

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 [3]

- Call [CHAAAAARGE](#).

Sweeping Strike [3]

- Call [STRIKEDOWN](#) by melee.

Melee Weapon Prowess [3]

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 [CRUNCH](#) by melee against a limb
 - **Two Handed Weapons** - call [STRIKEDOWN](#) by melee
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Rank 2

Blowback

- When you commence a [CHAAAAARGE](#) you may call [YOU LOT: PUSH](#) in the opposite direction.

Combat Awareness [1]

- Call [PING](#) to [KNOCKOUT](#).

Come At Me [4]

- Call [YOU: TAUNT](#).
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Rank 3

Dynamo

Your Energy Regimen is improved by being in motion:

- **Siphoner** - you produce 1 additional Energy from hitting if the hits were against multiple different targets.
- **Channeller** - you produce 1 additional Energy from channelling if you were in motion throughout.
- **Generator** - you may immediately call [CHAAAAARGE](#) for free after a successful Recoup.
- **Accumulator** - the first time you call [CHAAAAARGE](#) in an encounter costs 0 Energy.
- **Assimilator** - you may immediately call [CHAAAAARGE](#) for free after calling [ASSIMILATE](#).

Heavy Blow [5]

- Call [CRUNCH](#) by melee.

Third Law [6]

- Call **PARTY: GAIN CHAAAAARGE**, then immediately call **MONSTERS: GAIN ZAP**.
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Rank 4

Mass Effect

- When you complete a **CHAAAAARGE** without being interrupted, you may call **KABOOM** (which does not affect you).

Gravity Gradient [3]

- Call **MASS: PULL**.

Hyperdrive [5]

- Call **VA-WOOM**.
 - You must reappear within 10s during which time you may relocate.
 - You are aware of what happens while you have disappeared.
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Rank 5

Unstoppable Force

- You no longer break out of **CHAAAAARGE** except by voluntarily stopping moving or reaching the end of the 10s.

Time Dilation [8]

- 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 [8]

- You may suffer a Severe Injury in order to call **YOU LOT: GAIN 1 ENERGY** once every 10s for the rest of the encounter.

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