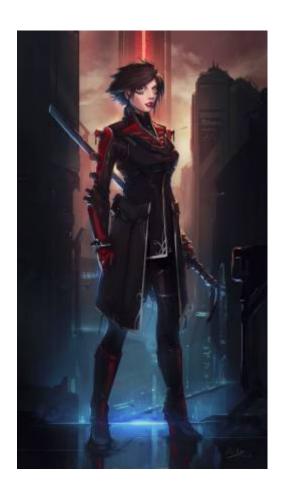# Melee Abilities

Rank 1

Kinetic Recovery

- Whenever you take the effect of a call that causes you to move (PUSH or PULL), produce 1 Energy.

Mass Driver [2]

- You make an impassioned charge toward the enemy.
- For 10s, while moving directly toward a target, you may call MISS to any "YOU: PEW" call.
- You cannot generate energy while charging a target.
- The effect ends early if:
  - You make a call other than PEW or a reaction
  - You stop moving directly toward the original target
  - You are subject to a multi-target "YOU LOT" or "MASS" call
  - You are subject to a "YOU: DRAIN" call

Sweeping Strike [2]

- Call STRIKEDOWN by melee.

Melee Weapon Prowess [2]

Varying abilities for different weapon types - this Ability may be taken multiple times for different weapons.

- **Bladed Weapons** - call PING when you block a strike with an effect call
- **Blunt Weapons** - call PUSH by melee
- **Daggers and Claws** - call BREAK by melee against a limb
- **Two Handed Weapons** - call STRIKEDOWN by melee

Rank 2

Blowback

- When you are subject to PULL you may call YOU LOT: PUSH in the opposite direction.

Combat Awareness [1]

- Call PING to CLUNK.

Come At Me [2]

- Call YOU: TAUNT.

Rank 3

Dynamo

Your Energy Regimen is improved by motion:

- **Siphoner** - when you hit a different enemy to the previous hit it counts as 2 hits for producing Energy.
- **Channeller** - you produce 1 additional Energy from channelling if you were in motion throughout.
- **Generator** - you may immediately call PUSH for free after a successful Recoup.
- **Accumulator** - the first time you call PUSH in an encounter costs 0 Energy.
- **Detonator** - the total cooldown for using melee abilities is reduced by 10s.

- **Assimilator** - you may immediately call PUSH for free after calling ASSIMILATE.

Heavy Blow [3]

- Call BREAK by melee.

Third Law [3]

- Call PARTY: GAIN PUSH, then immediately call MONSTERS: GAIN DRAIN.

Rank 4

Mass Effect

- When you finish being affected by PUSH or PULL, you may call KABOOM (which does not affect you).

Gravity Gradient [2]

- Call MASS: PULL.

Hyperdrive [3]

- Call VA-WORP.
- You must reappear within 10s during which time you may relocate.
- You are aware of what happens while you have disappeared.

Rank 5

Unstoppable Force

- While under the effect of PUSH or PULL you may freely call PUSH by melee.

Time Dilation [5]

- You may call TIME FREEZE for 10s during which you may move freely.
- Time moves as normal for you during this period.
- You must call TIME IN at the end of this 10s.

Singularity Bomb [5]

- Suffer a Severe Injury.
- For the rest of the encounter, you may call YOU LOT: GAIN 1 ENERGY once every 10s.

From:
https://planetfall.oxfordlarp.com/ - **Planetfall**

Permanent link:
https://planetfall.oxfordlarp.com/melee

Last update: **2022/01/08 15:55**