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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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