Wingbeat Timing	Once per round, when an ally lands a Named Hit, you may move 1 square for free. If you end adjacent to that target, gain +1 Personal Hype (PH cap applies).
Basic: Talon Line	1 Action, range 6 (or melee). Damage 1d6 + Heart . On Hit+: pull 1 square (optional).
Utility: High-Flight Cue	1 Action, range 3, Team Only. Cost 1 Team Hype . Choose an ally: upgrade their next attack this round by 1 step OR grant a Shield Token (max 1).
Named: SKYHOOK RESET	2 Actions (All-Out), cost 1 Personal Hype . Damage 2d4 + Heart . On Hit+: pull 2 squares, then apply Prone + Tag Window .
Named: DIVING CURTAIN CALL	2 Actions (All-Out), cost 1 Team Hype . Req: target has Tag Window. Damage 2d6 + Heart . On Hit+: choose Launch + Prone OR Crack Armor .

Yellow Play Patterns (quick)

- **Open the lane:** Volt Trip Combo → free 2-square move → set the Tag Window where the team can use it.
- **Keep momentum:** Momentum Step triggers on Hit+; reposition to threaten the next target immediately. • **Cash in:** when TH is available, enable Alley-Oop / Justice Combo; when you need reliability, Flashstep Finisher upgrades its own result.