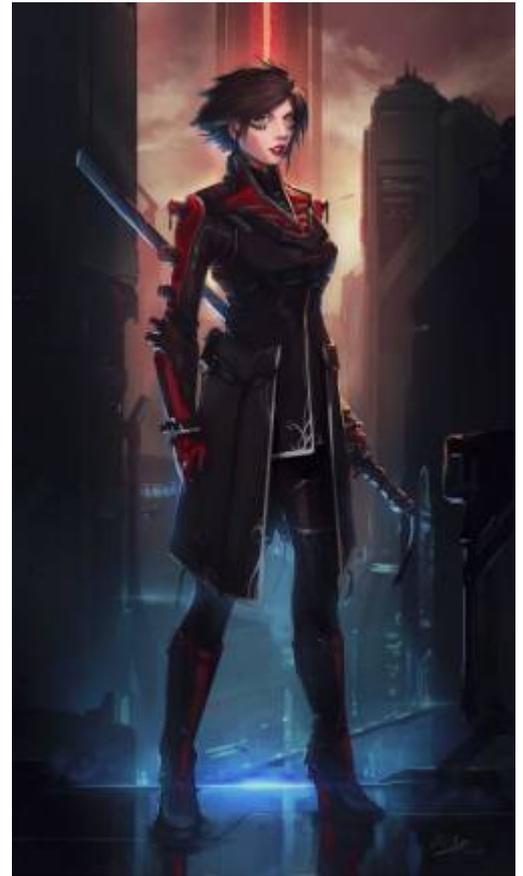


Melee Abilities



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.

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