

# Navigation Abilities



## Rank 1

### Wayfinder

- You have an innate sense of direction.
- You will usually find a landmark or destination you have had described to you.
- You may always find your way to locations you are familiar with.

### Space Within Space [5]

- Call [VWORP](#).
- You may not move, but remain hidden until you choose to reappear or are subject to a [YOU LOT](#) or [MASS](#) call.

### Use the Land [3]

- You may gain an additional use of [MISSED](#) from the cover you are currently in.

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## Rank 2

## Out-Manoeuvre

- You may choose to start an encounter that you saw coming (i.e. was not a surprise or an ambush) from a different position without alerting the enemy.
- Travel to this location with two fingers in the air as if you are subject to **VWORP**.
- You did not teleport here in character, but found your way sneakily to a new vantage point.

## Stay On Target [2]

- Call **PING** to **TAUNT**.

## Gravity Stabilisers [3]

- Call **PING** to **STRIKEDOWN**.
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## Rank 3

### Redistribution

Your energy generation method is improved by being missed by shots:

- **Siphoner** - once per cover pool you may generate energy when you call **MISSED** as if you had been hit.
- **Channeller** - you gain an additional energy if you call **MISSED** while chanting. You may only gain one additional energy per chant in this way.
- **Generator** - you may call **MISSED** once for free while recouping regardless of being in cover.
- **Accumulator** - when you run out of energy you have a pool of 3 **MISSED** per encounter regardless of being in cover.
- **Detonator** - calling **MISSED** subtracts 5s off of your current cooldown.
- **Assimilator** - you may **ASSIMILATE** cover you have not used yet (i.e. haven't called **MISSED** at) to produce 2 Energy but use up the pool of **MISSED**.

### Redirection [3]

- You may call **PING** against a call an **ally** makes against you.
- You must make that call immediately as a **YOU** call against another target.

### Between Blinks [5]

- Call **VWORP**.
- You may relocate but must reappear in 10s.
- You are aware of what happens while you are vanished.

## Rank 4

### Beam Me Up

- Once per encounter, if you are out of sight of all enemies you may call **VWORP** and exit the encounter.
- You may then choose to exit the Mission or return after the Encounter has finished.

### Now You See Me [2]

- If you are broken out of **VWORP** involuntarily, you may call **YOU: ZAP** in response.

### Now You Don't [2]

- When you incapacitate a target you may call **VWORP** to vanish as if you had spent Energy on **Space Within Space** immediately.
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## Rank 5

### Lay of the Land

- You always gain an additional call of **MISSED** in your pool from being in cover.
- This stacks with other increases to the **MISSED** pool.

### Quantum Teleportation [5]

- Call **PING** to a **YOU** call.
- Immediately make that **YOU** call against someone else.
- You must make the call, you cannot absorb it.

### Distributed Path [8]

- Suffer a Severe Injury.
  - For the rest of the encounter, you may call **YOU: GAIN VWORP 10s** once every 15s.
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