

## People

### Bandits

#### Bandit

- 8 hits
- 1 x one handed Ranged weapon
- 1 x one handed melee weapon
- Spend 1 hit to call PARRY
- Spend 1 hit to call YOU: PEW immediately against someone attacking an ally in melee
- **Recovery** - 30s of appropriate roleplay out of combat to regain all hits

#### Bandit Mystic

- 5 hits (+4 Barrier)
- 1 one handed weapon, free hand for Startouched abilities
- Startouched Abilities:
  - **Repairing Solar Barrier** - 4 hits in your Solar Barrier, recover with 5s of hand held to chest
  - **Concussion Bolt** - hold your hand overhead for 15s to call YOU: STRIKEDOWN

#### Various Bandit

- 10 hits
- 1 x two-handed weapon
- **Technomancer Various** - Take ZAP at 10s but BURN at 5s.
- **Assimilation** - Call HARVEST on downed allies or enemies to gain HEAL 5 and one of the following effects:
  - 3 uses of PING PEW
  - 3 uses of ZAP
  - BREAK by melee

#### Bandit Engineer

- 8 hits
- 1 x two-handed gun
- 3 MEND
- 3 HEAL
- **Improved Gun:** loads in 5s instead of 10.

#### Hired Lackies

- 8 hits
- 2H ranged weapon (charge for 3 shots instead of 1) or 2H melee weapon (3 uses of

STRIKEDOWN)

- **Not Being Paid Enough For This!** - Run away when reduced to 2 or so hits.

## Pirates

### Salty Sailor

- 6 hits
- 1 x one handed Ranged weapon
- 1 x one handed melee weapon
- 1 free use of PARRY
- Spend 1 hit to call PARRY
- **Recovery** - 30s of appropriate roleplay out of combat to regain all hits

# Bestiary - People

This Bestiary is a semi-IC document containing Monster stats and information for various enemy types encountered and encounterable in the world of *Planetfall*. It is safe to assume information here is IC available for your perusal thanks to the [Zeitgeist Research Department](#). Anyone is free to edit this information and add Monsters of their own creation.

See also [NPCs](#).

## Spectres

### Voidheart Assassin

- 5 hits + 4 barrier
- 1 x bladed weapon
- Space Between Space
  - 10 seconds
  - *Gesture: drawing invisible lines between points in space in front of you with your finger*
  - Call WARP. You have 10s to relocate, after which time you must call WARP again.
- 2 x YOU: EFFECT FRIGHTENED.
- 4 x BREAK

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