

# 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 Monitor 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 respec 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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