

Ranged Abilities



Rank 1

Iron Sights

- By taking 5s to aim a shot after charging (rather than the usual 1s) you may extend your range for a ranged weapon to 20m.

Power Shot [3]

- Call **YOU: STRIKEDOWN** with a charged ranged weapon at a target in range.

Scatter Shot [5]

- Call **YOU LOT: PEW** with a charged ranged weapon.

Ranged Weapon Prowess

Various abilities for different weapon types. You may take this Ability multiple times for different weapon types.

- **Dual Pistols** - you may charge these independently of each other.
- **Two-Handed** - reduce the charge time for this weapon by 2s.
- **Launcher** - charge for 20s to call **YOU: BLAST** with this weapon at a target in range. If you are hit with **ZAP** while charged, you must call **KABOOM** immediately and discharge.
- **Flamethrower** - charge for 20s to call **YOU LOT: BURN**. If you are hit with **CRUNCH WEAPON**

while charging, you must call **KABOOM** immediately and discharge.

- **Grenade** - you get a cache of 5 Grenades per Encounter.
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Rank 2

Scout Sniper

- You may ask a Ref to inform you of what enemies are saying at a distance if you are able to watch them undetected.

Double-Tap [2]

- The charge time to fire at the same target as your previous shot is reduced by 3s.
- You must fire at that target or spend the full time charging to aim at a different one.

Ghost [3]

- Call **YOU: KNOCKOUT** with a ranged weapon.
 - Normal KNOCKOUT rules apply.
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Rank 3

Emplacement

Your Energy Regimen is improved by ranged weapon use:

- **Siphoner** - hits against you while you are charging a ranged weapon count as 2 hits for producing Energy.
- **Channeller** - you produce 1 additional energy from channelling if you are charging a ranged weapon throughout.
- **Generator** - when you incapacitate an enemy with a ranged weapon attack, produce 1 Energy.
- **Accumulator** - the first ranged weapon call you make during an encounter has its Energy cost reduced by 3.
- **Detonator** - the total cooldown for using ranged ability calls is reduced by 10s.
- **Assimilator** - when you call **ASSIMILATE** you instantly charge your ranged weapon.

Recoil [3]

- Call **STRIKEDOWN** if you are hit in melee while charging a ranged weapon or aiming.

Explosive Round [5]

- Call **YOU: BLAST** with a charged ranged weapon at a target in range.
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Rank 4

Sniper Elite

- By taking 10s to aim a shot after charging, your ranged weapon range extends to 30m.

Headshot [5]

- Call **YOU: CRUNCH** with a charged ranged weapon at a target in range.
- You may target any body part or weapon if you choose.

EMP [5]

- Call **YOU: ZAP** with a charged ranged weapon at a target in range.
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Rank 5

Overheat

- You may reduce the Energy cost of any Ability by 5 by suffering a **CRUNCH** on your ranged weapon after you use the ability.
- This may not stack with other sources of Energy cost reduction.

Orbital Bombardment [8]

- Call **YOU LOT: CRUNCH**.

Mutually Assured Destruction [8]

- Suffer a Severe Injury.
- Select a specific target.
- For the rest of the encounter, you may call **YOU: CRUNCH** on that target once every 10s.
- If that target is incapacitated, you may continue to do this.
- If they die, your power runs out.

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