

GREEN RANGER – PLAYER PACKET (v0.1)

Ranger Line: Neon Beasts
Suit Theme: Neon Hydra
Neon Avatar: Kaleidoscopic Hydra

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Role	Trick / Position Control / “Scene Director”
Move / Sprint	6 squares / 12 squares
HP (Level 1)	18
Defense Profile	Standard (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)	Heart +3 • Agility +2 • Tech +1 • Power +0

How you play Green

Green wins fights by **moving pieces**: pull enemies out of cover, drag them into Tag range, line them up for throws, and generally make the battlefield behave like a set. Your damage is fine; your real value is that you decide **where** the fight happens.

Table expectation: Your turn should be decisive. If you exceed the shot-clock, default to a basic chain hit or a simple reposition (pull/push 1) and lose 1 Personal Hype (or become Shaken if at 0).

Level 1 Kit

Starting Kit

Weapon: **Vine Chain**.

Basic Attack (1 Action, melee/reach as GM allows): $1d6 + \text{Heart}$

Unique Feature – Reposition Artist (once per round)

When you land a **Hit+** on any attack, you may **push or pull** the target **2 squares** (your choice).

If you move the target adjacent to an ally, create a **Tag Window** on the target.

If your reposition forces a target out of **Full Cover** or breaks a formation in an obvious way, gain **+1 Team**

Hype (once per round).

Note: Your signature is “make it hittable.” You set the lane, others cash in.

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
Clincher Grab	1A	-	Grabbed + Tag Window. Damage 1d4 + Power.
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.
Ring-Out Throw (Team)	2A	1 TH	Big push into obstacle; collision chip and reposition. (Terrain matters.)
Human Catapult (Tag)	1A ea	2 TH	Throw target into a tile; splash damage and ideal clumping for follow-ups.

Level 2 Upgrade

Increase max HP by +4.

Stage Direction (once per fight)

As an Action, choose a target within 6 squares. Make any attack (melee or ranged).

On Hit+: apply Exposed and immediately Reposition Artist triggers even if you already used it this round. If the target ends adjacent to an ally, also grant that ally +1 Personal Hype (PH gain caps still apply).

Scale Whip – 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
SPOTLIGHT SNARE Setup	1 Action	1 PH	Damage 1d4 + Heart. On Hit+: Pull 2 squares and create/refresh a Tag Window.
RING-OUT WHIPLASH Payoff	2 Actions	1 TH	Damage 2d4 + Heart. On Hit+: Push or Pull 3. If the target collides with a wall/obstacle, deal +1d4 and apply Prone.

Level 3 – Neon Avatar Unlock

Increase max HP by +5.

At Level 3 you unlock Neon Avatar specialization. For v0.1, Green's default is **Kaleidoscopic Hydra**

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

Neon Avatar – Kaleidoscopic Hydra

The Hydra manifests as a multi-headed neon serpent. Each 'head' behaves like a tether: you pull, reset, and line targets up so the team can land its biggest Tag finishers.

Component	Rule
Passive: Multi-Head Sync	Once per round, when an ally lands a Named Hit, you may step 1 square. If that step ends adjacent to the target, gain +1 Personal Hype (PH cap applies).
Basic: Hydra Lash	1 Action, range 6. Damage $1d6 + \text{Heart}$. On Hit+: pull 1 square (optional).
Utility: Cue the Spotlight	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: MANY-HEAD RESET	2 Actions (All-Out), cost 1 Personal Hype . Damage $2d4 + \text{Heart}$. On Hit+: pull 2 squares, then apply Prone + Tag Window .
Named: FINAL STRING-PULL	2 Actions (All-Out), cost 1 Team Hype . Req: target has Tag Window. Damage $2d6 + \text{Heart}$. On Hit+: choose Launch + Prone OR Crack Armor .

Green Play Patterns (quick)

- **Drag into the spotlight:** basic chain hit → Reposition Artist pull 2 → target loses cover and gains Tag Window.
- **Make Tag turns trivial:** your priority is adjacency setups, not damage totals.
- **Cash in terrain:** Ring-Out Whiplash into walls and corners; then allies finish with Tag moves.