

NEON BEASTS TTRPG - PLAYER PACKET (v0.1)

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Neon Avatars (Stands) v0.1

Red - Unicorn Avatar

 Option A: Unicorn Sentinel

 Option B: Unicorn Artillery

Blue - Cyclops Avatar

 Option A: Cyclops Artillery

 Option B: Cyclops Choreographer

Yellow - Griffin Avatar

 Option A: Griffin Choreographer

 Option B: Griffin Sentinel

Green - Hydra Avatar

 Option A: Hydra Choreographer

 Option B: Hydra Artillery

Black - Minotaur Avatar

 Option A: Minotaur Sentinel

 Option B: Minotaur Choreographer

Pink - Phoenix Avatar

 Option A: Phoenix Choreographer

 Option B: Phoenix Sentinel

Core Play Loop

1. You fight on a grid. Positioning and teamwork create Tag Windows.
2. Most turns are: Move + Action. If you do not move, you can All-Out or Sprint for 2 Actions.
3. Named moves spend Hype and deliver the big show moments.

4. Bosses use Armor Tokens; crack armor first, then land hard control and finishers.

Turn Structure and Movement

On your turn you may Move up to your Move value (squares) and take 1 Action.

- Sprint: spend your Action to Move again (double your Move).
- All-Out: if you do not Move this turn, you gain 2 Actions instead of 1.
- Double basic attacks (All-Out): the second basic attack is downgraded 1 step and cannot Crit.

| Ranger Color | Move | Sprint (Action) |
|--------------|------|-----------------|
| Yellow | 6 | 12 |
| Green | 6 | 12 |
| Red | 5 | 10 |
| Pink | 5 | 10 |
| Black | 4 | 8 |
| Blue | 4 | 8 |

Prone stand-up options:

- Quick Stand: spend 2 squares of movement to stand, keep your 2nd Action.
- Full Reset: spend 1 Action to stand, keep full movement.

Attacks, Defense Bands, and Damage

Attacks roll a d20 and consult the target's defense band: Miss, Graze, Hit, Crit.

- Graze: half damage (round down). Unless a move explicitly says otherwise, grazes do not apply status riders.
- Crit: full damage + add 1 bonus damage die (same die size as the attack).
- Cover affects ranged attacks (see Section 4).

| Target Type | Miss | Graze | Hit | Crit |
|------------------------------|------|-------|------|-------|
| Mook (when you attack) | 1 | 2-4 | 5-19 | 20 |
| Lieutenant (when you attack) | 1-3 | 4-6 | 7-18 | 19-20 |
| Boss (when you attack) | 1-5 | 6-8 | 9-18 | 19-20 |
| Ranger Defense Profile | Miss | Graze | Hit | Crit |
| Agile | 1-5 | 6-8 | 9-19 | 20 |
| Standard | 1-4 | 5-7 | 8-19 | 20 |
| Armored | 1-3 | 4-8 | 9-19 | 20 |

Grid Rules, Cover, and Ready

Cover is intentionally minimal:

- Half Cover: downgrade ranged results by 1 step (Crit unaffected).
- Full Cover: cannot be targeted by ranged attacks unless repositioned, indirect/arching, or suppressed.
- Ready (Hold): spend 1 Action to declare a trigger. When triggered later in the round, you perform the readied action if you still have line of sight/range.

Status Conditions

- **Exposed:** next incoming attack upgrades by 1 step.
- **Shaken:** your next attack is downgraded by 1 step.
- **Staggered:** you lose 1 Action next turn (cannot All-Out that turn).
- **Grabbed:** your movement is 0. Break free costs 1 Action.
- **Pinned:** like Grabbed, plus you cannot Quick Stand. Break free costs 1 Action. (Hard control; rare.)
- **Launched:** pushed 3 squares and becomes Prone.
- **Prone:** attacks against you upgrade by 1 step (melee and ranged).
- **Tag Window:** enables Tag-Team moves against that target until the start of the creator's next turn (only 1 Tag Window per target at a time).

Armor Tokens and Control Lock

- Lieutenants typically have 1 Armor Token. Bosses have Armor Tokens per phase.
- Crack Armor removes 1 token on Hit+ (as specified by a move).
- Boss control lock: Launch/Pin/Stagger only apply to bosses after at least 1 Armor Token has been cracked. Damage still applies normally.

Hype Economy (v0.1)

Hype fuels Named moves and teamwork. Hype gains are capped to prevent runaway loops.

- Personal Hype (PH): each Ranger max 2.
- Team Hype (TH): shared max = 5 + party size (6 players -> 11).
- Gain caps: max +1 PH per Ranger per round; max +2 TH per round party-wide.

Personal Hype gain

- Named Hit: you land a Named move on Hit or Crit (not Graze).
- Setup Conversion: you create a Tag Window and an ally spends it to land a Named move before your next turn.
- Clutch Save: you downgrade an incoming Hit/Crit on an ally to Graze or Miss using a defensive tool (Shield, PR Spin, intercept, etc.).

Team Hype gain (party cap +2 TH per round)

- Style Chain: two different Named moves land in the same round (once per round).
- Mook Sweep: 3+ mooks go Down in one round (once per round).
- Objective Win: you complete an encounter objective step (GM award; once per round).

Shield Tokens: a Ranger may hold at most 1 Shield Token. Spend it when attacked to downgrade the incoming result by 1 step (Crit -> Hit -> Graze -> Miss).

Universal Wrestling Moves (v0.1)

All Rangers can use these moves. Most setups create Tag Windows; Tag moves are the payoff.

Solo Moves

| Move | Cost | Damage | On Hit+ (and other notes) |
|--------------------|--------------------|---------------|---|
| Clincher Grab | 1 Action | 1d4 + Power | Grabbed + Tag Window. |
| Leg Sweep | 1 Action | 1d4 + Agility | Prone + Exposed + Tag Window. |
| Shoulder Check | 1 Action | 1d4 + Power | Staggered + Tag Window. |
| Irish Whip | 1 Action | 1d4 + Heart | Push 2; if ends adjacent to an ally, Tag Window. |
| Rope-a-Dope | 1 Action | 1d4 + Heart | Shaken. If target already Shaken, also Tag Window. |
| Feint & Snap | 1 Action | 1d4 + Agility | Tag Window; your next attack vs target this round upgrades by 1 step. |
| Powerbomb Protocol | 2 Actions + 1 Hype | 2d4 + Power | Launch (push 3) + Prone. |
| Submission Hold | 2 Actions + 1 Hype | 1d6 + Power | Pinned (requires target Grabbed or Prone). |
| Meteor Swing | 2 Actions + 1 TH | 1d6 + Power | Requires Grabbed. Prone. Adjacent enemies take 1d4 graze damage. |
| Ring-Out Throw | 2 Actions + 1 TH | 1d6 + Heart | Push 4; collision adds +1d4 and Prone. |

Tag-Team Moves

- Requirements: target has a Tag Window; two Rangers participate; each spends 1 Action in the same round.
- Position: both adjacent to target, or one adjacent + one within 2 squares with line of sight.
- Hype: one participant pays the Team Hype cost.

| Move | TH Cost | Damage | On Hit+ (and other notes) |
|-----------------------|---------|---------------------|--|
| One-Two Justice Combo | 1 | 2d4 + highest Power | Upgrade the result by 1 step (for this tag attack). |
| Hot Tag Clothesline | 2 | 1d6 + 4 | Crack Armor (Lieutenant/Boss). |
| Alley-Oop Suplex | 2 | 2d4 + 2 | Launch (push 3) + Prone. |
| Turnbuckle Crash | 2 | 2d4 + 2 | If slam into obstacle, +1d4; Shaken (Crit: Prone instead). |
| Contract Termination | 3 | 2d6 + 2 | Requires Staggered/Grabbed/Prone. On Hit+: remove 1 extra Armor Token (total 2) or apply Exposed. |
| Stereo Finisher Pose | 1 | - | No damage. Gain +2 TH (still obeys TH gain cap) and upgrade next ally attack this round by 1 step. |

Weapon Packages (v0.1)

Each Ranger color has a signature weapon with a Basic attack and two Named attacks.

Red - Solar Saber

| Attack | Cost | Damage | Effect |
|------------------|---------------------------|-------------|--|
| Basic | 1 Action, melee | 1d6 + Power | Standard strike. |
| SOLAR MARK SLASH | 2 Actions (All-Out), 1 PH | 2d4 + Power | Exposed + Tag Window. Crit: +1 die and Crack Armor (Lt/Boss). |
| HELIOS CLEAVE | 2 Actions (All-Out), 1 TH | 2d6 + Power | Hit+: Crack Armor (Lt/Boss). Optional graze splash to adjacent target. |

Yellow - Volt Tonfas

| Attack | Cost | Damage | Effect |
|--------------------|------------------------------|---------------|--|
| Basic | 1 Action, melee | 1d6 + Agility | Fast striker. |
| VOLT TRIP COMBO | 1 Action, 1 PH | 1d4 + Agility | Prone + Tag Window; then move 2 squares. |
| FLASHSTEP FINISHER | 2 Actions (All-Out), 1 PH/TH | 2d4 + Agility | Hit+: upgrade your result by 1 step. |

Blue - Glacier Blaster

| Attack | Cost | Damage | Effect |
|----------------------|---------------------------|------------|---|
| Basic | 1 Action, ranged | 1d6 + Tech | Cover applies. |
| GLACIER MARKER ROUND | 1 Action, 1 PH | 1d4 + Tech | Exposed + Tag Window. |
| ZERO-LINE RAILSHOT | 2 Actions (All-Out), 1 TH | 2d4 + Tech | Ignores Half Cover. Hit+: Crack Armor (Lt/Boss). Crit: +1 die + Shaken. |

Green - Vine Chain

| Attack | Cost | Damage | Effect |
|--------------------|---------------------------|-------------|--|
| Basic | 1 Action, melee/reach | 1d6 + Heart | Control lash. |
| VINE SNARE YANK | 1 Action, 1 PH | 1d4 + Heart | Pull 2 + Grabbed + Tag Window. |
| SERPENT SWING SLAM | 2 Actions (All-Out), 1 TH | 1d6 + Heart | Requires Grabbed. Prone. Adjacent enemies take 1d4 graze damage. |

Black - Obsidian Gauntlets

| Attack | Cost | Damage | Effect |
|--------------|-----------------|-------------|--|
| Basic | 1 Action, melee | 2d4 + Power | Heavy hits. |
| RHINO CLINCH | 1 Action, 1 PH | 1d4 + Power | Grabbed + Staggered + Tag Window (if too strong in playtests, drop Stagger). |

| Attack | Cost | Damage | Effect |
|------------------------|---------------------------|-------------|---|
| OBSIDIAN PILEDRIVER | 2 Actions (All-Out), 1 TH | 2d6 + Power | Requires Grabbed/Prone. Launch + Prone. Crit: +1 die + Crack Armor (Lt/Boss). |

Pink - Starlight Bow

| Move | Cost | Damage | Effect |
|--|--------------------------|------------|---|
| Basic | 1 Action, ranged | 1d6 + Tech | Cover applies. |
| BRANDED STRIKE SHOT Support | 1 Action, | 2d4 + Tech | Make a ranged attack. Upgrade the result by 1 step (Miss→Graze→Hit→Crit). Damage 1d6 + Tech . |
| HEARTBEAT VOLLEY Payoff | 2 Actions (All-Out), 1TH | 2d4 + Tech | Damage 2d4 + Tech . On Hit+: choose one ally within 3 squares: they gain a Shield Token (max 1) OR remove Shaken . |

Neon Avatars (Stands) v0.1

At Level 3, each Ranger manifests a mythic Neon Avatar. Each color has two locked options.

All Neon Avatars share: Manifest (1 Action + 1 Personal Hype), no separate turn, and the Boss Control Lock.

Red - Unicorn Avatar

Option A: Unicorn Sentinel

- Passive:** Once per round, when you downgrade an incoming attack (Shield/PR Spin/intercept/etc.), gain +1 Personal Hype (PH cap applies).
- Basic:** Horn/Claw Strike (1 Action, melee): 1d6 + Power; on Hit+ push 1.
- Utility:** Aegis Guard (1 Action, range 3, Team Only, cost 1 Team Hype): grant Half Cover + Shield Token (max 1) until your next turn.
- Named 1:** Lock Move (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Power; on Hit+ Grabbed + Tag Window.
- Named 2:** Verdict Slam (2 Actions All-Out, cost 1 Team Hype; requires Grabbed/Prone): 2d6 + Power; on Hit+ Launch (push 3) + Prone; on Crit +1 die and Crack Armor (Lt/Boss).

Option B: Unicorn Artillery

- Passive:** Once per round, when you apply Exposed, gain +1 Team Hype (obeys +2 TH/round cap).
- Basic:** Beam/Bolt (1 Action, ranged): 1d6 + Tech. If you did not Move this turn, ignore Half Cover.
- Utility:** Lock-On (1 Action, range 8, cost 1 Personal Hype): no damage; on Hit+ Exposed + Tag Window.

- **Named 1:** Freeze/Shear (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Tech; on Hit+ Shaken + Exposed.
- **Named 2:** Sunder Line (2 Actions All-Out, cost 2 Team Hype): 2d6 + Tech; on Hit+ Crack Armor; on Crit +1 die and Prone (if eligible).

Blue - Cyclops Avatar

Option A: Cyclops Artillery

- **Passive:** Once per round, when you apply Exposed, gain +1 Team Hype (obeys +2 TH/round cap).
- **Basic:** Beam/Bolt (1 Action, ranged): 1d6 + Tech. If you did not Move this turn, ignore Half Cover.
- **Utility:** Lock-On (1 Action, range 8, cost 1 Personal Hype): no damage; on Hit+ Exposed + Tag Window.
- **Named 1:** Freeze/Shear (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Tech; on Hit+ Shaken + Exposed.
- **Named 2:** Sunder Line (2 Actions All-Out, cost 2 Team Hype): 2d6 + Tech; on Hit+ Crack Armor; on Crit +1 die and Prone (if eligible).

Option B: Cyclops Choreographer

- **Passive:** Once per round, when an ally lands a Named Hit, you may step 1 square for free. If this makes you adjacent to that target, gain +1 Personal Hype (PH cap applies).
- **Basic:** Tether Lash (1 Action, range 6): 1d6 + Heart; on Hit+ pull 1 (optional).
- **Utility:** Encore Cue (1 Action, range 3, Team Only, cost 1 Team Hype): upgrade ally's next attack this round by 1 step OR grant Shield Token (max 1).
- **Named 1:** Stage Reset (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Heart; on Hit+ pull 2 + Prone + Tag Window.
- **Named 2:** Finale Pull (2 Actions All-Out, cost 1 Team Hype; requires Tag Window): 2d6 + Heart; on Hit+ choose Launch+Prone OR Crack Armor.

Yellow - Griffin Avatar

Option A: Griffin Choreographer

- **Passive:** Once per round, when an ally lands a Named Hit, you may step 1 square for free. If this makes you adjacent to that target, gain +1 Personal Hype (PH cap applies).
- **Basic:** Tether Lash (1 Action, range 6): 1d6 + Heart; on Hit+ pull 1 (optional).
- **Utility:** Encore Cue (1 Action, range 3, Team Only, cost 1 Team Hype): upgrade ally's next attack this round by 1 step OR grant Shield Token (max 1).
- **Named 1:** Stage Reset (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Heart; on Hit+ pull 2 + Prone + Tag Window.
- **Named 2:** Finale Pull (2 Actions All-Out, cost 1 Team Hype; requires Tag Window): 2d6 + Heart; on Hit+ choose Launch+Prone OR Crack Armor.

Option B: Griffin Sentinel

- **Passive:** Once per round, when you downgrade an incoming attack (Shield/PR Spin/intercept/etc.), gain +1 Personal Hype (PH cap applies).
- **Basic:** Horn/Claw Strike (1 Action, melee): 1d6 + Power; on Hit+ push 1.
- **Utility:** Aegis Guard (1 Action, range 3, Team Only, cost 1 Team Hype): grant Half Cover + Shield Token (max 1) until your next turn.
- **Named 1:** Lock Move (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Power; on Hit+ Grabbed + Tag Window.
- **Named 2:** Verdict Slam (2 Actions All-Out, cost 1 Team Hype; requires Grabbed/Prone): 2d6 + Power; on Hit+ Launch (push 3) + Prone; on Crit +1 die and Crack Armor (Lt/Boss).

Green - Hydra Avatar

Option A: Hydra Choreographer

- **Passive:** Once per round, when an ally lands a Named Hit, you may step 1 square for free. If this makes you adjacent to that target, gain +1 Personal Hype (PH cap applies).
- **Basic:** Tether Lash (1 Action, range 6): 1d6 + Heart; on Hit+ pull 1 (optional).
- **Utility:** Encore Cue (1 Action, range 3, Team Only, cost 1 Team Hype): upgrade ally's next attack this round by 1 step OR grant Shield Token (max 1).
- **Named 1:** Stage Reset (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Heart; on Hit+ pull 2 + Prone + Tag Window.
- **Named 2:** Finale Pull (2 Actions All-Out, cost 1 Team Hype; requires Tag Window): 2d6 + Heart; on Hit+ choose Launch+Prone OR Crack Armor.

Option B: Hydra Artillery

- **Passive:** Once per round, when you apply Exposed, gain +1 Team Hype (obeys +2 TH/round cap).
- **Basic:** Beam/Bolt (1 Action, ranged): 1d6 + Tech. If you did not Move this turn, ignore Half Cover.
- **Utility:** Lock-On (1 Action, range 8, cost 1 Personal Hype): no damage; on Hit+ Exposed + Tag Window.
- **Named 1:** Freeze/Shear (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Tech; on Hit+ Shaken + Exposed.
- **Named 2:** Sunder Line (2 Actions All-Out, cost 2 Team Hype): 2d6 + Tech; on Hit+ Crack Armor; on Crit +1 die and Prone (if eligible).

Black - Minotaur Avatar

Option A: Minotaur Sentinel

- **Passive:** Once per round, when you downgrade an incoming attack (Shield/PR Spin/intercept/etc.), gain +1 Personal Hype (PH cap applies).
- **Basic:** Horn/Claw Strike (1 Action, melee): 1d6 + Power; on Hit+ push 1.
- **Utility:** Aegis Guard (1 Action, range 3, Team Only, cost 1 Team Hype): grant Half Cover + Shield Token (max 1) until your next turn.
- **Named 1:** Lock Move (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Power; on Hit+ Grabbed + Tag

Window.

- **Named 2:** Verdict Slam (2 Actions All-Out, cost 1 Team Hype; requires Grabbed/Prone): 2d6 + Power; on Hit+ Launch (push 3) + Prone; on Crit +1 die and Crack Armor (Lt/Boss).

Option B: Minotaur Choreographer

- **Passive:** Once per round, when an ally lands a Named Hit, you may step 1 square for free. If this makes you adjacent to that target, gain +1 Personal Hype (PH cap applies).
- **Basic:** Tether Lash (1 Action, range 6): 1d6 + Heart; on Hit+ pull 1 (optional).
- **Utility:** Encore Cue (1 Action, range 3, Team Only, cost 1 Team Hype): upgrade ally's next attack this round by 1 step OR grant Shield Token (max 1).
- **Named 1:** Stage Reset (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Heart; on Hit+ pull 2 + Prone + Tag Window.
- **Named 2:** Finale Pull (2 Actions All-Out, cost 1 Team Hype; requires Tag Window): 2d6 + Heart; on Hit+ choose Launch+Prone OR Crack Armor.

Pink - Phoenix Avatar

Option A: Phoenix Choreographer

- **Passive:** Once per round, when an ally lands a Named Hit, you may step 1 square for free. If this makes you adjacent to that target, gain +1 Personal Hype (PH cap applies).
- **Basic:** Tether Lash (1 Action, range 6): 1d6 + Heart; on Hit+ pull 1 (optional).
- **Utility:** Encore Cue (1 Action, range 3, Team Only, cost 1 Team Hype): upgrade ally's next attack this round by 1 step OR grant Shield Token (max 1).
- **Named 1:** Stage Reset (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Heart; on Hit+ pull 2 + Prone + Tag Window.
- **Named 2:** Finale Pull (2 Actions All-Out, cost 1 Team Hype; requires Tag Window): 2d6 + Heart; on Hit+ choose Launch+Prone OR Crack Armor.

Option B: Phoenix Sentinel

- **Passive:** Once per round, when you downgrade an incoming attack (Shield/PR Spin/intercept/etc.), gain +1 Personal Hype (PH cap applies).
- **Basic:** Horn/Claw Strike (1 Action, melee): 1d6 + Power; on Hit+ push 1.
- **Utility:** Aegis Guard (1 Action, range 3, Team Only, cost 1 Team Hype): grant Half Cover + Shield Token (max 1) until your next turn.
- **Named 1:** Lock Move (2 Actions All-Out, cost 1 Personal Hype): 2d4 + Power; on Hit+ Grabbed + Tag Window.
- **Named 2:** Verdict Slam (2 Actions All-Out, cost 1 Team Hype; requires Grabbed/Prone): 2d6 + Power; on Hit+ Launch (push 3) + Prone; on Crit +1 die and Crack Armor (Lt/Boss).