

# 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: 2 Hit*
- Call YOU LOT: STRIKEDOWN with a melee blow.

## 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

### 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 PING when you block a strike with a melee weapon in your offhand.
  - **Dual Pistols** - instantly charge your second pistol if the first is charged.
  - **Two Handed** - when you next successfully charge your weapon charge it for 3 shots instead of 1.
- You may pick this Ability multiple times for different weapon types.

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## 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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