Energy Regimens

In **Planetfall**, characters generate Energy in different ways. These methods are called "Regimens" and can be switched out between Missions freely.

Playing 3 Missions in a row with the same Regimen unlocks the **Regimen Mastery** ability until a different Regimen is chosen.


Generator

Generators naturally generate Energy when given time to rest and recoup. They are one of the more common Energy regimens, owing to having a latent pool of Energy to call upon, and can be resilient as they are able to duck into and out of combat situations having recharged their abilities.

Generator Regimen

- Your Energy Cap is 10.
- You may recover Energy up to your cap by Recouping (spending 30s stationary with uninterrupted appropriate roleplaying of repairing and recharging).

Generator Mastery

- Your Energy Cap is 15.
- You recoup in 25s instead of 30s when taking cover.
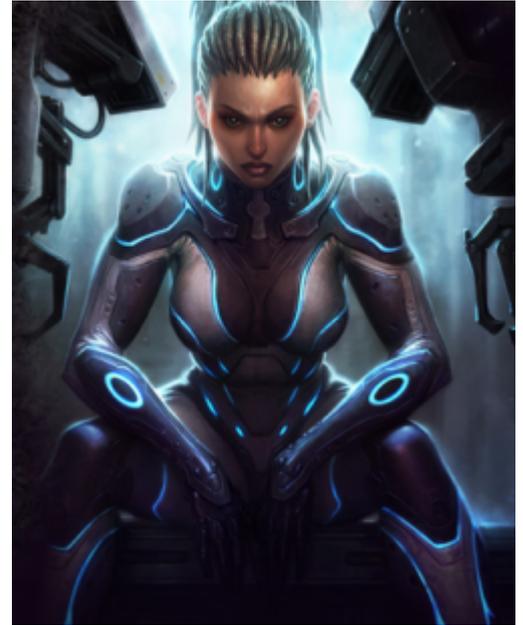
Siphoner

Siphoners produce energy when they take or deal damage. Training in Siphoning often involves use of a kinetic energy suit in the early stages as the trainee gets used to the combat style, but with practice the skill can be mastered without need for a suit.

Siphoner Regimen

- Your Energy Cap is 5.
- Every 3 melee hits taken or given produces 1 Energy.
- "Taking hits" here includes PINGing them but not if they MISSED.

Siphoner Mastery

- Your Energy Cap is 8.
- When you become Incapacitated, immediately produce 5 Energy.
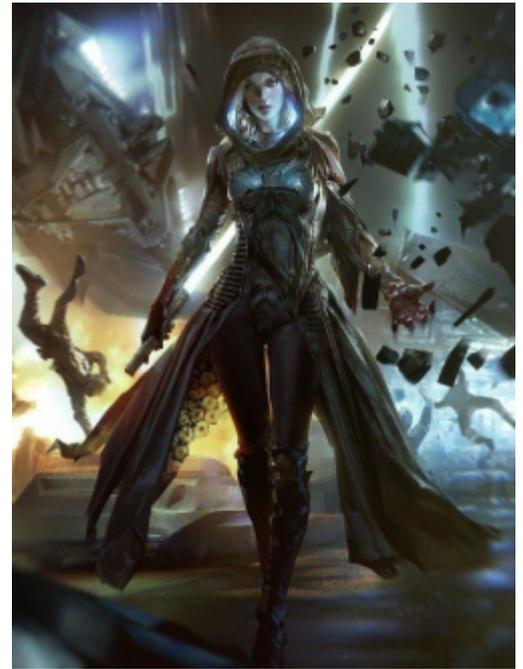
Channeller

Chanellers receive energy from a Ship Heart they have bonded with by making and maintaining a connection with that Ship Heart (provided it is in the same Star System as the Channeller). Mystics are most commonly associated with Channelling, but any individual with enough patience to get to know their Ship Heart can use this method to channel energy.

Channeller Regimen

- Your Energy Cap is 5.
- With 5s of uninterrupted roleplay emphasising the connection between yourself and your Ship Heart, you produce 1 Energy.
- You may perform this roleplay at the same time as uninterrupted roleplay for other effects.
- Examples: chanting, dancing, silent meditation.

Channeller Mastery

- Your Energy Cap is 8.
- By calling upon the name of your Ship, you may ignore a hit that would break your channelling once per 30s.
- e.g. "By the power of *Her Glorious Command*", or "In execution of the divine will of *XJ-5462*"

Accumulator

Accumulators prepare in advance of their expeditions away from their ships by amassing units of Energy that they can expend at will. They normally have no means of generating any more Energy than they bring with them.

Accumulator Regimen

- You do not produce Energy.
- Instead, you start every Mission with a stockpile of 100 Energy.
- The first 3 times you call PING during an Encounter cost no Energy.
- You may still be affected by GAIN ENERGY calls.

Accumulator Mastery

- You start every Mission with a stockpile of 130 Energy.
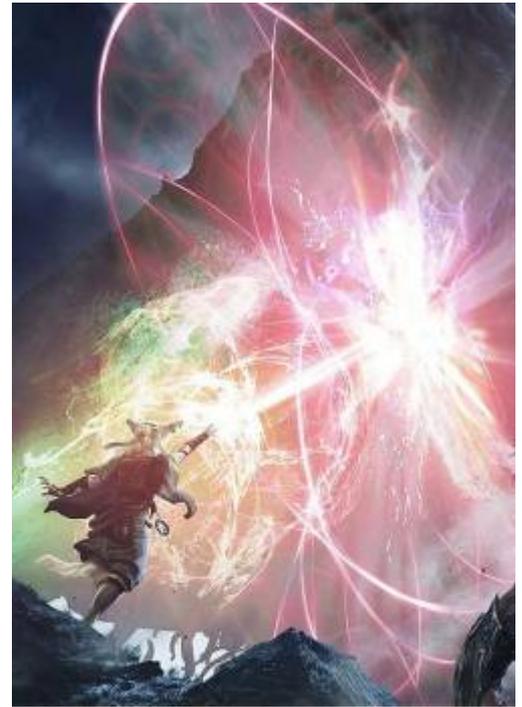
Detonator

Detonators use Energy that they have no claim to *immediately*, drawing it out of the world around them rapidly. They then suffer a cooldown as the Energy balance around them restores, during which they are vulnerable. Unlike other Energy Regimens, those using Detonator tactics can only afford to use one ability at a time and cannot store Energy.

Detonator Regimen

- You cannot store Energy.
- When you use an Ability that costs Energy, you may use it immediately for free but cannot use another Ability for 10 seconds per Energy afterwards.
    - e.g. Spend 3 Energy to call STRIKEDOWN, cannot use another Ability for 30s.
- If a call would cause you to gain Energy then your current cooldown is reduced by 10s per Energy you would have gained.
- If an effect prevents you from gaining or spending Energy then you cannot use Abilities for that duration.

Detonator Mastery

- The cooldown is reduced to 7s per Energy.
- The cooldown reduction from calls that would cause you to gain Energy is still 10s.

Assimilator (Locked - Background Required)

The mechanical-organic hybrid Various are capable of extracting power from the mechanisms that make up the universe. By consuming the world into themselves, they generate Energy to fuel their own abilities.

Assimilator Regimen

- You start every encounter with a pool of 5 Energy.
- When you reduce an enemy to 0 HP you may choose to immediately produce 3 Energy.
- You may call ASSIMILATE on a dead enemy and produce 5 Energy.
- You may spend 10s assimilating something that was not represented by a Monster phys-rep to produce 1 Energy.

Assimilator Mastery

- Your starting body hits are doubled.
- This applies after any additional sources of raising your hits.