

Classes

Characters in *Planetfall* have one of four **Classes** which they can select their skills within. Each Class has a selection of Subclasses to offer specialisation - in order to unlock Subclass Abilities at higher ranks you must have at least one XP spent at each lower rank in that Subclass. At Rank 1 you can unlock any Ability from all of the Subclasses available.

You may also access [General Abilities](#) with the same rules of Rank (but have no Class or Subclass restrictions)

- **Commando** - powerful fighters who are a force to be reckoned with on the battlefield, using grit, determination, and skill to make their mark.
 - [Gunslingers](#) use ranged weapons to rain down fire on their foes from afar
 - [Enforcers](#) fight at close range with powerful melee strikes
 - [Guardians](#) provide protection for themselves and their allies
- **Startouched** - metaphysically empowered individuals who use powers granted to them by Ship Hearts to control the world around them.
 - [Scions](#) amass devastating elemental powers to bear against their enemies
 - [Voidhearts](#) slip between the folds of reality to move rapidly and unseen
 - [Bulwarks](#) manipulate reality to create shields and structures against opponents
- **Specialist** - technical experts who bring technological solutions and mechanical aids to make their way in the galaxy.
 - [Engineers](#) build, repair and maintain jury-rigged systems and hack into software to control the battlefield
 - [Operatives](#) make use of their skills to move unseen and make the biggest impact when the moment strikes
 - [Scientists](#) probe into the world around them to find out how it works and twist that knowledge to their own ends
- **The Various** - cyborgs who modify themselves with parts they find in the world to adapt and specialise their way through problems.
 - [Technomancers](#) envelope themselves in technology granting them extraordinary capabilities
 - [The Transcended](#) use their technological enhancements to fuel growth and power in their biological form, pushing their bodies to new strengths
 - [Scavengers](#) specialise in maximising the utility from the things they scavenge and in optimising their discoveries

Spending XP

- See [Character Advancement](#)

Respeccing

Sometimes your character doesn't play out the way you expect, and you find you'd like to respend your skill points. You may always choose to do this as a Downtime action - it is encouraged to roleplay around this decision in your character's life.

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