# 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.

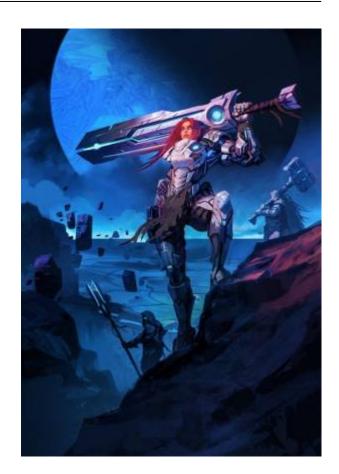
- Commandos have a base 10 hits.
- Commandos can spend hits to power their abilities.
- With 30s of uninterrupted roleplay, Commandos may recover all of their hits.

### 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.

## Enforcer

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### **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:
  - $\circ\,$  You make a call other than MISS or PING
  - $\circ\,$  You stop moving directly toward the original target
  - $\circ\,$  You are subject to a multi-target call such as YOU LOT or MASS.
  - $\circ\,$  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.

## Gunslinger



### **Rank 1 Gunslinger Abilities**

#### **Power Shot**

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

#### Scatter Shot

- Cost: 1 Hit
- 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 when you next charge your weapon charge it for 3 shots instead of 1.
- 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 Them 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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