

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 Features

Rank 1: 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 14 hits.
- Commandos can spend hits to power their abilities.
- With 30s of uninterrupted roleplay, Commandos may recover all of their hits.

Rank 1: 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.

Rank 3: Combat Mastery

- At Rank 3, Commandos become even more hardened.
- Commando base hits at Rank 3 are increased by 4.

Rank 5: Die Hard

- At Rank 5, Commandos are capable of pushing their bodies past the breaking point to keep fighting.
- When you are reduced to 0 HP you may continue to fight for 10s, ignoring any damage you take during this time.
- You may choose to take a **Severe Injury** to continue to fight beyond this for up to a minute.

Enforcer



Rank 1 Enforcer Abilities

Ambidextrous

- You may wield a full length one-handed melee weapon in either hand.
- You may still only strike once per second (not once per second per weapon).

Fancy Footwork

- *Cost: 2 Hits*
- Call PARRY.

Melee Weapon Prowess

- Select a Weapon Type, you may use its ability for 2 Hits when using that weapon
 - **Bladed Weapon** - call PING when you block a strike with an effect call
 - **Blunt Weapon** - gain 1 use of STRIKEDOWN by melee
 - **Daggers and Claws** - gain 1 use of BREAK by melee

- **Two Handed Weapons** - gain 1 use of PUSH by melee
- You may pick this Ability multiple times for different weapon types.
- Calls gained from using this Ability may not be stacked.

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: 3 Hits*
- Call YOU LOT: STRIKEDOWN with a melee blow.

Rank 2 Enforcer Abilities

Ambidextrous Finesse

- *Requires: Ambidextrous*
- When you are dual-wielding, if you fix a weapon that has suffered BREAK you fix both weapons at once.

Combat Roll

- *Cost: 2 Hits*
- Take a STRIKEDOWN in order to call PING to a single target effect call.
- You cannot do this if you are already under the effect of STRIKEDOWN.

Hold the Line

- *Cost: 2 Hits*
- Call PING to PUSH or PULL.

Mass Effect

- *Cost: 2 Hits*
- *Requires: Mass Driver*
- Call YOU: PULL before charging as per Mass Driver.

Melee Finesse

- *Requires: Melee Weapon Prowess*
- Select a Weapon Type, you may use its ability for 2 Hits when using that weapon
 - **Bladed Weapon** - gain 1 use of STRIKEDOWN by melee.
 - **Blunt Weapon** - gain 1 uses of BREAK by melee.
 - **Daggers and Claws** - gain 1 use of SLOW by melee provided you strike the target's legs.
 - **Two Handed Weapons** - gain 1 use of STRIKEDOWN by melee.
- You may pick this Ability multiple times for different weapon types.
- Calls gained from using this Ability may not be stacked.

Rank 3 Enforcer Abilities

Combat Tactician

- *Requires: Melee Finesse*
- Whenever you are flanking an enemy you gain one free use of an ability call that could be granted to you by Melee Weapon Finesse or Melee Weapon Prowess.
- Flanking an enemy means attacking them while they are also engaged with at least one of your allies.
- E.g. If you have Blunt Weapon Prowess and Blunt Weapon Finesse and flank an enemy you gain a free use of STRIKEDOWN or BREAK.

Iron Will

- You may call PING against EFFECT: X calls that would affect your morale.
- For example, EFFECT: FRIGHTENED or EFFECT: WEARY.

Momentum

- *Requires: Mass Driver*
- Whenever you take a PUSH or a PULL you may trigger the effect of Mass Driver for free.

Strategist

- *Utility Ability*
- When you are not in combat, you may apply your combat expertise to strategic problems.
- Talk to the GM about how you would like to apply your skill - perhaps to come up with a solution your character could work out, or perhaps to pull rank on those less experienced.

Swashbuckler

- Every 3 strikes you block with your weapon you gain a free use of PARRY.
- You may only have one PARRY stored using this Ability at a time.

Rank 4 Enforcer Abilities

Incredibly Hardened

- Your base hit points are increased by a further 4.

Hit and Run

- *Requires: Mass Driver*
- When you complete a charge as per Mass Driver you may immediately commence another Charge for free.
- You may only chain one such free Charge using this Ability.

Signature Move

- Pick an Ability Call from the following list. You may make it for free after you call PARRY.
- Options:
 - BURN
 - PUSH
 - PULL
 - SLOW
 - STRIKEDOWN
 - ZAP
 - HEAL

Teacher

- *Cost: 2 Hits*
- *Requires: Melee Weapon Prowess / Finesse or Ranged Weapon Prowess / Finesse*
- Call YOU: GAIN X where X is a call you can make from Melee / Ranged Weapon Prowess or Melee / Ranged Weapon Finesse.

Rank 5 Enforcer Abilities

Bullet Time

- *Cost: 10 Hits*
- Call EVERYONE: SLOW.
- You do not take this effect.

Melee Weapon Domination

- *Requires: Melee Weapon Finesse*
- Select a Weapon Type and gain its Ability when using that weapon:

- **Bladed Weapon** - gain a free use of PARRY when you call PING.
- **Blunt Weapon** - gain a free use of BREAK when a character does not resist a STRIKEDOWN from you.
- **Daggers and Claws** - double the calls you gain from the appropriate Melee Weapon Prowess / Finesse for your loadout.
- **Two Handed Weapons** - all of your PUSH calls become YOU LOT: PUSH.
- You may pick this Ability multiple times for different weapon types.
- Calls gained from using this Ability may not be stacked.

Outnumbered but Never Outplanned

- Gain 1 use of PING anything per opponent. So if facing a total of 7 monsters, gain 7 PING anything. If there are waves of monsters, gain an extra PING each time a new opponent appears.

Singularity

- *Requires: Mass Effect*
- You may call MASS PULL or MASS PUSH at the end of a completed charge as per Mass Driver.
- You may proceed to chain a free charge using Hit & Run if you have that Ability.

Gunslinger



Rank 1 Gunslinger Abilities

Grenadier

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

Power Shot

- *Cost: 2 Hits*
- Call YOU: STRIKEDOWN at range.

Ranged Weapon Prowess

- *Cost: 2 Hits*
- Select a Weapon Type, you may use its ability when using that weapon
 - **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.

Scatter Shot

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

Rank 2 Gunslinger Abilities

Bombardier

- *Requires: Grenadier*
- Gain 2 more Grenades per Encounter.

Elemental Ammunition

- *Cost: 2 Hits*
- Pick one of the following calls. You may use this Ability to make that call instead of YOU: PEW with a charged weapon.
- Options:
 - YOU: BURN
 - YOU: SLOW
 - YOU: ZAP
- You may pick this Ability multiple times to gain access to multiple effect calls you can choose to use.

Iron Sights

- *Cost: 2 Hits*
- Spend 3s aiming (instead of 1s) to increase your range to the entire Encounter space (provided you have line of sight).

Ranged Weapon Finesse

- *Requires: Ranged Weapon Prowess*
- *Cost: 2 Hits*
- Select a Weapon Type, you may use its ability when using that weapon.
 - **Single Pistol** - gain 1 use of BREAK by melee with a melee weapon in your offhand.
 - **Dual Pistols** - whenever you fix a BREAK on one of your pistols you may also immediately fix the other.
 - **Two Handed** - gain 1 use of YOU: PUSH against a target within 5m.
- You may pick this Ability multiple times for different weapon types.

Rank 3 Gunslinger Abilities

Demolition Expert

- *Requires: Bombardier*
- Gain **another** 2 grenades per encounter.
- *Utility Ability*
- Once per mission, when out of combat, you may use your demolition expertise to destroy something you have access to - or otherwise apply your nous. Discuss what you would like to do with the GM and they will determine the outcome.

Recon Sniper

- *Utility Ability*
- Once per encounter, provided you are not in combat, you may spy on targets that are within your vision. Ask the GM what they're saying.
- Once per mission you can make use of your position and range in order to fire a devastating sniper shot. Discuss with the GM what you would like to hit and they will determine the effects.
- E.g. blowing up a fuel canister to injure a bunch of enemies, taking out a commander from a distance.

Spray and Pray

- *Cost: 2 Hits*
- Instantly charge your ranged weapon.
- You must still spend the 1s aiming to fire it.

Tactical Cover

- When you are in cover with an ally within 1m also in cover you may charge your weapon twice as fast.

Rank 4 Gunslinger Abilities

Death from Afar

- You may call YOU: EXECUTE on an unconscious target with a charged weapon.

Flamethrower Attachment

- *Cost: 3 Hits*
- Call YOU LOT: BURN.

Rocketeer

- *Cost: 3 Hits*
- Call YOU: BLAST.

Tesla Coil

- *Cost: 3 Hits*
- Call YOU LOT: ZAP.

Rank 5 Gunslinger Abilities

Orbital Bombardment

- *Cost: 10 Hits*
- Call MONSTERS: STRIKEDOWN, then MONSTERS: BREAK LEG, then MONSTERS: BURN.
- You may only call this once per encounter, or may call it a second time if you take a Severe Injury to do so.

Ricochet

- *Cost: 5 Hits*
- Call YOU: PEW in succession on each visible enemy.

Rocket Pod

- *Cost: 8 hits*
- Call YOU: BLAST 3 times in quick succession.

Tactical Reload

- When you charge a shot, you may charge 2 shots instead of 1. You must still spend 1 second aiming each shot.

Guardian



Rank 1 Guardian Abilities

Covering Fire

- *Cost: 2 Hit*
- Call YOU: PEW immediately against someone attempting to attack an ally.

Give Them Some Room

- *Cost: 2 Hit*
- Call PUSH reactively against someone who strikes you or your weapon / shield while protecting someone performing medical roleplay.

Field Medic

- *Cost: 3 Hits*
- Call HEAL immediately on an unconscious character within reach.

Kinetic Recovery

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

Rank 2 Guardian Abilities

Get Behind Me

- *Cost: 2 Hits*
- Call GAIN PING PEW to an ally behind you.

Portable Cover

- *Cost: 2 Hits*
- You gain one use of your shield as portable cover for yourself, provided you are stationary for 3s first.
- Gain 3 uses of MISS before you must move again.

Triage

- *Cost: 2X Hits*
- Call HEAL: X to a target within reach.

Shield Prowess

- You may call PING against effect calls that strike your shield, **except** for BREAK.

Rank 3 Guardian Abilities

Hazard Suit

- You always take BURN, SLOW, and ZAP at a maximum of 5s.

Shield Spikes

- *Cost: 2 Hits*
- When someone strikes your shield, you may make one of the following calls back at them:
 - BURN
 - SLOW
 - STRIKEDOWN
 - ZAP

Shield Finesse

- *Requires: Portable Cover*
- You may call PING to PEW provided it originated from the direction you are facing.
- You must stop moving in order to do this.

Defender

- While you are fighting to protect an ally, you gain 3 uses of PING anything.
- *Utility Ability*
- When not in combat, you may apply your knowledge of defensive fighting to a situation. Discuss with the GM what you wish to accomplish.

Rank 4 Guardian Abilities

Energy Recovery

- *Requires: Hazard Suit*
- When you are subject to BURN, SLOW, or ZAP, you gain a use of that call.
- You may only have one call stored using this Ability at a time.

Tactical Retreat

- *Cost: 3 Hits*
- You may call YOU LOT: PUSH.
- You must then move in the opposite direction for at least 5s.

Intention Shield

- You may take any call as a STRIKEDOWN provided you were facing the direction it came from.

Tactical Insertion

- *Cost: 3 Hits*
- You may call WARP and then move for up to 10s before calling WARP again to interpose yourself between an enemy and an ally.
- You are aware of what happens while you are disappeared.

Rank 5 Guardian Abilities

Aura of Protection

- Your allies have 3 additional maximum hits when they are within 5m of you.
- Explain this to them outside of combat.

Aura of Regeneration

- *Cost: 4 Hits*
- Call MASS HEAL.

Aura of Resuscitation

- You may freely call HEAL on any unconscious character within reach.

Unstoppable Force

- While advancing on your enemies, you gain PING once per 5s (but this does not stack if not used).

From:

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Last update: **2022/01/09 19:59**

