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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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