

# BLUE RANGER – PLAYER PACKET (v0.1)

Ranger Line: Neon Beasts  
Suit Theme: Glacier Cyclops  
Neon Avatar: Hoarfrost Bomber Cyclops

## BLUE RANGER – PLAYER PACKET (v0.1)

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Role	Ranged Tech / Marker / Armor Crack
Move / Sprint	4 squares / 8 squares
HP (Level 1)	16
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)	Tech +3 • Heart +2 • Agility +1 • Power +0

## How you play Blue

Blue wins fights by **controlling sightlines**, applying **Exposed** and **Tag Windows** at range, and delivering consistent **Armor Cracks** when the team needs to break a boss open. You are the team's **precision engine**: you make the scary target hittable from across the map.

**Table expectation:** You are the 'caller' for ranges and cover. If you exceed the shot-clock, your turn defaults to a basic shot or a marked target action and you lose 1 Personal Hype (or become Shaken if at 0).

## Level 1 Kit

### Starting Kit

Weapon: **Glacier Blaster**

**Basic Attack** (1 Action, ranged): 1d6 + Tech

**Unique Feature – Target Painter (once per round)** When you land a **Hit+** with a ranged attack, choose one:

- **Expose:** target becomes **Exposed**.
- **Tag it:** target gains a **Tag Window**.

If the target already has one of these, you may apply the other instead.

**Note:** Blue’s job is reliability: set the condition, then let the team cash it in.

- Hype Gain (Personal):** +1 PH for a Named Hit; or when your Exposed/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	–	If forced into melee: <b>Prone + Exposed + Tag Window</b> . Damage 1d4 + Agility.
Irish Whip	1A	–	Push 2; if ends adjacent to ally → <b>Tag Window</b> . Damage 1d4 + Heart.
Rope-a-Dope	1A	–	<b>Shaken</b> . If already Shaken: also Tag Window. Damage 1d4 + Heart.
One-Two Justice Combo (Tag)	1A ea	1 TH	Reliable Tag hit: upgrade this Tag move’s result by 1 step. Damage 2d4 + highest Power.
Stereo Finisher Pose (Tag)	1A ea	1 TH	No damage: +2 Team Hype (cap applies) and upgrade next ally attack by 1 step.

Level 2 Upgrade

Increase max HP by +3.

- Overwatch Protocol (once per fight)**
- Spend 1 Action to **Ready** a ranged shot: “If an enemy enters line of sight or is Launched into view, I fire.” When it triggers, your shot upgrades by **1 step** (Miss→Graze→Hit→Crit).

Glacier Blaster – 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
GLACIER MARKER ROUND Setup	1 Action	1 PH	Damage 1d4 + Tech. On Hit+: <b>Exposed + Tag Window</b> .
ZERO-LINE RAILSHOT Payoff	2 Actions	1 TH	Damage 2d4 + Tech. Ignores <b>Half Cover</b> . On Hit+: <b>Crack Armor</b> (Lieutenant/Boss). On Crit: +1 die and target becomes <b>Shaken</b> .

# Level 3 – Neon Avatar Unlock

Increase max HP by +3.

At Level 3 you unlock Neon Avatar specialization. For v0.1, Blue’s default is **Hoarfrost Bomber Cyclops**.

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

## Neon Avatar – Hoarfrost Bomber Cyclops

The Cyclops manifests as a neon giant with a single focusing eye. It turns Blue into the team’s long-range finisher: mark the target, ignore cover, and crack armor on demand.

Component	Rule
Passive: Targeting Overlay	Once per round, when you apply <b>Exposed</b> , gain +1 Team Hype (subject to +2 TH/round cap).
Basic: One-Eye Burst	1 Action, ranged. Damage $1d6 + \text{Tech}$ . If you did not Move this turn, ignore <b>Half Cover</b> .
Utility: Gaze Lock	1 Action, range 8. Cost <b>1 Personal Hype</b> . No damage. On Hit+: <b>Exposed + Tag Window</b> .
Named: SUB-ZERO FREEZE	2 Actions (All-Out), cost <b>1 Personal Hype</b> . Damage $2d4 + \text{Tech}$ . On Hit+: <b>Shaken + Exposed</b> .
Named: SUNDERBEAM	2 Actions (All-Out), cost <b>2 Team Hype</b> . Damage $2d6 + \text{Tech}$ . On Hit+: <b>Crack Armor</b> . On Crit: +1 die and target becomes <b>Prone</b> (if eligible).

## Blue Play Patterns (quick)

- **Open with setup:** Glacier Marker Round / Target Painter → Exposed + Tag Window for the team.
- **Hold lanes:** Overwatch Protocol triggers when enemies get Launched into view or step out of cover.
- **Break bosses:** Zero-Line Railshot early; Cyclops Sunderbeam when the team needs a decisive Armor Crack.