

Commando

Commandos are elite fighters most comfortable on the front line - or pointing something big and powerful at it. While most have military backgrounds, Commandos are also found as guerilla fighters or natural talent from fighting. **Enforcers** specialise in brute force and footwork, bringing the fight up close and personal. **Gunslingers** prefer to keep their distance, some specialising in pistols while others prefer to shroud themselves and snipe from afar. **Guardians** put consideration into their armour and shields to keep themselves and their allies safe and on their feet.

Class Feature: Tactical Recovery

Commandos keep themselves in the fight by maintaining rechargeable energy sources which allow them to unleash powerful abilities, then make a tactical withdrawal to resupply and recover their resources before charging back into the fight.

- Commandos have a base 10 hits.
- Commandos can spend hits to power their abilities.
- With 30s of uninterrupted roleplay, Commandos may recover all of their hits.

Determination

- Twice per Mission, through sheer force of will, a Commando may immediately HEAL FULL themselves.
 - If they choose, they can do this in response to being reduced to 0 hits.
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Enforcer



Rank 1 Enforcer Abilities

Fancy Footwork

- *Cost: 1 Hit*
- Call PARRY.

Mass Driver

- *Cost: 2 Hits*
- You make an impassioned charge toward the enemy.
- For 10s, while moving directly toward the target, you may call MISS to any “YOU: PEW” call.
- You cannot use other abilities while charging.
- The effect ends early if:
 - You make a call other than MISS or PING
 - You stop moving directly toward the original target
 - You are subject to a multi-target call such as YOU LOT or MASS.
 - You are subject to DRAIN.

Sweeping Strike

- *Cost: 1 Hit*
- Call STRIKEDOWN by melee.

Melee Weapon Prowess

- Select a Weapon Type, you may use its ability for 1 Hit
 - **Bladed Weapon** - call PING when you block a strike with an effect call
 - **Blunt Weapon** - call STRIKEDOWN by melee
 - **Daggers and Claws** - call BREAK by melee
 - **Two Handed Weapons** - call PUSH by melee
 - You may pick this Ability multiple times for different weapon types.
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Gunslinger



Rank 1 Gunslinger Abilities

Assault Fire

- *Cost: 1 Hit*
- Draw a line. You may instantly charge your weapon three times in succession provided you do not move from that spot.

Power Shot

- *Cost: 1 Hit*
- Call YOU: STRIKEDOWN at range.

Scatter Shot

- *Cost: 2 Hits*
- Call YOU LOT: PEW.

Grenadier

- Gain a single [Grenade](#) per encounter.

Ranged Weapon Prowess

- Select a Weapon Type, you may use its ability for 1 Hit.
 - **Single Pistol** - call PARRY with a melee weapon in your offhand.
 - **Dual Pistols** - instantly charge your second pistol if the first is charged.
 - **Two Handed** - instantly charge your weapon.
- You may pick this Ability multiple times for different weapon types.

Guardian



Rank 1

Covering Fire

- *Cost: 1 Hit*
- Call YOU: PEW immediately against someone attempting to attack an ally.

Give Me Some Room

- *Cost: 1 Hit*
- Call PUSH reactively against someone who strikes you or your weapon / shield while protecting

someone performing medical roleplay.

Field Medic

- *Cost: 2 Hits*
- Call HEAL immediately on an unconscious character.

Kinetic Recovery

- For every 3 hits you block with your shield or weapon, gain a use of PARRY.
- You may only store one use of PARRY in this way.

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