

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.

- **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

- Every time you play a Mission you gain 2 XP to spend on the character you played if you did not play the last time you attended, or 1 XP if you did.
- Every time you Monster a Mission you gain 2 XP to spend on any character you have played at least once.
- Every time you are a GM or co-GM for a Mission you gain 3 XP: 1 for running the Mission and 2 for writing up the OC [Mission Report](#).
- XP is spent on new Abilities from your Class.
- You may only spend XP in Ranks you have unlocked for that character.
- You unlock new Ranks by spending 4 XP in Abilities up to the Rank below, and playing at least one Mission at that Rank.
 - (4 XP to Rank 2, 8 XP to Rank 3, etc...)

Respeccing

Sometimes your character doesn't play out the way you expect, and you find you'd like to respond 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.

From:

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Last update: **2022/01/09 19:59**