

Phalanx

A Pen and Paper Role Playing Game

Main Rulebook v1.3



Designed by Veriax

Artwork by Neone

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Introduction

Welcome to Phalanx.

This is a pen and paper role-play system with several core concepts behind it:

- Be easy and simple
- Offer depth and choice
- Have quick gameplay, with deadly combat

I found several other RPG systems too bogged down with rules, restrictions, and “what-ifs”, so Phalanx was developed to combat this and offer an alternative that’s relatively simple and free-flowing.

The system was named Phalanx because a Phalanx, in a historic context, is a simple, effective construct, made up of many moving parts, that gets the job done with as little fuss and as much efficiency as possible. That’s exactly how this RPG system is designed to work.

Version History

Version 1.0 (Nov 3rd 2023)

- Initial Release

Version 1.1 (Sept 2024)

- Added provisions and starving
- Many rule refinements
- Extra equipment
- Skills moved to separate document
- Spell types (Dark/Light/Wild/Earthen)
- More skills
- Racial skills

Version 1.2 (Nov 2024)

- Combat refinement – no separate roll to damage armour
- Added arcane surge mechanic
- New section on Conditions
- New Condition - Prone
- Re-written character creation

Version 1.3 (April 2025)

- Removed stores and prices from rule book.
- Added “Stores and Services” supplemental book.

Glossary

Player – a person controlling a character within the game.

Character – a player's character is their avatar within the game. The player controls their actions and states what they do given any situation they are in, as described by the GM.

GM – The Game Master. Acting as narrator and referee, the GM controls the game, directs the action, and acts as all the environs, situations, people and enemies the characters meet on their adventure.

NPC (non-player character)/Enemy – These are creatures and people the characters will meet on their adventures. The GM controls them, and determines how they react to the characters. The only real difference between them is that NPCs are not hostile to the characters, whereas enemies are. NPCs potentially become enemies depending on the character's actions within the game.

Creature – This is a term used to describe anything in the game, be it a player character, an NPC, an enemy, or even a mouse.

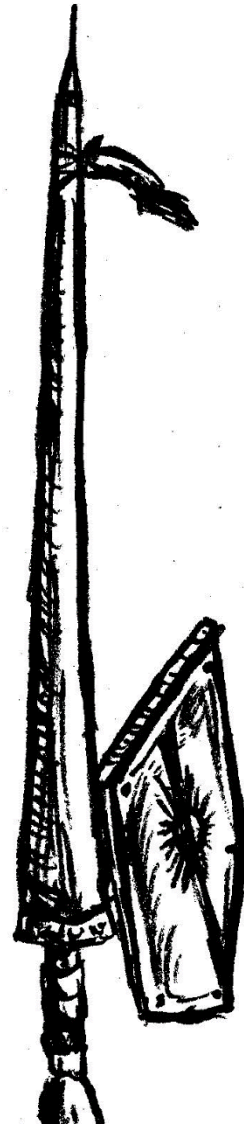
D6/D8/D12/D20 – These are the dice used in the game. The number represents the number of faces on the die; D12 = 12-sided die.

Advantage/Disadvantage – These terms can be used when rolling dice. Advantage means that two dice are rolled, with the higher roll being chosen. Disadvantage has two dice be rolled, but the lower roll needs to be used. If both advantage and disadvantage are present for a roll, they cancel each other out.

XP – Experience. This is the reward characters get for completing tasks and defeating enemies. Players then spend XP in order to increase their character's skills and abilities.

Party – A group of characters, forming an adventuring party.

Combat Roll – The dice rolled by both combatants during combat.



How the Game Works

Die Vs Die

The basic foundation of any role play system is how to simulate chance. An action that could result in a success or a failure is, usually, resolved by the use of a die roll.

In Phalanx, the same basic die-rolling system is used for every action in the game; be it whether a character burns the marshmallow they're cooking over the campfire, or avoiding the incoming arrow aimed at their head.

Phalanx uses a "die versus die" system, meaning die are rolled against each other with the highest score succeeding and the other failing, and draws favouring the instigator of the action.

When an action is performed, whomever initiates that action rolls a die with the aim of rolling as high as a number as possible.

At the same time, the opposing force rolls a die with the same aim – to try to roll as high of a number as possible.

The 'opposing force' is who or whatever the roll is acted against. If the player's interacting with an NPC (trying to offer a bribe) an enemy (hack his head off) or the world (bash down the door), then the GM will roll to represent the opposing force. If a monster is trying to bite a character's head off, then the player will be the opposing force against the GMs roll. Sometimes, though, players can test against other players (fancy an arm wrestle?), and in that case both players will roll, with the winner rolling the highest.

Advantage and Disadvantage

These terms can be used when rolling dice. Advantage means that two dice are rolled, with the higher roll being chosen. Disadvantage has two dice be rolled, but the lower roll needs to be used.


If both advantage and disadvantage are present for a roll, they cancel each other out.

With both Advantage and Disadvantage, only one die is spent from the die pool (this will make sense later).

Which Die to Roll?

The major factor in what decides the chances of success and failure of any action is what kind of die is used for that action.

Phalanx uses four types of die, ranked from "low" to "high" tier within the game's terminology:

- 
- Low Tier**
- D6 (six-sided die)
 - D8 (eight-sided die)
 - D12 (twelve-sided die)
 - D20 (twenty-sided die)
- High Tier**

If during the aforementioned arm wrestle, one player rolls a D20, and the other rolls a D6, then it's clear that the player rolling the higher D20 has more chance of winning. Therefore, it's always better to roll higher dice when trying to perform actions that feature risk.

But what's to stop players and GMs always rolling D20s?

GM's Dice

When the GM rolls a die, the die they roll is a measure of the difficulty of the task the player is attempting, and rolling against. Therefore, it can be surmised that the harder the action the character is attempting, the higher the die roll should be to oppose it.

Whether the character is attempting to pick a lock, force open a door, peek around a corner without being seen, or douse a fire with a bucket of water, the GM will make an opposing roll against that action to see whether it succeeds. Unless it's been pre-determined on the adventure text itself ("the treasure chest is D12 difficulty"), the GM must decide how difficult that action is in order to know what die to roll.

A character attempts to leap across a pit that's three feet across could only have an opposing roll of a D6. Increase that distance to six feet, and then the opposing roll would change to a D8. Add a slippery surface, and it becomes a D12.

This method can be used to determine anything that's not specifically outlined in the adventure text or detailed in the enemy profile.

Enemies and NPCs will all have a profile providing the GM with their abilities within the game. If an enemy is particularly strong, then they will roll a higher die when attacking characters with their strength. If an NPC is mentally dim, then they will roll a lower die if the characters try to outwit them.

Below is a brief overview of how the die should be considered based on the difficulty of the action being performed, and also how the levels of dice relate to the relative skill level of an ability.

Dice Tier Action/Skill Equivalents

| Die | Action Difficulty | NPC/Character Skill |
|-----|-------------------|---------------------|
| D6 | Trivial | Unskilled |
| D8 | Average | Skilled |
| D12 | Hard | Advanced |
| D20 | Very Hard | Master |

The Dice Pool - Player's Dice

The die that character's roll will depend on two factors:

- what their character is able to roll and,
- what the player chooses to roll

In Phalanx, characters have a pool of dice, known as the die pool, from which they can spend dice for the various actions.

Throughout the adventure, the character will be called upon to roll dice to try to succeed in actions that they attempt. The player will then decide which die from the pool to use. Do they roll the D20, knowing that it will likely succeed, or save that for a more important time?

This limited number of dice to roll is to represent the character's physical and mental capabilities slowly becoming worn down during the day as fatigue and tiredness take their toll.

A dice pool looks something like the below. In it, we can see the character has one D20 to roll, two D12's, two D8's, and 10 D6's.

| | |
|-----|------|
| D20 | / 1 |
| D12 | / 2 |
| D8 | / 2 |
| D6 | / 10 |

As the character rolls dice, players keep a tally of what's been used. From below, the D20 is yet to be rolled, but both D12's, 1 D8 and 4 D6's have been spent from the pool.

| | |
|-----|--------|
| D20 | / 1 |
| D12 | 2 / 2 |
| D8 | 1 / 2 |
| D6 | 4 / 10 |

Dice can be regained into the pool by resting, drinking potions, and various other means. Resting is the main and most effective way to regain dice. As such, it's important to measure a character's exertions throughout an adventure and find opportunity for extended rest periods in order to succeed.

Abilities

Characters, NPCs and Monsters all share set abilities. These abilities are intrinsic to everything that occurs within the game. Every action that's attempted is tied to an ability.

The four abilities in the game are:

Might – physical strength and toughness.

- Attacking and defending with larger weapons
- Resisting poison and disease
- Determining health
- Bashing down doors, moving heavy objects

Will – mental strength and fortitude

- Casting and resisting spells
- Avoiding being fearful
- Sensing magical illusions and items

Guile – quickness of movement and dexterity

- Attack and defence with lighter weapons and armour
- Picking locks and sleight of hand
- Hiding and moving unseen
- Mobility, swimming, climbing

Wits – force of personality and special awareness

- Interacting with NPCs
- Spotting hidden traps and items
- Bartering for goods
- General knowledge

When a test is made, one of these abilities will be used. In the case of NPCs and monsters, the die that they roll is shown on their profile. In the case of characters, the die is rolled from that character's dice pool for that ability.



Important Rules of Note

GMs Roll in Secret

Throughout the game, it's important that the dice that the GM are rolling are kept secret, behind a screen. This way, the players will not know what the difficulty actually is.

To this end, it's important that the GM give sufficient description of the event, for example "the lock you're trying to pick looks pretty mundane and simple" (D6), compared to "the lock seems to be complex, requiring multiple movements to open" (D12). That way, the players can estimate the difficulty without knowing what die is being rolled behind the scenes.

When resolving the event, the GM isn't at liberty to say what they rolled. Everyone will see what the player's total is, but the GM can simply say "the action fails" without revealing their number which, again, helps keep what die they are rolling hidden.

This keeps things from getting too META (most efficient tactics available) and the players thinking more of general difficulty rather than numbers.

Draws

Whenever a draw occurs, it is the instigator of the roll that wins (i.e., whomever is rolling against the opposing roll).

There may rare be exceptions to this. Certain skills may let a character win draws at an activity, regardless of who the instigator was. If both participants have such a skill, then the instigator will win.

Round Up!

In Phalanx RPG, whenever there's an option to round up, or round down, always round up, without exception.

No Dice!

It could occur that a character has no dice left to roll for an ability. Every character gets at least ten D6's to roll in all abilities to represent a reserve of very basic knowledge, skill, and

patience. If this is to run out, and all dice are rolled, then the character can still attempt to utilise actions for it, but they will not roll any dice and instead default to a base score of one. This means that they will only succeed if the opposing roll is also a one, and they instigated the action.

It's foreseen that this kind of eventuality will be quite rare, as characters should consider resting long before such an event occurs.

Re-rolls, and Repeated Actions

Repeated actions is classed as when a player attempts an action multiple times, and spends multiple dice in doing so. Players are free to repeat actions as often as they want provided that they are willing to spend the die in order to re-attempt the action and the situation allows. Generally, repeated actions can't be used during combat, and even out of combat situations they may not always be possible within the context of the game.

For example, if a character fails at convincing an NPC guard to allow them access to a private area, it's up to the GM whether the guard would be receptive to repeated bungled attempts before they lose their temper and the situation escalates.

Attempting to picking a lock repeatedly however has no such variable, save the time it is taking to perform the action over and over (and thus perhaps increasing the chances of them being caught in the act!).

Using re-rolls, on the other hand, do not re-attempt the action. Rather, the re-roll is used to alter the outcome of the current action, which can be critical during certain situations, such as during combat. Re-rolls also don't expend an additional die from a character's die pool, whereas repeated actions would.

Minimum Roll of 1

There are times when die rolls can be affected by modifiers. At no time can anyone in the game roll below 1. If a 1 is rolled, and the modifier is -1, then the roll is still 1.

Playing the Game

Play in Phalanx takes place in one of two ways:

- Free-play
- Turn-based

Free-play

Most play in Phalanx will take place in free-play.

This is when the characters are exploring and interacting with the world in a non-violent way. That is to say, there's no combat occurring, and no one is getting their head lopped off.

Free-play involves the characters exploring areas, moving around, talking to NPC's within the game, and any and all activities which don't involve combat. Die can still be made in free-flowing play just like any other actions.

An example of free-flowing play is having the characters enter a bar. One may go and settle down at a table to play cards with some gamblers, while another might head straight to the bar to buy a strong drink, and another might mingle among the patrons in order to hear the local gossip and gather information.

All these actions can be resolved without the need for turns as they happen more or less at the same time. The players will have to play out their chosen actions one at a time around the table-top, of course, otherwise it would be chaos! But they're seen to be happening concurrently within the game world.

Taking Turns

Turns take place generally when combat starts. All free-flow play actions taking place involving other characters needs to be resolved up to the point where the combat starts, and then turn-based play begins.

A turn represents between 10 and 30 seconds of real time, during which all combatants get to act, and react, to the combat they're in.

During their turn, a character or enemy can do three standard things, which can occur in any order:

- Move
- Take an Action
- Take a Bonus Action

Before that though, turn order has to be established:

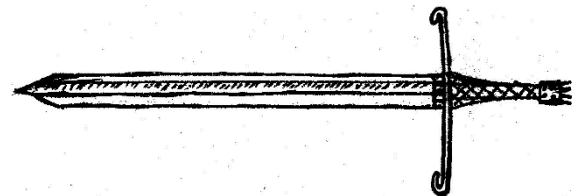
Roll Initiative

When combat begins, the first thing to do is to roll initiative. This is done by everyone rolling their initiative die, and adding the modifier they have (this is covered under character creation, but it will be something like D8+2, or D12+1).

The total is an individual's initiative value, which determines their order in the combat.

Higher initiative goes first, with draws resulting in characters going before enemies. If two characters (or enemies) have the same initiative, then it's up to the players (or GM) to decide who goes first.

Sets of enemies may have the same initiative. For example, if there are four ruffians attacking the characters, they will make one initiative roll and move on the same turn. The order the ruffians move within their turn is up to the GM.



Movement (and movement rates)

Characters and enemies all have a movement value (determined during character creation or on the enemy profile).

This is the amount of ground they can cover within a turn.

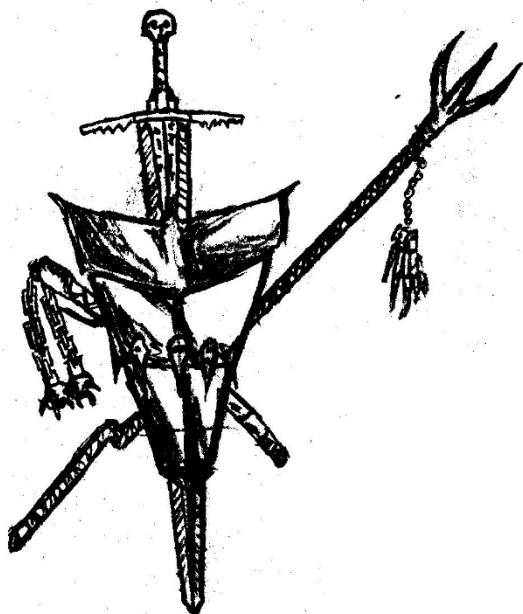
Characters and enemies can move part of their movement, perform an action, then perform the rest. They don't need to move all of their movement, or move at all if they don't want to.

Movement is listed as a value in feet (30', for example), as well as how many spaces this might be on whatever grid might be being used.

If using a grid, then usually the scale used is 5' for each square or hex. If using squares, diagonal movement is allowed.

There may be some cases where movement is restricted because of obstacles or **rough terrain**. When travelling across rough terrain, such as up a steep incline, wading through water, or moving across deep sand, then speed is halved (so each 5' takes 10' of movement).

Vaulting over benches, fences, and other waist high **obstacles** may take a guile test, at the GMs discretion, which could result in minor injury and a halt in movement if failed.



Sprinting

Sprinting is a special move that all characters can do.

When performing a sprint, a character's movement rate is doubled. All other movement conditions described above apply.

The cost of sprinting is that it also counts as an Action (described next). So, if a character performs a sprint, they can only then perform a Bonus Action as part of their turn.

Action

Actions (or 'main' actions) comprise the main part of a turn, and involve characters and enemies performing the feats that affect the combat in the greatest way – namely attacking, or casting spells.

Actions include (but are not limited to):

- Attacking
- Casting spells
- Sprinting (as described above)
- Certain skills (specified on the skill descriptions)
- Hiding
- Picking locks
- Feats of strength (breaking doors, lifting objects)
- A long speech
- Throwing a large object (chair/crate)
- Acrobatics (jumping, climbing)
- Taking an item from the Backpack
- Drinking a potion slowly (which means that, if the potion has a variable affect like a die roll, the max roll is counted as having being rolled).

Bonus Action

Characters and enemies can also perform a smaller/quicker action which, in general, won't involve a die roll, though there are exceptions. Some example bonus actions:

- Drinking a potion quickly (any variable die rolls are rolled as normal)
- Throwing a small object (goblet/apple) that isn't a direct attack.
- Calling to a foe/ally
- Shutting a door
- Locking a door with a key
- Taking an item from carried items and into equipped items (and Vise versa) on the character sheet
- Certain skills (specified on the skill descriptions)

Generally, two bonus actions will be the equivalent to one action, so a player can opt to perform two bonus actions if they forgo their action.

Durations

Throughout the game certain affects, like those for skills and spells, may have a duration. This might reflect how long a spell lasts, for example.

Often times, it is assumed that combat spells take place within Turn-based mode, and therefore the description gives a duration in turns.

However, sometimes there are two durations listed, both for in-combat and out of combat situations.

These durations may sometimes differ from the guidance that a turn lasts for 10-30 seconds. For example, a spell may last for two turns, or five minutes.

This is to balance the usefulness of the spell between combat and free-play. If this were not done, a spell would find less use outside of combat due to its limited duration as things tend to naturally happen at a slower pace in free-play.

Conditions

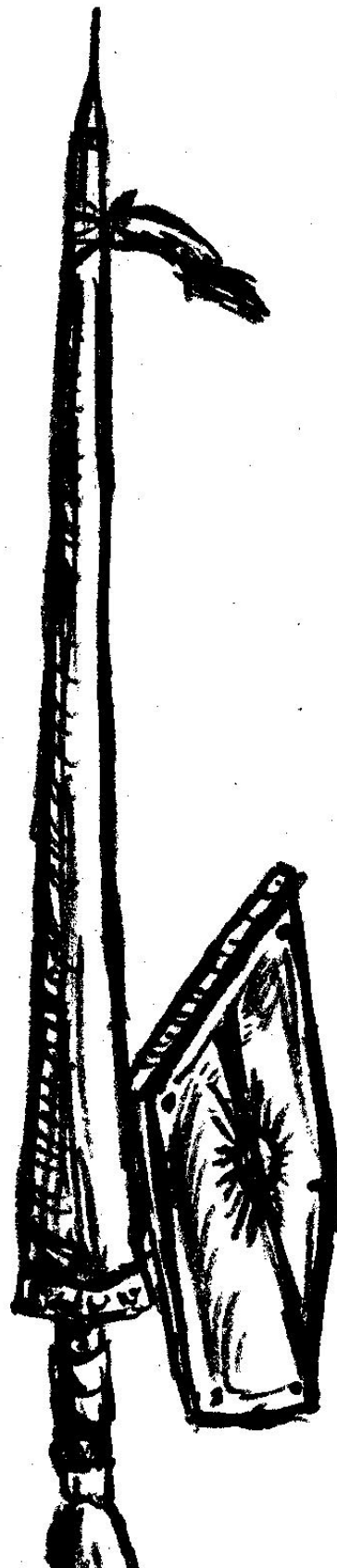
Throughout the game, conditions may be inflicted on characters creatures as a result of combat, spells, or other situations.

While a condition is in play, the following affects will be in effect. They are summarised here for convenience.

Prone

While a creature is Prone, their movement is reduced to 5'. They suffer disadvantage on Might and Guile rolls.

Prone creatures must spend their action getting to their feet once the condition ends.



Melee Combat

Melee combat in Phalanx works broadly in the same way as any other test in the game – the attacker rolls a die, and tries to beat the roll of the defender.

In Phalanx, combat is deadly, with every roll made to count. Initiators of combat – those launching the attack – generally have the advantage but are not safe from harm. Skilled combatants can easily turn a lazy or unskilled attack made against them into an attack of their own.

The advantages of initiating an attack are that the attacker:

- Determines which Ability is used (Might or Guile)
- Wins draws
- Able to use more skills (skills can generally only be used on a character's turn)

We will cover skills shortly, but most skills are used alongside attacks, which is something that only favours the attacker. Some specialist skills can be used in defensive situations, however.

Weapon Profiles

A large factor of how a combat will work is based on what weapon the attacker is using.

The various weapons in Phalanx offer various benefits to their users. Some will do more damage, whereas others will be better at piercing armour. Some are light and swift, others heavier but with greater potential to do more harm.

Weapons are listed in the weapon profile, which contains the following information

| Weapon Name | Weapon Type | Ability Used | Durability | Hand Used | Armour Damage | Health Damage | Reach | Size |
|-------------|-------------|--------------|------------|-----------|---------------|---------------|-------|------|
| Dagger | Blade | Guile | 2 | R/L | 1 | 3 | 5' | S |
| Short Sword | Blade | Guile | 3 | R/L | 1 | 4 | 5' | S |
| Rapier | Blade | Guile | 3 | R | 1 | 5 | 5' | M |

Weapon Name – this is a short description of what the weapon is, be it a spear, mace, hand axe etc.

Weapon Type – weapons are categorised into several types, such as axes, blades etc. The weapon categories are used within skills (described later), as certain skills can only be used when the character is using a certain weapon type.

The weapon types within the game are: Axes, Blades, Blunt, Polearms, Ranged.

Ability Used – this is the ability that is used to both attack and defend against attacks made with this weapon

Condition – weapons (and armours) in Phalanx have a durability which can slowly degrade with use. Once a weapon's durability is depleted, it is broken. Durability can be restored by characters as they rest, through skills, and via the blacksmith.

Hand Used – weapons can either be used in the Right hand, or Left hand, or with Both hands.

| Weapon Name | Weapon Type | Ability Used | Max Condition | Hand Used |
|-------------|-------------|--------------|---------------|-----------|
| Dagger | Blade | Guile | 3 | R or L |
| Short Sword | Blade | Guile | 4 | R or L |
| Rapier | Blade | Guile | 4 | R |
| Staff | Polearm | Might | 3 | B |
| Hand Hammer | Blunt | Might | 4 | R or L |

The right hand is always the default hand to use weapons with, whereas the left hand can be used either as a free hand, can carry a shield, can carry another weapon (those that are also marked as Left-handed weapons), or weapons can be used in Both hands.

Note that wielding a weapon in each hand is better utilised when supplemented with specific skills.

Two Values

Sometimes, weapons can be wielded either in one hand, or both. These weapons will have a profile similar to the below:

| Weapon Name | Weapon Type | Ability Used | Max Condition | Hand Used | Armour Damage | Health Damage | Range | Size | Cost |
|---------------|-------------|--------------|---------------|-----------|---------------|---------------|--------|------|------|
| Bastard Sword | Blade | Might | 3 | R/B | 1/2 | 8/10 | 5'/10' | M | 25 |

How the weapon is wielded will alter the attributes of the weapon.

As we can see from above, when wielded in Both hands, the Armour Damage, Health Damage and even Range can increase. The

trade-off is that this uses both hands, so the character will have no free hand for a shield or other piece of equipment.

Armour Damage – this is how much damage is inflicted on an opponent's armour when struck by the weapon.

Health Damage – this is the basic amount of health damage the weapon will do if it lands a hit

Range – this is the max range that the weapon can attack at. 5' indicates that the weapon must be used against adjacent targets.

Size – This will either be **Small**, **Medium**, or **Large** (more in sizes later). This shows the inventory size of the weapon, when placed on the character sheet.

Notes – anything else of note about the weapon, such as special abilities and attacks it can perform.

Armour Profiles

There are various types of armour within Phalanx RPG that offer various amounts of protection. Armour is used to reduce or eliminate the damage done in combat. Heavier suits of armour can reduce more health damage, and are more durable to becoming damaged themselves, but are heavier, more cumbersome, and come at greater expense as a result.

Armours have the following information on their profiles

| | | | | | | | | | | | | |
|------------------|----|---|---|---------------|---|---|---|---|---|---|---|-------------|
| Armour: Gambeson | | | | Durability: 5 | | | | | | | | Type: Light |
| Condition | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Notes: |
| Damage Reduction | 6 | 6 | 5 | 4 | 4 | 3 | 3 | 3 | 2 | 1 | 0 | |
| | | | | | | | | | | | | |

Armour – the name of the armour, such as Hide, Chain etc.

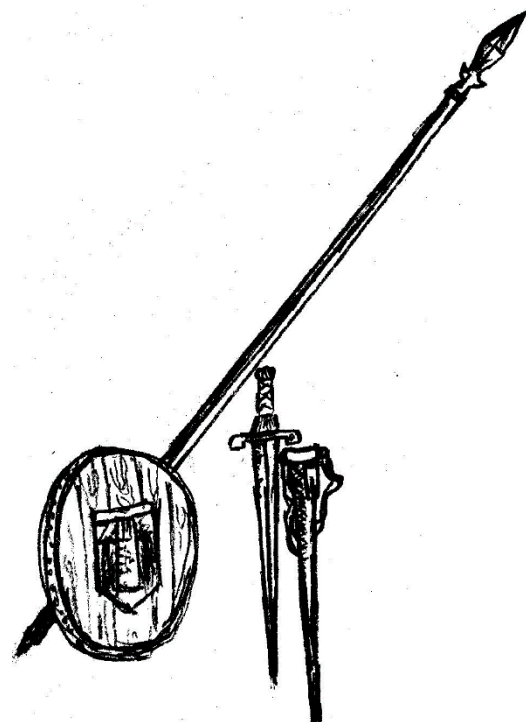
Durability – this number represents the toughness of the armour and how difficult it is to damage. Higher is better.

Type – this will either be **Light** or **Heavy** armour. Certain armour types can be affected by skills

Condition – armours have several degrees of condition, ranging from 10 (perfect) to 0 (broken). The poorer the condition is, the less damage the armour will absorb from attacks. Once condition reaches 0, the armour is broken and totally useless, though can still be repaired.

Damage Reduction – this number is the amount of health damage the armour removes from the attack. The better the condition of the armour, the more damage it will reduce. Armour reduces no damage when it's condition has been reduced to 0.

Notes – any further affects the armour has on gameplay. This is often restrictions to movement and stealthy actions for heavier/noisier armour.



Melee Combat step 1 - Range

To initiate an attack, the attacker (be it a character or an enemy) must be within range of the weapon they are using. Generally, this will be 5' for melee attacks (which is considered adjacent), though may be 10' or even higher.

The range of a weapon is an important consideration to factor in when it working out damage. **If a combatant would do damage, but their weapon is out of range, then they are unable inflict any damage.** A creature who's attacked in melee with a weapon with a reach of 10', and wins the combat roll, will be unable to do damage unless they also have a range of 10'

Melee Combat step 2 – Combat Rolls

In Phalanx RPG, whether attacking or defending, either combatant has a chance to inflict damage on their opponent.

Attackers generally have the advantage, as they choose the ability used, can generally utilise more skills, and attackers win draws.

Each weapon has an ability associated with it, which will be either Might or Guile. Might is used for heftier weapons; ones that require strength to swing around, whereas Guile is used for swifter, lighter weapons. This is again shown on the weapon's profile.

The associated ability states what die pool both the attacker and defender must draw from in order to resolve the combat. Enemies generally have a standard die they will roll for a given ability.

Once the dice being rolled have been decided, both are rolled simultaneously and the results compared (players will remove this die from their Dice Pool). Whomever scored the highest does damage, and attackers win draws. Remember that these results can be modified via ability modifiers and skills.

Take a note of the difference between the two rolls, as this is used in the next two stages. For example, one combatant rolls a 12, and the

other rolls a 7, then the difference between them is 5.



Rolling 1's, and damaging Equipment

If during step 2 a character rolls a 1, then their weapon has been damaged. If this occurs, remove one Condition from their weapon.

For example, below the Claymore user rolled a 1, so the condition drops from 5 to 4.

| | | | | |
|-------------------|---|-------------------|---|--------|
| Weapon: Claymore | | Type: Blade | | Notes: |
| Armour Damage: 2 | | | | |
| Health Damage: 14 | | | | |
| Max Condition | 5 | Current Condition | 4 | |

If a weapon's Durability is 0, then it is broken and cannot be used again until repaired, though the current melee combat round continues as normal.

Note that while the roll of 1 can be altered via re-roll, but it is not altered by modifiers.

For example, if a character is rolling Might and has a +1 bonus to all might rolls, the roll of 1 still counts as one despite the total for purposes of combat equalling two.

Melee Combat step 3 - Armour

During step 2 – Combat Rolls, a difference between the two rolls will have been recorded.

This number is compared against the Durability of the loser's armour.

If the difference between the die rolls is equals to, or exceeds the loser's Durability, then the armour is damaged.

For example, the difference between the rolls was 5. This is equal to the leather armour's Durability below, so the armour's condition is reduced.

The amount this is reduced by is the enemy's Armour Damage value, which is recorded on the weapon profile.

For example, the below Leather armour's condition is reduced by 3. This is how it looks on the Character Sheet:

| Armour: <i>Leather</i> | | | | | | | | | | Durability: 5 | |
|------------------------|----|---|---|---|---|---|---|---|---|---------------|---|
| Condition | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Damage Reduction | 8 | 8 | 7 | 6 | 4 | 3 | 3 | 3 | 2 | 1 | 0 |
| Tracker | | | | X | | | | | | | |

Melee Combat Step 4 - Damage

It's now time to deduct health from the loser of the combat.

The Health Damage is:

- The difference between the rolls in Step 2 – Combat Rolls
- Add to this the Health Damage value of the weapon used
- Remove from this the Damage Reduction for the target's armour

In our example, the difference between the Attack Rolls was 5.

This is added to the Damage Health value of the victor's weapon. Let's say this is 8.

This brings the total health damage to 13.

This is reduced this by the Damage Reduction of the target's armour. The armour has been damaged, so it's now slightly less effective. The Damage Reduction is 6.

| Armour: <i>Leather</i> | | | | | | | | | | Durability: 5 | |
|------------------------|----|---|---|---|---|---|---|---|---|---------------|---|
| Condition | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Damage Reduction | 8 | 8 | 7 | 6 | 4 | 3 | 3 | 3 | 2 | 1 | 0 |
| Tracker | | | | X | | | | | | | |

This is reduced from the damage of 13, meaning that 7 damaged was caused.

If an attack succeeds, it will always do at least 1 health damage. Sometimes, armour can be so effective that it will reduce the damage so that it is 0 or below. If this occurs, 1 damage is inflicted. This is to represent that even though the armour did its job, the recipient of the

strike still felt it, perhaps through some minor bruising or a graze.

Melee Combat Summary

This whole process is summarised below:

1. Range.

Attacker must be in range with their chosen weapon

2. Combat Rolls.

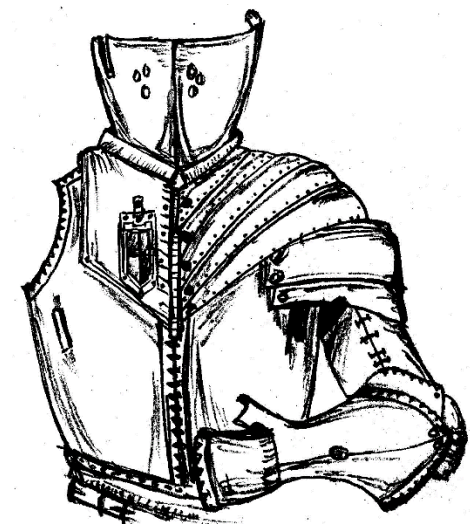
Both combatants roll a die associated with the weapon the attacker is using. The combatant with the highest die roll does damage on their opponent (attackers win draws). Take note of the difference between the two rolls.

3. Armour.

Armour is taken into account. If difference between the rolls in step 2 equals or exceeds the armour's Durability, reduce the condition of the armour by the Armour Damage value for the weapon (recorded on the Tracker).

4. Damage.

Damage health is equal to the difference in the die rolls, plus the Damage Health value of the weapon. This is then reduced by the current damage reduction value of the armour



Shields

Shields are a useful item which can be wielded in one hand, and can be used to defend against physical attacks, both melee and ranged.

Shield Profiles

| Type | Ability Used | Size | Additional Damage Reduction | Max Condition | Penalties |
|---------|--------------|------|-----------------------------|---------------|-----------|
| Buckler | Guile | S | 0 | 2 | |
| Heater | Guile | S | 0 | 3 | |
| Round | Guile | M | +1 | 3 | |
| Kite | Might | M | +1 | 3 | |
| Sanctum | Might | L | +2 | 4 | -1 Guile |
| Tower | Might | L | +4 | 6 | -2 Guile |

Type – this is the kind of shield being used

Ability Used – shields utilise either Guile or Might for their use. Might shields tend to be larger and more durable but are bulkier.

Size - This will either be **Small**, **Medium**, or **Large** (more in sizes later). This shows the inventory size of the weapon, when placed on the character sheet.

Damage Reduction – this is the bonus to any damage reduction rolled on the die. For example, when using a Kite shield, the damage reduction will be the die roll +1 (e.g D8+1).

Condition – throughout their use, shields will get damaged. This number shows how many times a shield can be damaged before it breaks.

Penalties – any penalties that result in wielding the shield.

Using Shields

Shields are used during Step 4 – Damage.

Wielders of shields may spend a die from either their might or guile – whichever is associated with that shield – to reduce the enemy's damage by this amount.

If the use of a shield results in all damage being nullified, then this does not count as that combatant winning the combat, only that no damage is inflicted.

Damaging Shields

If when rolling for damage reduction a 1 is rolled, then the shield is damaged. In this case, reduce the Condition of the shield by 1.

Fighting Unarmed

Sometimes, characters (and enemies) are forced into combat without the use of weapons. This means that they must rely on their fists and physicality rather than skill with weapons.

Fighting unarmed is performed with Might, and will be made with disadvantage.

Unarmed strikes do no bonus health damage and have 0 armour damage (unarmed is included in the weapon profiles for reference).

In general, unarmed fighting should generally be avoided during deadly combat. Skills can alter unarmed so that this can be improved and supplemented into a more viable form of combat.

“Off-hand Weapon”

Characters can equip weapons in both hands if they wish (one in the right, another in the left). Doing this will enable them to utilise both weapons when in combat, giving them greater capacity for damage and versatility.

A character could, for example, equip both a Might and Guile weapon at the same time, and use both for attacking and the relevant weapon for defending.

When using two weapons like this, both weapons will be rolled for separately, so attacking with both will take two dice rolls, and therefore expend two dice from the character's dice pool. Both attacks are worked out separately, though the main (right) hand is always done first.

However, weapons that are on the off-hand, or Left hand, incur disadvantage to all of the combat roles for that weapon. This can be altered with skills.

Ranged Combat

Ranged combat in Phalanx is, once again, a roll of the instigator (the creature making the shot) against the target.

The main difference between ranged and melee is that the target does not get to attack back and injure their opponent if the shot misses. Because of this, ranged combat is a lot safer than melee. The downside of ranged combat is that it is harder to perform a successful attack.

When making the roll to attack (step 2), there are various affects that will modify the roll the attack makes when they make the shot. Things such as the size of the target, the distance, even the light and wind levels, can be simulated via modifications to the die roll.

These modifications are up to the GM to decide, and the GM and the player should agree the modification before the die is rolled.

Do It By the LETR

To help this process, remember to do things to the LETR. That's Lighting, Environment, Target, and Range.

These are the four major factors that are going to affect a ranged attack's success.

Below a guide to these, but this should by no means be used as an absolute list.

L

| Lighting | Modifier |
|--------------------|----------|
| Extreme Brightness | -1 |
| Dusk/Dim Light | -1 |
| Moonlight | -2 |
| Pitch Black | -3 |

E

| Environment | Modifier |
|--|----------|
| For each enemy (not the target) adjacent to attacker | -1 |
| Shooting Uphill | -1 |
| Shooting Downhill | +1 |
| Windy | -1 |

T

| Target | Modifier |
|---|--------------|
| Target is unaware or attacker is hidden | +2 |
| Target is large | +1 |
| Target is small | -1 |
| Target is tiny | -1 |
| Target is obscured | -1/-2 |
| Target adjacent to the attacker | Disadvantage |

R

| Range | Modifier |
|--------------------------------|--------------|
| Target is adjacent | Disadvantage |
| Target is less then half range | +1 |
| Target is over full range | -2 |

Aside from this, combat works the same way as for melee, so step 3 and onwards can be followed as normal.

The major difference is only that the attack roll is modified additionally via LETR, and if the defender rolls higher, they do not inflict damage on the attack.



0 Health, KOed, Injuries

Combat will inevitably result in someone losing, which means they've been reduced to 0 health, or less. When this happens, the action taken varies depending on whether the creature is a character or an enemy.

If an **enemy** is ever reduced to 0 health or below, then they are usually considered to have been killed and play no further part in the game (aside from to be looted!).

If a **character** is ever reduced to 0 or negative health, then they are counted as being KOed.

While being KOed the character may not move, attack, or perform any actions at all. They are counted as being unconscious and likely have severe blood loss, if not more serious injuries.

Each turn a character is KOed, the character must succeed in making a Might test. Unlike other rolls, the die rolled by the GM is not secret (unless the player doesn't know the rules). Instead, the tier of die goes up with each sequential turn they make a roll:

KOed Might Test

| Turn of being KOed | Opposing Might Roll |
|--------------------|---------------------|
| 1 | D6 |
| 2 | D8 |
| 3 | D12 |
| 4 | D20 |
| 5 | Death |

If the character remains unconscious after 4 rolls, then they have bled to death or otherwise succumbed to their wounds.

Character Injuries

If the character fails any of these rolls, then consult the injury table. The injuries are accumulative, and if the same result is rolled twice, then it must be applied twice.

Injury Table

| Margin of difference from GM's roll | The character... |
|-------------------------------------|---|
| +5 or more | revives themselves, and is restored to 1 health. They may move and act as normal this turn. |
| +1 to +4 | revives themselves, and is restored to 1 health. They may move and act as normal next turn. |
| 0 to -2 | Suffers no further effects |
| -3 | Suffers a -1 penalty to all rolls until they take a short rest |
| -4 | Suffers a -1 penalty to all rolls until they take a long rest |
| -5 | suffers permanent damage and must remove one D8 from their pool |
| -6 | suffers permanent damage and must remove one D12 from their pool |
| -7 | suffers permanent damage and must remove one 20 from their pool |
| -8 or more | sadly expires from their wounds |

Revival

To be revived, a character must be restored to 1 or more health. This can be done through any means of healing, though take note that the more they are below 0 health, the more healing it will take to revive them.

Character Creation

The first thing that players will do when they sit down for a game of Phalanx is create a character.

This is not a long process and doesn't require complex math or knowledge of how the game works. What would be helpful, though, is if each player has an idea what kind of character they would like to make in mind. It's fine if they have an archetype, such as Aragorn of Lord of the Rings, or Conan, or even Indiana Jones or Spock. This will allow them to better make the decisions required to make a character, because that's all making a character is; making choices.

The Character Sheet

All the details a player needs to know about their character is on their character sheet.

As we create a character, we'll fill out this sheet in the same way as a player would.

The character sheet is made up of several sheets of paper. They are divided as such:

Page One: Dice and Equipment

Phalanx RPG Character Sheet

| | | | |
|----------------|-----|-----------|----------------|
| Character Name | | Race | |
| Initiative | | XP Earned | |
| Movement | | XP Spent | |
| Max Health | 50% | 10% | Current Health |

Abilities

| | | | | |
|----------|-----------|----------|-----------|----------|
| Die Pool | Might () | Will () | Guile () | Wits () |
| D20 | / | / | / | / |
| D12 | / | / | / | / |
| D8 | / | / | / | / |
| D6 | / | / | / | / |

Weapons In Use

| | | | |
|----------------|-------------------|---------------|--------|
| Weapon: | Type: | Ability Used: | Reach: |
| Armour Damage: | | | |
| Health Damage: | | | |
| Max Condition | Current Condition | Notes: | |
| Hand: | Right Left Both | Size: | |

Shield In Use

| | |
|-------------------|-------------------|
| Shield: | Ability Used: |
| Damage Reduction: | |
| Max Condition | Current Condition |
| Hand: | Left |
| Size: | |

Armour Worn

| | | | |
|------------------|------------------------|--------|-------|
| Armour: | Durability: | Notes: | Type: |
| Condition | 10 9 8 7 6 5 4 3 2 1 0 | | |
| Damage Reduction | | | |
| Tracker | | | |

Page Two: Inventory

Ready Items In Use

| Size | Item | Notes |
|------|------|-------|
| S | | |
| S | | |
| M | | |
| M | | |
| L | | |

Items In Backpack

| Size | Item | Effect |
|-------|------|---------------------|
| S | | |
| S | | |
| S | | |
| S | | |
| S | | |
| S | | |
| S | | |
| S | | |
| M | | |
| M | | |
| M | | |
| L | | |
| Coin: | | Provisions (5 max): |

Page Three onwards: Skills

Skills

| Name | Ability | A/P | Uses | Effect |
|------|---------|-----|------|--------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

Character creation follows the following steps.

We'll be making a character as we go through this process as an example

Character Name

The character will have to have a name. They may be played by Marc or Ellen, but within the game they are Tobias the Wanderer, or Erin Stormhammer.

Basically, the character's name can be whatever the player wishes, and this could be an alias or nickname if the player wishes. The GM may wish to dissuade some outlandish or ridiculous names though. It's hard to have a tense encounter when you have Teddy Tummyrubs battling a ferocious dragon!

The character's name appears first on the character sheet, but it can be chosen last, as it has little impact on the overall mechanical process, and completing the other steps might give some insight as to the character's identity.

We're going to call our character Flint

| | |
|-----------------------|-------|
| Character Name | Flint |
|-----------------------|-------|

Character Race

Each character can be one of the playable races within the game. These races are:

- **Atia**
A physically frail people attuned to the powers of magic
- **Dwarf**
Stout, gruff, hardy, and good in a fight
- **Grellkin**
Giant humanoids who are skilled crafters and strong warriors
- **Halfling**
A diminutive people with a reputation for stealth and thievery
- **Human**
The dominant race of the lands, able to turn their hands to many tasks

Which race the character is has an effect on their abilities, health, and some other factors. The brief outlines offer an overview of how

these things may be affected. If the player is not sure, they should pick human.

The alterations the character's race has will be covered within the relevant sections.

We're going to make Flint a Dwarf

| | |
|-------------|-------|
| Race | Dwarf |
|-------------|-------|

XP (Experience)

XP, or Experience, is a measure of a character's life experience. It is gained by achieving things within the game, such as winning combat and achieving goals, and is spent on gaining more dice and skills.

New characters start with 150 XP to spend.

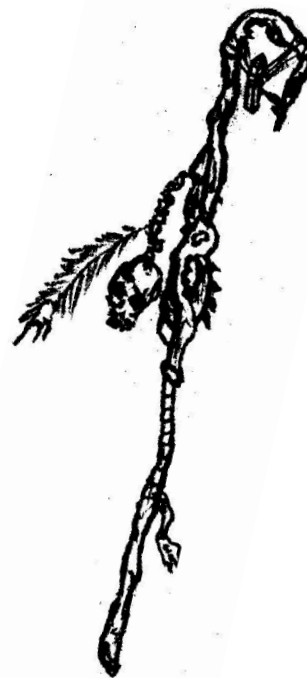
This is entered into the XP Earned box on the character sheet.

This represents any life experience the character may have had before they begin their adventures in the game.

Note that the GM can decide to raise or lower this amount if they wish the characters to be more or less experienced (and therefore more or less powerful) at the start of the adventure.

Flint starts off with 150 XP.

| | |
|------------------|-----|
| XP Earned | 150 |
|------------------|-----|



Character Abilities

Characters have four different abilities; Might, Will, Guile, Wits.

On the character sheet, these are displayed along the top of the die pool.

| Die Pool | Might () | Will () | Guile () | Wits () |
|----------|-----------|----------|-----------|----------|
| D20 | / (40) | / | / (40) | / (40) |
| D12 | / (30) | / | / (30) | / (30) |
| D8 | / (20) | / | / (20) | / (20) |
| D6 | / | / | / | / |

Modifiers

Next to them, a space for a modifier is shown. Modifiers can be both positive and negative, and be the result of skills, items, curses, injuries, spells, and various other affects. Ability modifiers are applied to every die roll that's made for that ability, regardless of the die that's rolled.

Modifiers can come from a lot of sources, and are cumulative; if a character gains +1 might from an amulet, and another +1 might from a skill, then they roll +2 in might.

Modifiers may never *decrease* a roll to below 1.

The race the player picked for their character may include modifiers to abilities. These should be entered onto the character sheet now:

Racial Modifiers

| Race | Might | Will | Guile | Wits |
|----------|-------|------|-------|------|
| Atia | -2 | +2 | 0 | 0 |
| Dwarf | +1 | 0 | -1 | 0 |
| Grellkin | +2 | -1 | -1 | -1 |
| Halfling | -2 | 0 | +1 | +1 |
| Human | 0 | 0 | 0 | 0 |

This is how Flint the Dwarf's modifiers will look:

| Might (+1) | Will (0) | Guile (-1) | Wits (0) |
|------------|----------|------------|----------|
|------------|----------|------------|----------|

Character Dice

This is where we populate the die pool for the character.

All character die pools start out looking like below. By default, each character receives 10 D6's to represent basic reserves in all of the abilities:

| Abilities | | | | |
|-----------|-----------|----------|-----------|----------|
| Die Pool | Might () | Will () | Guile () | Wits () |
| D20 | / (40) | / | / (40) | / (40) |
| D12 | / (30) | / | / (30) | / (30) |
| D8 | / (20) | / | / (20) | / (20) |
| D6 | / 10 | / 10 | / 10 | / 10 |

To populate the rest, the player spends starting XP (experience) in order to buy dice for their character.

XP Cost for Ability Dice

| Die | XP Cost |
|-----|---------|
| D20 | 20 |
| D12 | 12 |
| D8 | 8 |

A character may not buy more D6's.

It's recommended that characters spend around 100 XP out of the 150 assigned by default. This will give them remaining XP to also buy skills to flesh out their characters. Here are some examples of what this might look like

| Die | No. of dice added to pool | | | |
|---------|---------------------------|----|----|----|
| D20 | 1 | 2 | 0 | 1 |
| D12 | 4 | 2 | 4 | 1 |
| D8 | 4 | 4 | 6 | 8 |
| XP Cost | 100 | 96 | 96 | 96 |

There are is one stipulation buying dice:

- A character may not have more die in an upper tier than a lower one for an ability

This is what Flint's Die pool looks like.

| Die Pool | Might (+1) | Will (0) | Guile (-1) | Wits (0) |
|----------|------------|----------|------------|----------|
| D20 | / 1 (40) | / | / (40) | / (40) |
| D12 | / 2 (30) | / 1 | / (30) | / 1 (30) |
| D8 | / 2 (20) | / 1 | / (20) | / 1 (20) |
| D6 | / 10 | / 10 | / 10 | / 10 |

We've elected the first column above, so have 1D20, 4D12's and 4D8's. We've assigned these across our attributes and have given Flint a mix of extra Might, Will and Wits dice to use during the game.

Note that we should also reflect the updated amount of XP Flint has remaining.

| | |
|-----------|----|
| XP Earned | 50 |
|-----------|----|

The 100 just spent should be recorded also:

| | |
|----------|-----|
| XP Spent | 100 |
|----------|-----|

Derived Attributes

Once the character's race and die pool has been resolved, then various other facets of their character can be filled in.

Health

This is the amount of damage a character can take before they succumb to their wounds. Healthy characters generally do better in combat.

| Max Health | 50% | 10% | Current Health |
|------------|-----|-----|----------------|
| | | | |

Max health shows what the character's maximum health is. Usually, it is not possible for a character to exceed this value.

Max health is a combination of a character's race and their might die pool, which adds to the starting max health:

Max Health Table

| Race | Starting Health | Per Might D8 | Per Might D12 | Per Might D20 |
|----------|-----------------|--------------|---------------|---------------|
| Atia | 15 | +1 | +1 | +2 |
| Dwarf | 18 | +1 | +1 | +2 |
| Grellkin | 20 | +1 | +2 | +2 |
| Halfling | 14 | +1 | +1 | +2 |
| Human | 16 | +1 | +1 | +2 |

Future additions to a character's might die pool will increase a character's maximum health accordingly, so it's important to remember this when adding dice to might. Reminders have been added to the character sheet to help with this:

| Might () |
|-----------|
| / (+2h) |
| / (+1h) |
| / (+1h) |
| , |

Flint is a Dwarf. His starting health is 18.

He has one D20 (adding +2), and a total of four D8's and D12's (adding +1 each).

| | |
|-----|-----|
| D20 | / 1 |
| D12 | / 2 |
| D8 | / 2 |

So, Flint's starting Max Health is 24

| | |
|------------|----|
| Max Health | 24 |
|------------|----|

10% and 50% are quick references reflecting these values of the character's Max health. They are used when resting and certain other situations (remember always round up).

Flint has 24 max health.

50% of this is 12.

10% of this is 2.4. We round this up to 3.

| Max Health | 24 | 50% | 10% |
|------------|----|-----|-----|
| | | 12 | 3 |

Current health is used to record when the character receives further injury and healing, though healing cannot restore a character's health beyond the maximum.

Movement

| | |
|----------|--|
| Movement | |
|----------|--|

Movement is the amount of ground a character can cover on a given turn. More mobile characters will be able to reposition in and out of combat in order to avoid harm.

Below are the basic movement rates given in feet and spaces on a grid or hex board, assuming that 5' equals 1 space. These can be altered with skills and equipment.

Racial Movement Speeds

| Race | Movement Speed (feet) | Movement Speed (spaces) |
|----------|-----------------------|-------------------------|
| Atia | 25' | 5 |
| Dwarf | 20' | 4 |
| Grellkin | 25' | 5 |
| Halfling | 30' | 6 |
| Human | 25' | 5 |

Flint is a dwarf, so his movement is 20' (or 4 squares)

| | |
|----------|-----|
| Movement | 20' |
|----------|-----|

Initiative

| | |
|-------------------|--|
| Initiative | |
|-------------------|--|

Initiative (or Ini) is a measure of how quickly a character reacts whenever combat starts. Simply put, it determines the turn order.

This is determined by a die roll which is further increased by dice the character has in Wits and Guile. This represents both the character's mental ability for quick thinking and physical reaction time.

| Race | Starting Initiative Roll | Per Wits/ Guile D8 | Per Wits/ Guile D12 | Per Wits/ Guile D20 |
|----------|--------------------------|--------------------------|---------------------------|---------------------------|
| Atia | D12 | +1 | +1 | +2 |
| Dwarf | D8 | +1 | +1 | +2 |
| Grellkin | D8 | +1 | +1 | +2 |
| Halfling | D12 | +1 | +1 | +2 |
| Human | D8 | +1 | +1 | +2 |

Additional dice added later to the die pool will modify initiative accordingly. Reminders have been added to the character sheet to help with this:

| Guile () | Wits () |
|------------|--------------|
| / (+2 ini) | / (+2 ini) |
| / (+1 ini) | / 1 (+1 ini) |
| / (+1 ini) | / 1 (+1 ini) |

*Flint is a dwarf, so he rolls a D8.
He has no additional dice in Guile.
He has one D8 and one D12 in Wits, which both add +2
So his Initiative is D8+2*

| | |
|-------------------|------|
| Initiative | D8+2 |
|-------------------|------|

Character Skills' (and Spells')

| Name | Ability | A/P | Uses | Skills' | Effect |
|------|---------|-----|------|---------|--------|
| | | | | | |
| | | | | | |

It's now time to assign skills to the character

Skills are the largest influence on what makes a character unique. They offer abilities and options both in and outside of combat to augment their role within the game.

When recording skills on the character sheet, the following information can be entered:

- The skill **name**
- The **ability** that skill is associated with
- Whether the skill is **Active or Passive**
- The **uses** of that skill, if active
- The **effect** of that skill, for reference.

Skills are divided up into ranks, with rank I skills being the base level, and rank II and above providing greater benefits, while being more costly in terms of XP to attain, and often coming with more requirements (such as a minimum number of dice in an ability, for example).

Upon character creation, new players can assign skills to their character based on how experienced the GM would the characters to be when starting out their adventure.

Any XP not spent on dice in the die pool can now be spent on skills.

The XP cost for skills is:

XP Cost for Skills

| Skill Rank | XP Cost |
|------------|---------|
| I | 10 |
| II | 20 |
| III | 30 |
| Etc... | Etc... |

Skills can be freely chosen provided the character meets any pre-requisites for them. For example, some skills also require a certain number of dice to be in the character's die pool in order to be taken.

Some skills are passive, which means they are always in effect. Others are active, which means that the player will declare when they are being used. Active skills generally have limited uses, which are restored upon a long rest.

Spells work in the same way as skills, and so are included under the same section. Most Will skills are spells.

Skills are contained within their own separate booklets for ease of reference. Feel free to look through these now to see what kind of skills appeal.

Flint has 50XP to spend on Skills.

He decides to take the following after looking through the lists:

- *Shield Block (Rank 1 Might) – 10XP*
- *Skilled Fighter – Axes (Rank 1 Might) – 10XP*
- *Armour Breaker (Rank 2 Might) – 20XP*
- *First Aid (Rank 1 Wits) – 10XP*

This spends his remaining 50 XP, which is reflected on the character sheet

| | |
|------------------|-----|
| XP Earned | 0 |
| XP Spent | 150 |

The Skills are then summarised on the Skills section of the character sheet:

| Name | Ability | A/P | Uses | Effect |
|-----------------|---------|-----|------|--|
| Shield Block | Might | P | - | Additional +1 damage reduction when using might-based shields |
| Skilled Fighter | Might | P | - | +1 combat rolls using axes |
| Armour Breaker | Might | P | - | +4 to calculation to see if combat roll exceeds armour durability |
| First Aid | Quile | A | 3 | Use action on self or other character Restores health equals to roll If receiving character also spends action, max roll |

Racial Skills

Each race as a choice of skills which they get upon character creation. This is in addition to the three skills that are chosen by the player.

Only one racial skill may be taken, and any not taken can't be selected in future level ups. Think of racial skills as a one-off bonus that a character can select when the character is created.

Flint gains access to dwarvern racial skills.

Racial skills do not cost XP, so he chooses from the list and adds it to the character sheet:

| | | | | |
|------------|-------|---|---|--|
| Prospector | Dwarf | P | - | Advantage on Wit to find hidden objects and people |
|------------|-------|---|---|--|

Spells, and the Arcane Surge

Spells work in the same way in Phalanx RPG in the same way as other skills.

They are purchased with XP in the same way and are used utilising actions during a character's turn.

The major difference when casting a skill that's labelled as a 'spell' between a regular skill is that when rolling a 1, an arcane surge occurs.

Arcane surges are representative of spell casters momentarily being overwhelmed by the magical energies required to cast a spell.

Mechanic wise, it's a way of balancing spells so that there's a negative to rolling a 1 in a similar way to utilising a physical weapon has, because spells are generally the 'weapon' of mages and other spellcasters.

Unfortunately, as spells are powerful, the consequence of them going wrong is worse than that for weapon users.

When a spell is cast and rolls a 1, then the die which was used to cast the spell is rolled again. This is the amount of health damage the caster takes.

This represents the backlash the caster receives from the magical energies – and more powerful spells can potentially have greater backlashes.

Character Equipment

Equipment is a mixture of weapons and items the character has at their disposal to use on adventures. On the character sheet, it is subdivided into categories so that the player knows what their character has to hand, and what they have stored in their pack.

The equipment on the first page (along with the dice pool) is where the weapons, shield, and armour the character is using is recorded. This makes it easier to refer to for combat.

The second page lists how the character is carrying their equipment. There are two sections; Items for Quick Use and Items in Backpack. Quick Use items are where weapons and shields are carried, as well as other useful pieces of equipment might be carried that the character might need to get to quickly. Everything else will be stored in the Backpack.

When a character attains an item, the player records this onto their character sheet. They can list it either in their backpack or within quick use, depending on how readily they feel they'll need the item in combat.

Sizes

Size is a combination of the dimensions of an object, its weight, and how easy its shape makes it to carry.

Every item (and creature) in Phalanx has a size associated with it. These are grouped as follows:

- Tiny (**T**) – items such as coins, a mouse, a key, a cup, a ring or amulet
- Small (**S**) – items such as daggers, torches, lanterns, a cat
- Medium (**M**) – full sets of clothes, most weaponry, a dog
- Large – (**L**) full sets of armour, another person (all character races count as large)
- Huge – (**H**) a cart, barn door, rowboat, tree, a horse
- Gargantuan – (**G**) an elephant, house, galleon

By default, character sheets have slots for Small, Medium, and Large items.

Smaller items can be placed into slots designated for larger items, but larger items may not fit into smaller ones. So, a character can place a small ring they found in a medium slot, but they may not place a large shield in a medium one.

In use – Weapons, Shields, Armour

The first page of the character sheet, along with the dice pool, is where the character's equipped items used for combat are listed.

These are weapons which might be carried on a belt, stuffed in a boot, strapped to one's back, or held in a way which makes it within easy reach for the character to use.

The character sheet enables all of the details of the item to be recorded here for quick reference within combat. The condition of each piece of equipment is also recorded in this section, as well as the current damage reduction of armour worn based on this.

Hands

Characters will (usually!) have two hands, and this limits what might be equipped at a given time; a character wielding an axe and a shield, for example, won't also be able to carry a lantern.

The character sheet makes it easy to track what a character has in each hand by the player being able to circle which hand each piece of equipment is in:

| | | | |
|-------|-------|------|------|
| Hand: | Right | Left | Both |
|-------|-------|------|------|

This can change as the game progresses. Swapping items in this way, between items in the items for quick use, takes a bonus action.

Items For Quick Use

At the top of the second page is a summary of items that the character has ready to hand. It represents the pockets and belts the character can wear to carry such pieces of equipment.

These slots are used to record the weapons listed on the first page. So, if a character has a

medium weapon listed on the first page, it should be listed within this section to show it's taking up that slot on the character's person.

Armour does not have to take a slot in this section since it is being worn, not carried (which is why there is no record of its size on the first page).

Items other than weapons can be listed here. These might include potions of healing and other such useful things that might come in handy in a fight. Such items would take a quick action to use (for potions and other consumables) or equip (for weapons), rather than a full action if they were held in the backpack

Items in Backpack

All other items are held in the backpack. Characters are assumed to start with a backpack by default. If they don't, or if it's lost, then no items may be stored in the backpack until one is found or purchased from the general goods store.

The backpack provides the largest capacity for carrying equipment, with seven small, three medium and one large item being able to be stored here.

Items in the backpack need a major action to equip (if it's a weapon) or use (if it's a consumable such as a potion).

The backpack section includes space to summaries any effects items stored here may have.

Coin

There is a separate area to record any Coin the character collects during their adventures. Coin is the currency of Phalanx, and it is used to buy equipment and other services within the game world. It can be attained by many means including being looted from enemies, completing quests, and even an honest day's work!

Provisions

A maximum of five provisions can be held, and this is given a separate section. Provisions can

be used to aid healing, but are also utilised in not starving to death – something that characters should be keen to avoid. This is covered under its own section.



Starting Equipment

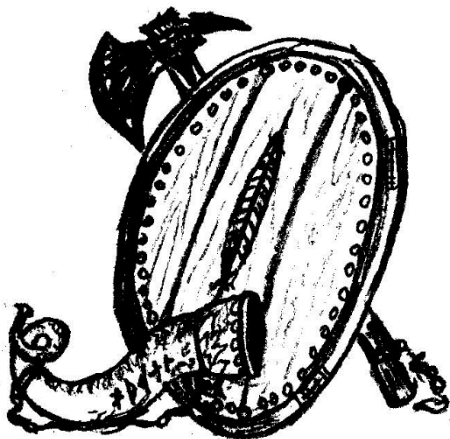
What equipment the characters begin with, and how they acquire that equipment, is largely decided by the GM and the game that's being run. There are two primary ways to determine starting equipment:

| Directed | Coin Buy |
|---|--|
| If a pre-made adventure is being played, then the adventure could direct what equipment a character has. If, for example, the characters start out captured and imprisoned, then they may start out with no equipment at all! Whatever the case, the GM would select the character's equipment for them, or give them a selection to choose from. | Each player receives an amount of coin to spend in their character's starting equipment (check out the Price Lists section). Suggested amount is between 60 (poor) and 200 (rich) coins each. This total could be pooled for the characters to all take from, thus creating dialogue and teamwork at an early stage between the players. |

Characters are usually assumed to start with:

- **A backpack**, enabling the use of the backpack slots.
- **Common clothing**. If no armour is worn, clothing has some armour value listed in the armour equipment lists.

These don't need to be written on the character sheet



Flint has been given 120 Coin to spend on his starting equipment.

Using the equipment lists later in this document, he decides to buy the following items:

- A weapon – War Axe – for 32 coin

- A shield – Kite Shield – for 45 coin
- Armour – Hide – for 30 coin

This leaves him with 13 coin to spend on some other equipment.

- 5 Provisions – for 5 coin
- Lantern - for 3 coin

This leaves him with 5 coin left over

To add all this to his character sheet, he records the weapons, shield, and armour on the In Use section of the character sheet along with all the details for combat reference:

| Weapons In Use | | | | |
|------------------|----------------------|---------------------|-----------|--|
| Weapon: War Axe | Type: Axe | Ability Used: Might | Reach: 5' | |
| Armour Damage: 2 | Notes: | | | |
| Health Damage: 8 | | | | |
| Max Condition: 4 | Current Condition: 4 | | | |
| Hand: Right | Left | Both | Size: M | |

| Shield In Use | | | | |
|----------------------|---|----------------------------|---|----------------|
| Shield: <i>Kite</i> | | Ability Used: <i>Might</i> | | |
| Damage Reduction: +1 | | Notes: | | |
| Max Condition | 3 | Current Condition | 3 | |
| Hand: | | Left | | |
| | | | | Size: <i>M</i> |

| Armour In Use | | | | | | | | | | | | |
|---------------------|----|---|---|---|---------------|---|---|---|---|--------------------|---|--------|
| Armour: <i>Hide</i> | | | | | Durability: 4 | | | | | Type: <i>Light</i> | | |
| Condition | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | Notes: |
| Damage Reduction | 7 | 5 | 5 | 4 | 3 | 2 | 2 | 1 | 1 | 1 | 0 | |
| Tracker | X | | | | | | | | | | | |
| | | | | | | | | | | | | |

He adds them to the Quick use section

| Items For Quick Use | | |
|---------------------|-------------|------------|
| Size | Item | Notes |
| S | | |
| S | | |
| M | War Axe | Right hand |
| M | Kite Shield | Left hand |

He puts the Lantern under Quick Use also. The Lantern is a Medium item, but he is able to equip this under the Large slot

| | | |
|---|---------|---|
| L | Lantern | Lasts 4 hours, casts like 20' around the user |
|---|---------|---|

Finally, he records the provisions and remaining Coin.

| | |
|---------|-----------------------|
| Coin: 5 | Provisions (5 max): 5 |
|---------|-----------------------|

Flint is now ready to begin his adventuring career!

Experience (XP)

The GM awards players XP for, essentially, interacting with the game and the game world. XP can be awarded for defeating foes in combat, but can also be granted to players for other reasons, such as good roleplaying and innovative thinking.

When characters gain XP, it is recorded on their character sheet under **XP earned**

When characters spend XP, it is taken from XP earned and moved into **XP Spent**

| | |
|------------------|--|
| XP Earned | |
| XP Spent | |

XP Spent is recorded in case of a new character joining the party. That character must spend an equal amount of XP when being created in order to match the skill levels of the current ones.

During a long rest, players can spend the XP their characters have earned and spend it in order to improve their character.

There are two ways to do this, and that's by increasing the number of dice in the die pool, and by learning skills.

Buying Dice

Buying dice to add into a character's die pool is done exactly the same way as during character creation. Players are free to add dice to any of their abilities, with the single stipulation that they may not have more dice of a certain tier than the tier under it.

XP Cost for Ability Dice

| Die | XP Cost |
|------------|---------|
| D20 | 20 |
| D12 | 12 |
| D8 | 8 |

It's also worth bearing in mind that additional dice in might will increase a characters health, and additional dice in wits increases their initiative modifier – these are gained as soon as the die has been added to the die pool.

Learning Skills

Skills offer a wide range of utility within the game that further enhance and supplement what a character's actions.

Skills can be learned so long as a character has enough XP to learn it, AND meets the requirements for that skill. Some skills need a certain number of dice in the die pool in order to be learnt, while others require other skills to be present first.

XP Cost for Skills

| Skill Rank | XP Cost |
|------------|---------|
| 3 | 30 |
| 2 | 20 |
| 1 | 10 |

Gaining and Spending XP

As characters interact with the world, they will gain XP. XP is earned by defeating enemies, completing quests, and otherwise being successful at various actions. It is up to the GM to award XP to the player as they deem necessary. If playing a pre-made adventure, then the XP reward will be detailed in the text for that adventure (though the GM can modify as they wish).

XP is generally a shared resource. If the characters win a combat, they all get the XP for that combat. However, there are occasions where this isn't the case, such as if all of the characters aren't present for the combat. Also, if a specific character does something XP worthy, then only they will receive the XP for that event.

When XP is awarded, it is recorded on the character sheet in the box provided.

Whenever a character performs a Long Rest, then XP can freely be spent to level up the character.

The XP cost to add dice is the same as during character creation.

Skills can also be purchased with XP providing that the character also has the pre-requisites for that skill (which can be a combination of XP cost, die pool, and existing skills)

Resting

Resting is a very important part of Phalanx. It allows the characters to not only heal, but to recover uses of skills, dice into their die pool and, for extended rest periods, increase their abilities through reflection and recovery.

Generally, resting will be conducted by all characters at the same time, but this does assume that they are all in the same place, and in the same situation (e.g. all delving through the same haunted castle). However, there may be times when the characters are separated, and doing entirely different things. If this is the case, then only characters that are together are affected by the act of resting.

If characters are together, it is generally assumed that all the characters rest. Resting, even a short rest, takes a long enough time that if a character doesn't partake in the act of resting, then they may perform acts independently of the others and thus may separate themselves from the rest of the group, if they wish.

There are two kinds of rest in Phalanx, short rest, and long rest.

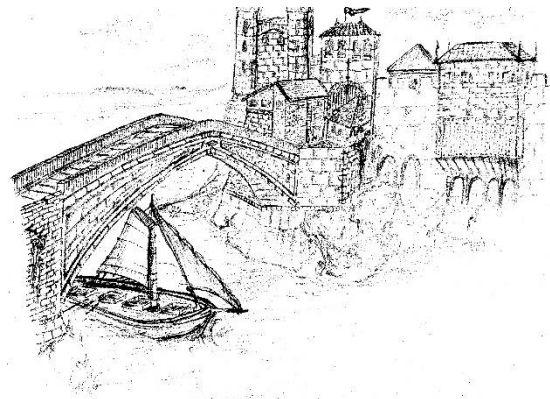
Short Rests

A short rest represents a few minutes of respite; anything from five to fifteen minutes. It allows characters to catch their breath, patch up wounds, and otherwise calm and recover from recent exertions.

Only two short rests can be taken before their effectiveness wanes and a long rest is required.

The effects of a short rest are:

- The character heals 10% of their health (rounding up)
- The character may recover 1 use of one active skill
- The character may recover 2 dice into their die pool, or 1 die if that die is a D20.



Long Rests

Long rests represent a much longer period of recovery; anything from one to eight hours. During this time the characters will lay down, eat, and maybe get some sleep. It can be assumed that, if there are more than one character present, a watch is maintained if the characters are in a dangerous area (and they usually will be).

The effects of a long rest are:

- The character heals 50% of their health.
This can be increased at the DM's discretion depending on the length of the rest and the environment it takes place in. For example:
 - Extra 20% comfortable bed
 - Extra 20% for extended rest
 - Extra 10% for full belly
- The characters perform basic maintenance on their equipment. Each character can restore one durability point from a weapon, armour, or shield.
- The character recovers all uses of active skills
- The character recovers all dice into their die pool
- The character may spend XP in order to increase their die pool and skills (see the XP – Improving Characters section)

Provisions, and Starving

As the characters go about their adventure, they need to sustain themselves for the exertions involved in their daily activities.

This is measured by Provisions.

Provisions (5 max):

Provisions is a term used to describe the food and water a character is carrying. A provision could be any kind of foodstuff; anything from a flask of water, a loaf of bread, a sack of salted meat, or pouch of dried fruit.

Provisions are recorded at the bottom of the character sheet. A character cannot carry more than five provisions at any time.

Provisions can be purchased from most stores and inns within the game, as well as harvested, hunted, and even grown.

The affects that provisions have in game are to:

- Prevent Starvation and
- Supplement Healing

Preventing Starvation

Eating to sustain oneself is a basic key to survival. As such, a provision must be consumed each day, between long rests, in order to stave off the effects of starvation (described later).

This is seen as the minimum amount of sustenance a character requires without detrimental effects.

Further provisions can be consumed when resting to gain accelerated healing (Supplementing Healing), but these are in addition to the one used to prevent starvation.

If a day passes within the game wherein a character does not consume a provision, then their lack of food begins to have a detrimental mechanical effect on their gameplay (see Starvation).

Supplementing Healing

Provisions can also be optionally consumed when performing either a short or long rest. This represents the characters having a bite to eat and a drink along with their rest periods, which aids their recovery process.

If a provision is used alongside a short or long rest, an extra 10% of their health is restored.

Note that provisions used in this way are separate from those which are used to prevent starvation.

Starvation

Starvation begins to occur when a character cannot consume a provision within a game day.

The first time a character performs a long rest after a day no provision was consumed:

- 0% of Health is restored, regardless of other factors. Otherwise, the long rest works as normal.

Each long rest after this, the following affect applies:

- 0% of Health is restored got long and short rests, regardless of other factors. Otherwise, the rests work as normal.
- The character suffers a (further) -1 to all rolls until a provision is consumed.

This continues until the cumulative roll modifier reaches -5, at which time the character is unable to perform basic functions, and succumbs to their thirst and hunger.

To prevent this, a provision must be consumed, and a long rest be performed. The long rest after the provision consumption acts as a regular long rest and can be used to increase health. All negative modifiers to the character's rolls are also removed.

Gm Section

This section covers several aspects of the game from the Game Master's perspective. It's for anyone to read, though aspiring GMs will gain the most from these topics.

Creature Profile

The creature profile contains all the information the GM needs in order to run combat within Phalanx. In Phalanx, as we know, the characters have a pool of die that they select from in order to make rolls in combat. Generally, enemies do not have this quandary, and will always roll the same die for their various abilities.

The below profile is used for creatures in Phalanx. It contains everything the GM needs in order to have that character or enemy interact with the characters and conduct combat with them if necessary.

| Creature Name | | Health | Initiative | |
|--|-------|--|---------------|----------------------|
| Head Slaver | | 20 | D20 +2 | |
| Abilities | | | | |
| Might | Will | Guile | | Wits |
| D12 | D8 | D8 | | D6 |
| Attacks | | | | |
| Name | Stat | Damage Health | Damage Armour | Reach |
| Sword | Might | 8 | D6 | 5' |
| Bow | Guile | 8 | D6 | 30' |
| | | | | |
| Armour | | | | |
| Armour Value: 5 | | 0 | 0 | Armour Durability: 4 |
| Combat Notes: | | Appearance and Personality | | |
| Favours ranged combat. | | A large muscular man with a bald head, and scarred face. He is dressed in rough leather armour and wields a wicked looking bow. | | |
| Fires poisoned arrows. If they do damage, target must make a Might test Vs D8 or take additional D6 damage | | | | |
| Loot: | | He is cruel and greedy. He is hostile to the characters and will attack when he sees them, though speaks in short, broken sentences (indicating his low wits). | | |
| 6 Poison Arrows. 10 Coin. | | | | |

When they attack, an enemy's attacks profile shows what ability they use. If there are more than one, as above, then the notes may provide insight on which kind of attack the enemy wishes to use.

When describing enemies, it's important that the GM drop subtle hints to the players about the strengths and weaknesses of enemies. As GM rolls are always secret, one cannot state "the ruffian rolls a D12 for Might but only a D6 in Guile". Rather, "strong but lumbering" would suffice to give the players suitable guidance as to the enemy's abilities. In the above example, the slaver has difficulty stringing sentences together, so the GM should try to act this out when representing him.

During their turn, enemies will behave mechanically in much the same way as players do, though generally in a simplified way. Usually, enemies will only move once during their turn, and usually not perform bonus actions. So, generally enemies will move and attack, or attack and move, but this is a generalisation and more dangerous foes may start to buck this trend and begin to do more on their turn, though not anything outside the rules of the game.

Enemy Initiative

Enemies roll initiative the same way that characters do, in that they roll the initiative value, and this is aligned with other combatants in order to create a turn order.

Enemies generally occur in groups, and a group of enemies will share the same initiative. So, if the characters encounter four ruffians, then the ruffians will roll once for initiative between them and they will all take a turn on that value. If the ruffians are led by a wily swordsman, then the swordsman will likely have a different initiative than the ruffians.

Awarding XP

Awarding XP is one of the primary ways to reward players for good play, overcoming obstacles, and defeating enemies. XP enables players to upgrade their characters, granting additional dice to roll and skills to use within the game.

The rate in which XP is awarded is ultimately up to the GM, though some consideration should be put into how this is done.

Award it too freely, and characters will become more powerful very quickly. This may not be a bad thing, but also dilutes the feeling of progression that might otherwise be felt. Equally, award XP too slowly, and players may become frustrated with their lack of progress and static nature of their characters.

In general, it's suggested that XP is awarded for the following events in-game:

Good General Play

Players who act in character, who think outside the box, who involve themselves in the game in the way that the GM appreciates – these should all be awarded by the GM with XP.

These should generally be small rewards; between 1 and 3 XP, and be just enough to make it worth it for the players without it overpowering how XP are rewarded.

These rewards will be individually given to characters and aren't usually shared amongst the group.

Defeating Enemies

Combat is a large part of Phalanx, and characters surviving the threat of a grisly death should be rewarded.

Combat XP is generally the main way for characters to earn XP, and should reflect this in the amount of XP rewarded. The amount of XP rewarded should reflect how difficult the combat was to beat.

- Easy: 4
- Medium: 8
- Hard: 12

If the characters are defeated, but manage to survive, then award at least partial XP. Even if a character is KOed, this is an experience in itself, and so XP should still be rewarded.

Combat XP is a pooled resource, so all characters involved in the combat should get the reward, regardless of how they participated.

Completing Quests

The characters kill the bad guy, rescue the princess (or prince), free the slaves, or find the artefact. As well as a monetary reward, each character can also be rewarded with an amount of XP to reflect overall life lessons and memories gained from participating in the quest. If the quest was relatively minor (rescue the cat from the tree) then there's no need to award more than 1 or 2 XP to each character. If the characters have saved the kingdom, however, and become heroes of the realm,

then upwards of 20 XP can be granted to represent the prestige and involvement for undergoing such an endeavour.

Awarding Loot

Looting the bodies of one's fallen enemies is one of the most satisfying parts of an RPG, and Phalanx is no different.

There are several sets of loot in the game that the GM can reward the characters with when overcoming foes. As with XP, the amount of loot should reflect the difficulty of the encounter faced. Generally, the loot an enemy has is on their enemy profile, but this is only a guide and the GM can alter rewards as they see fit.

Coin

Coin is the easiest thing to award players. With it they can purchase new equipment, better armour, healing, use it to bribe NPCs, and spend it on services such as food and drink at taverns.

In the world of Phalanx, 80 coin is seen as a very large sum of money, with its possessor able to afford all but the most high quality weapons and armour. 10 coin will get a person a good night out on the town, with 15 also including a bed for the night.

Each enemy may have some loose change that the characters can avail themselves of once the combat is only. This will vary between 1-3 coins for lowly foes, to up to 20 for more powerful enemies. Do bear in mind though that this is simply a guide - just because a foe is dangerous does not mean they are wealthy (why would a bear carry gold?) and weak foes are not always poor (an unarmed nobleman may be easy pickings for unscrupulous characters).

Equipment

The characters may also be awarded better equipment for their toil. Generally, it is assumed that the weapons and armour enemies use are either damaged in combat, or of poorer quality than what the characters have.

It would be the exception, then, to award a battle axe or suit of armour from a combat, though is something that can be done.

Equipment can also be unique and differ from the regularly listed profile. For example, there's no reason why a special long sword does more damage than a regular one, or is better at breaking armour (or both!!). Such weapons will probably be wielded by the foe that carries it, however!

Magical Items

Magical items are relatively rare in the world of Phalanx, but they do exist. They should be used sparingly, and will also be used against the characters before they can be taken as spoils.

A list of magical items is included in the equipment lists, but these are usually not readily for sale, and so must be acquired by other means.

Game Difficulty

The GM controls every enemy that the characters face – but it is not the GM's job to try to kill the characters. Rather, it's the GM's job to almost kill them.

There are two main factors that contribute to difficulty in Phalanx:

- Strength of Enemies
- Frequency of Resting

If the characters face a battle against a powerful foe, they are likely to expend higher tier dice, and utilise active skills, to come out on top. Even if the fight for them turned out to be relatively easy, the party will have expended a great deal of resources to overcome it.

The difficulty then can come with finding a place to rest. The main enemy has been overcome, but there are still stragglers which harass the characters, chipping away at their skills and their available dice. The characters are exhausted, and now struggle against foes that would have been little challenge had they faced them when fully rested.

Each encounter should be difficult enough to expend some of the characters higher tier dice and some of their active skills. This way, the characters have spent effort overcoming the challenge – effort which eventually needs to be recovered from.

This is how the difficulty of the game can fluctuate. The GM can whittle down a party's resources, restricting their chances to fully rest and restore to their full effectiveness. The players should be grateful to be offered a chance to long rest, and their actions in the game should reflect their awareness that resources their character has are finite and should be saved for when they are truly needed.

Character Death

Sometimes, a character may perish.

This is okay. It's generally the GM's job to almost kill the characters, but sometimes situations can occur that lead to a character being killed off. It can lead to extra drama, storytelling, and remind the surviving characters that they are not immortal.

Once the wailing and grieving (and looting) of the character has passed, the player can create a new character to bring into the game.

Narratively, this can be done however you, as the GM, and the player wish.

Mechanically, the character is created in the same way as previously described in this book, with the following exceptions:

- The XP the player spends on creating the character is equal to the highest total of Spent XP of their previous character
- The gold spent on equipment is equal to the average carried by the surviving characters, plus 30-60 coin.

Skills

Skills provide the greatest utility to make a character unique. They include augments to actions performed within the game, as well as specific adaptations to combat roles, making a character better at attack or defence, breaking armour, archery, and many other roles.

Skill Profile

| Armour Breaker | | | |
|------------------------------|---|----------------------|-------|
| Ability | Might | Rank | 2 |
| Passive/Active (uses) | Active (2) | Prerequisites | 1xD12 |
| Details | Use alongside an attack action. Declare the use of this skill before rolling to attack If the attack does damage, the attack will automatically damage armour. | | |

Each skill is explained on the above profile, which covers everything the skill does and how it works:

Ability – which ability the skill relies upon

Rank – the rank of the skill, which is useful during character creation, and to determine how relatively strong the skill is

Passive/Active (uses) – if the skill is passive, then it is in affect all the time. Otherwise, the player must declare when this skill is being used. Usually this will be made alongside an action. Only one skill may be used per action performed. The number in parenthesis

is the number of times the skill can be activated between long rests

Prerequisites – what the character must possess in order to take this skill any dice shown will pertain to the ability of the skill

Details – this is how the skill works, and what it does. Often, the skill is used as part of an action, and must be declared beforehand. Only one skill that's used as an action may be used at one time.

Acquiring Skills Multiple Times

Passive skills may only ever be **purchased once**.

Active skills may be acquired by a character **multiple times**, if the player wishes. When this occurs, the number of uses the character has for the skill is increased by the amount shown on the skill profile.

Racial skills may only be acquired once, and each character may only ever possess one racial skill.

Skills/Spells

Some of the skills (especially those under Willpower) are described as spells rather than skills. This is because, in Phalanx RPG, spells are essentially skills which allow the user to cast a spell. Spells are counted as skills in the mechanical sense of the game, and are almost always active skills.

Skill List Booklets

Skills are listed their own individual booklets (one each for Might, Wits etc) for ease of use and reference.

Phalanx RPG Character Sheet

Phalanx RPG Character Sheet

| | | | |
|----------------|--|------|--|
| Character Name | | Race | |
|----------------|--|------|--|

| | | | |
|------------|--|-----------|--|
| Initiative | | XP Earned | |
| Movement | | XP Spent | |

| | | | | | |
|------------|--|-----|-----|----------------|--|
| Max Health | | 50% | 10% | Current Health | |
|------------|--|-----|-----|----------------|--|

Abilities

| Die Pool | Might () | Will () | Guile () | Wits () |
|----------|-----------|----------|------------|------------|
| D20 | / (+2h) | / | / (+2 ini) | / (+2 ini) |
| D12 | / (+1h) | / | / (+1 ini) | / (+1 ini) |
| D8 | / (+1h) | / | / (+1 ini) | / (+1 ini) |
| D6 | / | / | / | / |

Weapons In Use

| | | | | | | | | | | | | |
|----------------|--|-------|-------------------|------|--------|---------------|--|--|--------|--|--|--|
| Weapon: | | | Type: | | | Ability Used: | | | Reach: | | | |
| Armour Damage: | | | | | Notes: | | | | | | | |
| Health Damage: | | | | | | | | | | | | |
| Max Condition | | | Current Condition | | | | | | | | | |
| Hand: | | Right | Left | Both | | Size: | | | | | | |

| | | | | | | | | | | | | | | | |
|----------------|--|-------|--|-------------------|--|------|--|---------------|--|--|--|--------|--|--|--|
| Weapon: | | | | Type: | | | | Ability Used: | | | | Reach: | | | |
| Armour Damage: | | | | | | | | Notes: | | | | | | | |
| Health Damage: | | | | | | | | | | | | | | | |
| Max Condition | | | | Current Condition | | | | | | | | | | | |
| Hand: | | Right | | Left | | Both | | | | | | | | | |
| | | | | | | | | Size: | | | | | | | |

| | | | | | | | | | | | | | | | | | |
|----------------|--|-------|--|-------------------|--|------|--|---------------|--|--|--|--------|--|--|--|-------|--|
| Weapon: | | | | Type: | | | | Ability Used: | | | | Reach: | | | | | |
| Armour Damage: | | | | | | | | Notes: | | | | | | | | | |
| Health Damage: | | | | | | | | | | | | | | | | | |
| Max Condition | | | | Current Condition | | | | | | | | | | | | | |
| Hand: | | Right | | Left | | Both | | | | | | | | | | Size: | |

Shield In Use

| | |
|-------------------|-------------------|
| Shield: | Ability Used: |
| Damage Reduction: | Notes: |
| Max Condition | Current Condition |
| Hand: | Left |
| Size: | |

Armour In Use

| | | |
|------------------|------------------------|--------|
| Armour: | Durability: | Type: |
| Condition | 10 9 8 7 6 5 4 3 2 1 0 | Notes: |
| Damage Reduction | | |
| Tracker | | |

Phalanx RPG Character Sheet

Items for Quick Use

| Size | Item | Notes |
|------|------|-------|
| S | | |
| S | | |
| M | | |
| M | | |
| L | | |

Items In Backpack

| Size | Item | Effect |
|------|------|--------|
| S | | |
| S | | |
| S | | |
| S | | |
| S | | |
| S | | |
| S | | |
| M | | |
| M | | |
| M | | |
| L | | |

| | |
|-------|---------------------|
| Coin: | Provisions (5 max): |
|-------|---------------------|

Phalanx RPG Character Sheet

Skills

[illegible]

Blank Creature Profiles

| Creature Name | | Health | | Movement | | Initiative | | | |
|---------------|--|--------|--|---------------|----------------------------|--------------------|--|-------|--|
| | | | | | | | | | |
| Abilities | | | | | | | | | |
| Might | | Will | | Guile | | Wits | | | |
| | | | | | | | | | |
| Attacks | | | | | | | | | |
| Name | | Stat | | Damage Health | | Damage Armour | | Reach | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| Armour | | | | | | | | | |
| Armour Value: | | | | | | Armour Durability: | | | |
| Combat Notes: | | | | | Appearance and Personality | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| Loot: | | | | | | | | | |
| | | | | | | | | | |

| Creature Name | | Health | | Movement | | Initiative | | | |
|---------------|--|--------|--|---------------|----------------------------|--------------------|--|-------|--|
| | | | | | | | | | |
| Abilities | | | | | | | | | |
| Might | | Will | | Guile | | Wits | | | |
| | | | | | | | | | |
| Attacks | | | | | | | | | |
| Name | | Stat | | Damage Health | | Damage Armour | | Reach | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| Armour | | | | | | | | | |
| Armour Value: | | | | | | Armour Durability: | | | |
| Combat Notes: | | | | | Appearance and Personality | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| Loot: | | | | | | | | | |
| | | | | | | | | | |