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