

Phalanx

A Pen and Paper Role Playing Game

Main Rulebook v1.1



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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

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.

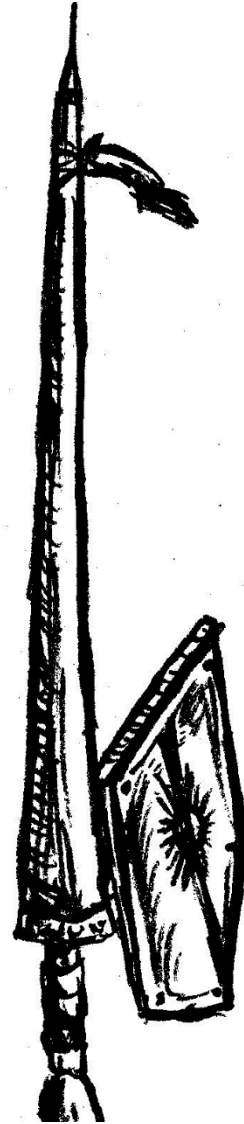
Creature – This is a term used to describe anything in the game, be it a player character, an NPC, an enemy, or even a mouse.

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.



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.

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?

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.

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

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 dice 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

Player's Dice (and the Die Pool)

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

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

As the character rolls dice, these are removed from their die pool and recorded here. So for example, the character has rolled three D6's, two D8s, and one D12 so far:

D20	1 /
D12	2 / 1
D8	4 / 2
D6	10 / 7

Dice can be regained by resting, drinking potions, and some 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

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 die 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.

Repeated Actions

Players are free to repeat actions as often as they want (besides in combat) provided they are willing to spend the die in order to re-attempt the action.

Note that this 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!).

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.

Turn-based

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.

Move (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).

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.



Action

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. Broadly speaking, an action is anything that will invoke a die roll. These include (but are not limited to):

- Attacking
- Casting spells
- 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)
- 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.

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:

- a) Wins draws
- b) Gets to use more skills

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, a sample of which is below:

Weapon	Ability	Size	Damage Health	Damage Armour	Range	Notes
Dagger	Guile	S	4	D6	5'	Can be thrown 15'
Short Sword	Guile	S	6	D6-1	5'	
Rapier	Guile	M	7	D6-2	5'	
Estoc	Guile	S	6	D6+1	5'	

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

Size – This will either be **Small**, **Medium**, or **Large** (more in sizes later)

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

Damage Armour – this is the die roll made to damage the armour of opponents hit by the weapon

Range – this is the max range that the weapon can attack at

Size – this shows the inventory size of the weapon, when placed on the character sheet. Either Small, Medium or Large

Notes – anything else of note about the weapon

Attacking

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), and will of course be longer for ranged weaponry.

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.

Guile is used for swifter, lighter weapons. This is again shown on the weapon's profile.

Range

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 with a weapon with a reach of 10', and wins the roll, will be unable to do damage unless they also have a range of 10'

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. Whomever scored the highest does damage (and attackers win draws).

Take note of the difference between the two rolls, as this is added to the damage done by the attack. For example, one combatant rolls a 13, and the other rolls a 9, then the difference between them is four.

Armour

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.

If the wearer is wearing armour, then the damage is reduced by the number shown on Damage Reduction on their armour’s profile. Before this is done, the attacker rolls a separate die to damage the armour, shown on their weapon profile. If this number beats the durability of the armour, then the damage reduction is reduced a tier

Below is a sample of armours in the game:

Armour	Type	Durability	Damage Reduction					Effects
			1	2	3	4	5	
Wool/ Heavy Cloth	Light	3	2	1	1	0	0	
Hide	Light	4	3	2	2	0	0	
Splint	Heavy	5	5	4	2	0	0	-5' Movement (not dwarfs)

Type – this will either be light or heavy. This is used for certain skills that affect certain types of armour

Durability – this shows how difficult the armour is to damage. When the enemy makes their weapon’s damage armour roll, this is the number they are trying to **exceed** in order to damage the armour.

Damage Reduction – this shows the number that health damage received from combat is reduced by. When the armour is damaged, then the next number along the tracker is used.

Effects –details any further effects the armour has while it is worn.

Damage

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

This totals the difference between the two rolls attacker and defender made, plus the “damage health” value stated on the weapon profile, minus the damage reduction of the armour worn by the loser.

Melee Combat Summary

This whole process is summarised below:

1. Attacker must be in range with their chosen weapon
2. Both combatants roll a die associated with the weapon the attacker is using
3. The combatant with the highest die roll does damage on their opponent (attackers win draws)
4. The difference between the die rolls is added to the Damage Health value of the weapon. This value is removed from the health of the loser
5. If the loser is wearing armour, the damage is reduced by the armour’s ‘protection’ score.
 - a. The attacker first rolls the Damage Armour die of their weapon. If this beats the loser’s armour durability score, then reduce the damage reduction of the armour by one value, and use the next one instead.

Melee Combat Example

This combat is between a rogue (a player) and a goblin (an enemy). We're going to say they are both armed with daggers and both wear leather armour.

The rogue uses a dagger to attack the goblin

Weapon	Ability	Size	Damage Health	Damage Armour	Range
Dagger	Guile	R/L	4	D6	5'

The rogue is 5' away from the goblin, so the attack can be made. The dagger uses guile, meaning that the rogue and goblin both must roll guile for this attack.

The rogue (Player) rolls a D12 and reduces their die pool accordingly. They score a 7.

The goblin (GM) rolls a D8 and scores a 4.

The rogue has successfully attacked the goblin, and the difference between the rolls, 3, is added to the damage the dagger does, 4, for a total of 7 health damage

The goblin is wearing leather armour, which is undamaged, so will reduce the damage by 4 in its current state.

Armour	Type	Durability	Damage Reduction				
			1	2	3	4	5
Leather	Light	4	4	3	2	1	0

However, the rogue's blow may damage the armour. The rogue rolls the damage armour die for the dagger, D6, and scores a 4. This is not enough to exceed the armour's durability, so it is not reduced to its 2nd tier and the damage reduction is four.

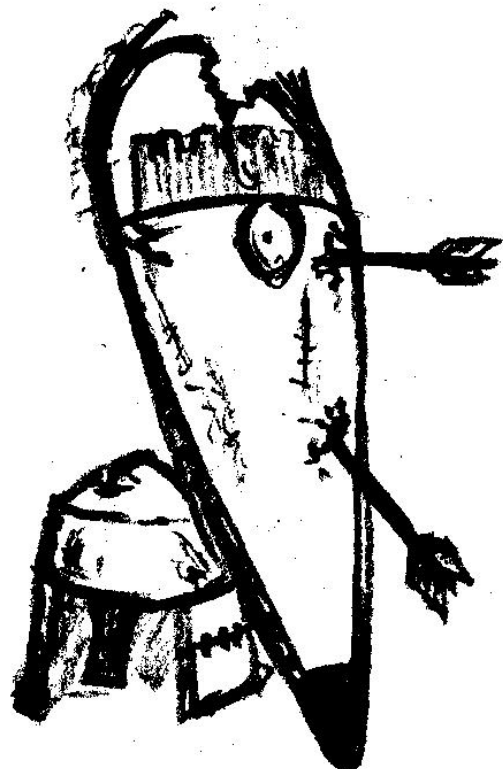
The damage to the goblin is therefore 3 points of health.

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.

Wielders of shields may spend a die from either their might or guile to reduce the enemy's attack roll by this amount. Shields may only be used defensively and can't be used in attack (unless any skills the character has allows this).

If a shield is used, and the shield wearer successfully defends, then they do not do damage against their attacker even if in melee combat – they only avoid taking damage (again, unless a skill allows).



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 than half range	+1
Target is over full range	-2

Ranged Combat Summary

Ranged combat works in much the same way as melee, with changes on steps 2 and 3:

1. Target must be in weapon range
2. Both combatants roll a die associated with the weapon the attacker is using. The attacker modifies their roll according to how difficult the shot is (see below)
3. If the attacker's roll beats or draws with the defender's roll, then the attack succeeds and does damage. Otherwise, nothing happens as the attack missed.
4. If the attack succeeded, the difference between the die rolls is added to the Damage Health value of the weapon. This value is removed from the health of the loser
5. If the loser is wearing armour, the damage is reduced by the armour's 'protection' score.
 - a. The attacker first rolls the Damage Armour die of their weapon. If this beats the loser's armour durability score, then reduce the damage reduction of the armour by one value, and use the next one instead.

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.

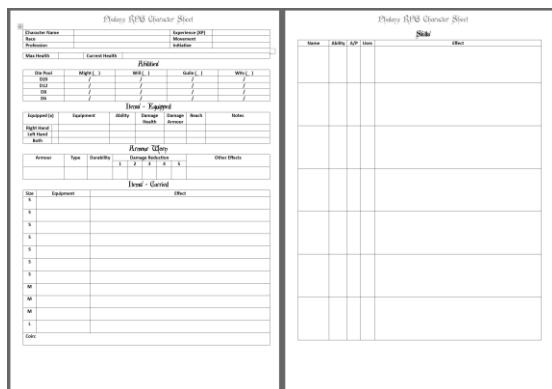
Character Creation

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.



The character sheet is a double-sided sheet of paper. On the front side are listed the character's abilities and equipment, and on the reverse a record of all their skills is kept.

Character creation follows these steps, which are described below:

- Character Race
- Character Profession
- Character Abilities
- Character Dice
- Derived Attributes
- Character Equipment
- Character Skills

Character Name	
Race	

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.

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.

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.

Abilities				
Die Pool	Might ()	Will ()	Guile ()	Wits ()
D20	/	/	/	/
D12	/	/	/	/
D8	/	/	/	/
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

Character Dice

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

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

Die	Might ()	Will ()	Guile ()	Wits ()
D20	/	/	/	/
D12	/	/	/	/
D8	/	/	/	/
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.

Characters start off with 100 XP to spend on dice to add to their pool.

To expedite this, a player can also use one of the following breakdowns without resorting to maths:

Die	No. of dice added to pool			
D20	1	2	0	1
D12	4	2	4	1
D8	4	4	6	8
XP	0	4	4	4
Remaining				

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

Derived Attributes

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

Experience (XP) Earned/Spent

XP Earned	
XP Spent	

Further details on XP is covered under its own section, shortly.

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	16	+1	+1	+2
Dwarf	18	+1	+1	+2
Grellkin	20	+1	+1	+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.

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).

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.

Racial Movement Speeds

Race	Movement Speed
Atia	25'
Dwarf	20'
Grellkin	25'
Halfling	30'
Human	25'

Initiative

Initiative	
-------------------	--

Initiative (or Ini) is a measure of how quickly a character reacts whenever combat starts. Simply put, it determines the turn order. While this is determined by a die roll, that roll is modified based on the character's race and their wits.

Race	Starting Initiative	Per Wits D8	Per Wits D12	Per Wits 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.

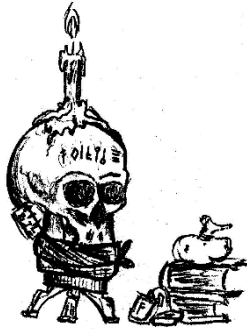
Character Equipment

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.

Starting Equipment

What equipment the character's begin with, and how they acquire that equipment, is largely decided by the GM and the game that's being run.

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!	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 30 and 60 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.



Sizes

Every item (and creature) in Phalanx has a size associated with it. The sizes in the game are used to judge how easy an item is to carry and to target with a ranged weapon.

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
- Large – (**L**) full sets of armour, another person (all races count as large)
- Huge – (**H**) a cart, barn door

Items - Carried

Size	Equipment	Effect
S		
S		
S		
S		
S		
S		
S		
M		
M		
M		
L		

When a character attains an item, the player records this onto their character sheet.

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 ring they found in a medium slot, but they may not place a large shield in a medium one.

Items – Equipped

Items - Equipped

Size	Equipment	Ability	Damage Health	Damage Armour	Reach	Notes
L						
M						
S						
S						
S						

This is where the character’s readily available items are listed. These are things carried on a belt, and which are within easy reach for the character to use.

The advantage of having items equipped in this section is that they are easy for the character to access, and so do not need to take an action to equip (as described in Taking a Turn).

The profile above shows fields for weapons, but these are not forced to be so. Smaller items could be potions and other useful items to have to hand.

Armour Worn

Armour Worn

Armour	Type	Durability	Damage Reduction					Other Effects
			1	2	3	4	5	

This is where the player will record what the character is wearing, and therefore what their primary source of armour is. This can then be updated as the armour is damaged to reflect the character’s current damage reduction

Items – Carried

Here, everything else the character has on their possession is listed. These items are usually stashed in a backpack, pouch, or elsewhere on a character’s person.

These items are not as easily utilised as those in the equipped section and require an action to move into the Equipped Items section.

This section will contain the bulk of what the character has on their person, and players can make notes as to what those items are here as well. By default, there is room for seven small items, three medium, and one large.

Coin

Coin:

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 an honest day's work, stolen from enemies, and completing quests.

Character Skills (and Spells)

				Skills		
Name	Ability	A/P	Uses	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 passive
- The **effect** of that skill, for reference.

Skills are divided up into ranks, with rank I skills being the base level, and rank III being the most advanced.

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. As a guide:

Character Experience	Rank 1 Skills	Rank 2 Skills	XP equivalent
Total Beginner	2	0	20
Little Experience	3	0	30
Some Experience	3	1	50

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 affect. 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.

To aid reference, 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.

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.

Experience (XP)

XP Earned	
XP Spent	

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 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 character's 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.

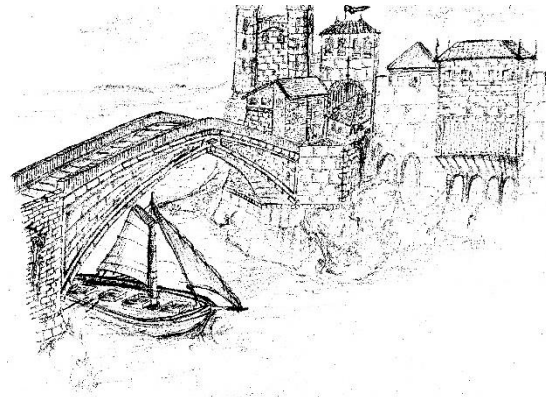
Short Rests

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)
- The characters perform basic maintenance on their armour, and may remove one set of damage on one set if armour they are currently wearing.
- 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. Fires poisoned arrows. If they do damage, target must make a Might test Vs D8 or take additional D6 damage			A large muscular man with a bald head, and scarred face. He is dressed in rough leather armour and wields a wicked looking bow.		
Loot:			Personality		
6 Poison Arrows. 10 Coin.			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).		

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.

Equipment and Price Lists

Below are lists of various items and service within a game. These are provided as a guide and GMs are encouraged to add their own as they see fit.

Wages and Jobs

Task/Job	Daily Pay
Stable hand	2
Maid (Inn)	10*
Maid (House)	12*
Cook	15
Smith	20*
Scribe	30
Coachman	18*
Town Guard	16
Militia	10
Soldier	22
Captain	40
General	100
Sailor	20
Ship's Captain	80
Magistrate	200
*plus any tips.	
Expenses such as a place to stay, meals etc will also be included within some of these roles	

General Equipment Store

Equipment	Size	Effects	Cost
Torch	S	Lasts 2 hours, casts light 15' around the caster	2
Candles	S	Lasts 2 hours, casts light 5' around the caster	1
Mage Candle	S	Lasts 2 hours, casts light 15' around the caster. Is not extinguished in water	5
Lantern	M	Lasts 4 hours, casts like 20' around the caster	3
Rope (50')	L		8
Grappling Hook	M	Advantage to climbing checks when used alongside a rope	6
Lock Picks	S	Advantage to rolls for picking locks, but they break if the roll is failed	3
Magnifying Glass	S		10
Spyglass	S		15
Sextant	M		40
Compass	S		7
Quill and Ink	S		3
Pages of Parchment (5)	S		3
Abacus	M		10
Common Clothing	M		5
Fine Clothing	M		15
Dark Clothing	M		8
Alchemical Reagents (3)	S	Base ingredients for many potions	10
Potion of Healing	S	Heals 2D6 Health	15
Potion of Revitalisation	S	Recovers one use of an active skill without the need to rest	10
Potion of Rejuvenation	S	Recovers 3 D8s, 2 D12s, or 1D20 to the character's die pool, without the need to rest	18
Provisions (3)	S	Can be consumed on rest, healing an additional 10% of a character's max health. One per day must be consumed to avoid hunger.	5
Animal Feed	L	Feeds a large animal (ox, horse etc) for 3 days	3
Backpack	M	Converts three S to M slots	6
Utility Belt	S	Makes all S slots equipped items	4

Weapons and Armour

Weapon	Ability	Size	Damage Health	Damage Armour	Range	Notes	Cost
Knife	Guile	S	2	D6-3	5'	Can be thrown 15'	2
Dagger	Guile	S	4	D6-1	5'	Can be thrown 15'	4
Short Sword	Guile	S	6	D6-1	5'		12
Rapier	Guile	M	7	D6-2	5'		12
Scimitar	Guile	M	6	D6+2	5'		18
Estoc	Guile	S	4	D6+1	5'		14
Long Sword	Might	M	6	D6	5'		16
Bastard Sword	Might	M/L	5/10	D8	5'	1 or 2 hands	18
Hand Axe	Guile	S	5	D6	5'	Can be thrown 15'	14
Woodcutting Axe	Might	M	4	D6+2	5'		15
War Axe	Might	M	7	D6	5'		22
War Pick	Guile	M	4	D6+2	5'		15
Flail	Might	L	6	D6	5'	Shields may not be used against Flails	30
War Hammer	Might	M	8	D6+2	5'		30
Mace	Might						
Spear	Might	M/L	7/10	D6	10'	1 or 2 hands Can be thrown 15'	15
Halberd	Might	L	11	D6	10'	2 hands	30
Claymore	Might	L	12	D8+1	10'	2 hands	40
Battle Axe	Might	L	12	D12	5'	2 hands	40
Hand Crossbow	Guile	S	6	D6+1	20'	Roll disadvantage if attacking or defending at 5' range	20
Short Bow	Guile	M	6	D6	25'	2 hands Roll disadvantage if attacking or defending at 5' range	15
Long Bow	Might	L	9	D6	40'	2 hands Roll disadvantage if attacking or defending at 5' range	25
Crossbow	Might	L	14	D8	30'	2 hands Roll disadvantage if attacking or defending at 5' range	60

Shields

Buckler	Guile	M	A character bearing a shield may roll a guile die to reduce the enemy's physical attack roll by this amount.	Also used for special abilities	30
Kite Shield	Might	L	A character bearing a shield may roll a might die to reduce the enemy's physical attack roll by this amount.	Also used for special abilities	30

Armour

Armour	Type	Durability	Damage Reduction					Effects	Cost
			1	2	3	4	5		
Wool/ Heavy Cloth	Light	3	2	1	1	0	0		10
Hide	Light	4	3	2	2	0	0		14
Leather	Light	4	4	3	2	1	0		18
Gambeson	Light	4	4	3	2	2	1		30
Splint	Heavy	5	5	4	2	0	0	-5' Movement (not dwarfs)	35
Chain	Heavy	6	5	4	3	2	2	-5' Movement (not dwarfs) Guile -1	45
Plate	Heavy	7	7	4	3	3	2	-5' Movement (not dwarfs) Guile -1	80

Stables

Equipment	Size	Effects	Cost
Pony	H	May carry 1 Large, 10 medium, 20 small items and move at 30 miles a day	120
Horse	H	May carry 2 large, 5 medium, 5 small items as well as move at 40 miles a day	300
Cart	H	Carries the inventory of a small store! Pulled by a pony or horse.	200
Carriage	H	Carries 4 people in relative comfort, plus 10 large, 20 medium, 40 small items. Must be pulled by a horse.	400

Travelling

Day's Travel	Distance Covered	Cost
Carriage	35 miles/day	15 coin/day
Boat	20 miles	15 coin/day

Taverns and Inns

Equipment	Effects	Cost
Ale/Mead		1
Wine		3
Whiskey		3
Bread and Soup		2
Hog Roast		5
Rabbit Pie		4
Venison Steak		7
Bed (common)		7
Bed (quality)		15

Magical Items

Equipment	Effects	Cost
Amulet of Skill	Adds a +1 modifier to an ability	200
Protection Ring	The wearer of this ring reduces all damage received by 1, to a minimum of 1	150
Blade of Brightness	This longsword also acts as a torch	80
Backstabber	Dagger that does max damage if the attacker is hidden when the attack is made	180
Hewing Axe	This axe adds +4 to all damage rolls vs armour	160
Leather Armour of Might	Adds +1 to might rolls while worn	300
Plate Mail of Endurance	Plate Mail with a durability of 10	500
Spear and Chain	Character can throw the spear as normal and bring it back into their hand with a bonus action	80
Amulet of Awareness	Character has advantage for all rolls involving observation	190

Phalanx RPG Character Sheet

Character Name		XP Earned	
Race		XP Spent	
Movement		Initiative	

Max Health		50%	10%	Current Health	
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Abilities

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

Items - Equipped

Size	Equipment	Ability	Damage Health	Damage Armour	Reach	Notes
L						
M						
S						
S						
S						

Armour Worn

Armour	Type	Durability	Damage Reduction					Other Effects
			1	2	3	4	5	

Items - Carried

Size	Equipment	Effect
S		
S		
S		
S		
S		
S		
S		
M		
M		
M		
L		

Coin:	Provisions (5 max):
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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:									