

# 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, but you can select skills from the entire Class.

- **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.
  - **Mystics** 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

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