

BLACK RANGER – PLAYER PACKET (v0.1)

Ranger Line: Neon Beasts
Suit Theme: Obsidian Minotaur
Neon Avatar: Blacklight Minotaur

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Role	Tank / Grappler / Frontline Anchor
Move / Sprint	4 squares / 8 squares
HP (Level 1)	24
Defense Profile	Tough (Miss 1–3 Graze 4–11 Hit 12–19 Crit 20)
Hype	Personal Hype max 2 • Team Hype shared (max 11 with 6 Rangers)
Core Stats (Level 1)	Power +3 • Agility +1 • Heart +1 • Tech +0

How you play Black

Black wins fights by **being the problem**: you step into the lane, grab the dangerous target, and keep it pinned so the team can pose, build Hype, and land Tag finishers. You are the party's **anchor**: you absorb chip damage and deny enemy movement.

Table expectation: You should be decisive and physical. If you exceed the shot-clock, default to a basic hit or Clincher Grab and lose 1 Personal Hype (or become Shaken if at 0).

Level 1 Kit

Starting Kit

Weapon: **Obsidian Gauntlets**

Basic Attack (1 Action, melee): 2d4 + Power

Unique Feature – Iron Clinch (once per round)

When you land a **Hit+** with a melee attack, you may immediately apply one:

- **Grabbed** (target can't freely reposition; Tag Window created).

- **Staggered** (target is off-balance; Tag Window created).

If the target is a Lieutenant/Boss, you may apply these only after at least **1 Armor Token** is cracked (boss-control rule).

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 $1d4 + \text{Power}$.
Shoulder Check	1A	–	Staggered + Tag Window. Damage $1d4 + \text{Power}$.
Meteor Swing	2A	1	Req: Grabbed. Spin target; then Launch + Prone. Damage $2d4 + \text{Power}$.
Alley-Oop Suplex (Tag)	1A ea	2 TH	Launch + Prone. Damage $2d4 + 2$.
Contract Termination (Tag)	1A ea	3 TH	Damage $2d6 + 2$; remove 2 Armor Tokens OR apply Exposed. Req: target Prone/Grabbed/Staggered.

Level 2 Upgrade

Increase max HP by +6.

Unbreakable (once per fight)

When you would take a **Crit**, you may downgrade it to a **Hit**. If you do, gain **+1 Personal Hype** (PH cap applies).

Obsidian Gauntlets – 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
RUT-CHARGE GRAB Setup	1 Action	1 PH	Damage $1d4 + \text{Power}$. On Hit+: Grabbed + Tag Window. If already Grabbed, instead apply Prone .
OBSIDIAN POWERBOMB Payoff	2 Actions	1 TH	Damage $2d6 + \text{Power}$. Req: target Grabbed/Prone. On Hit+: Launch (push 3) + Prone. On Crit: +1 die and Crack Armor (Lt/Boss).

Level 3 – Neon Avatar Unlock

Increase max HP by +6.

At Level 3 you unlock Neon Avatar specialization. For v0.1, Black’s default is **Blacklight Minotaur**

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

Neon Avatar – Blacklight Minotaur

The Minotaur manifests as a neon brute within a glowing labyrinth. It turns Black into a true frontliner: lock targets down, protect allies with cover and shields, and slam enemies into the grid.

Component	Rule
Passive: Iron Labyrinth	Once per round, when you downgrade an incoming attack (Shield Token, PR Spin, Intercept, etc.), gain +1 Personal Hype (PH cap applies).
Basic: Horn-and-Fist	1 Action, melee. Damage 1d6 + Power . On Hit+: push 1 square.
Utility: Labyrinth Wall	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: LABYRINTH LOCK	2 Actions (All-Out), cost 1 Personal Hype . Damage 2d4 + Power . On Hit+: Grabbed + Tag Window .
Named: BULL KING’S VERDICT	2 Actions (All-Out), cost 1 Team Hype . Req: target Grabbed/Prone. Damage 2d6 + Power . On Hit+: Launch (push 3) + Prone. On Crit: +1 die and Crack Armor (Lieutenant/Boss).

Black Play Patterns (quick)

- **Anchor the lane:** walk into threat range; Iron Clinch → Grabbed/Staggered → Tag Window for allies.
- **Survive spikes:** Unbreakable downgrades Crits; use it when the boss tries to delete you.
- **Cash in:** Obsidian Powerbomb / Bull King’s Verdict when the target is Grabbed/Prone; then let allies finish.