Melee Abilities
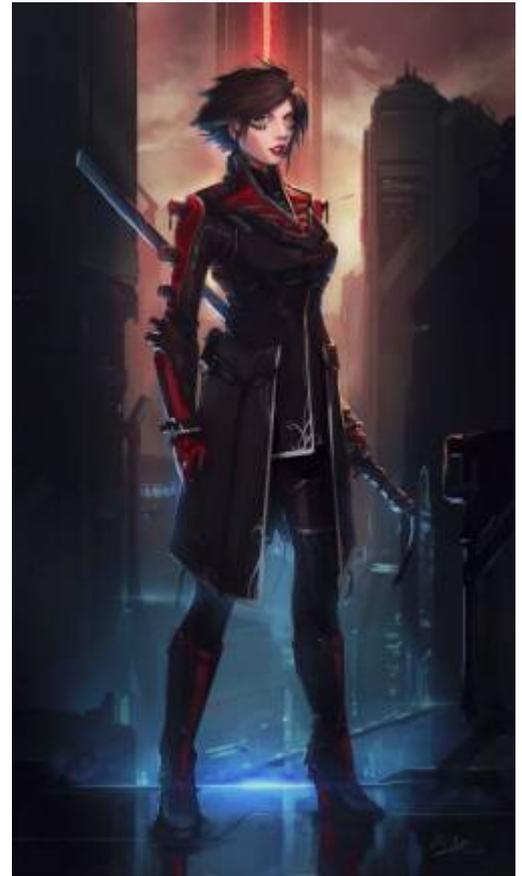

Rank 1

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

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.

Rank 3

Dynamo

Your Energy Regimen is improved by being in 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 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.

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 VWORP.
- 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

- 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]

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

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