

# Phalanx

Guile Skills v 1.0



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## 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

<b>Armour Breaker</b>			
<b>Ability</b>	Might	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	1xD12
<b>Details</b>	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.

## Skills – Guile (Rank 1)

<b>Attack of Advantage</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD8
<b>Details</b>	<p>Whenever an enemy leaves the character's melee range, the character may make an attack against that enemy.</p> <p>If the attack succeeds and does damage, but the defender is still alive, then they cannot continue moving.</p> <p>If the defender wins the combat, then the attacker receives no damage, and the defender can continue moving.</p>		

<b>Avoid Death</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>Whenever this character is reduced to 0 health or below, there is a chance they manage to somehow avoid the hazard.</p> <p>The character makes a Guile test against the GM who rolls a D8. If the character rolls higher, then they are restored to health equals to the difference of the rolls</p>		

<b>Backstab</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	2xD8
<b>Details</b>	If you attack in melee while being hidden, enemy rolls D6 in defence		

<b>Dodge</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (3)	<b>Prerequisites</b>	2xD8
<b>Details</b>	When damage is sustained, you may roll a Guile die. If you roll more than the damage sustained, take no damage.		

<b>Disengage</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	2xD8
<b>Details</b>	This character may use this skill to move away from an enemy without invoking an attack of opportunity.		

<b>Dual-Weapon Fighting</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (3)	<b>Prerequisites</b>	2xD12
<b>Details</b>	<p>If the character has a small weapon equipped in their second hand, then they may use a bonus action to attack with it.</p> <p>This is for all intents and purposes a separate attack and follows the same rules as any other attack.</p>		

<b>Hunter Gatherer</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	2xD8
<b>Details</b>	<p>The character is adept at hunting and gathering provisions for themselves and the party.</p> <p>The Guile die rolled is compared against a die rolled by the GM.</p> <p>The winning difference is the number of Provisions acquired by the character.</p> <p>The die rolled by the GM should take into account how easy it is for the character to acquire food; abundance of animal and plant life, terrain equipment available and the like.</p>		

<b>Light Weapon Strike</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	1xD20
<b>Details</b>	<p>When attacking with guile (either ranged or melee), the character may use this skill before any die are rolled. If damage is inflicted, calculate it as if the max roll had been rolled on the die used</p>		

<b>Marksman</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	2xD8
<b>Details</b>	<p>The character may use this skill while making a ranged attack, before any dice are rolled. They roll advantage for the attack.</p>		

<b>Mobile</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	2xD12
<b>Details</b>	<p>When moving, this character is no longer slowed down by difficult terrain such as inclines and rough ground, and may move through it at normal movement rate.</p>		

<b>Quick Shot</b>			
<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>The character may spend their bonus action to make a ranged attack.</p>		

## Quick Thinker

<b>Ability</b>	Wits	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD12
<b>Details</b>	The character receives a +1 bonus to Initiative.		

## Return Fire!

<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	1xD12
<b>Details</b>	If this character is ever targeted by a ranged attack, and the attack fails, then this character does damage to the attacker as if the attack was made in melee. This skill may only be used if the character has a ranged weapon and is within range of the attacker.		

## Safe Breaker

<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	2xD12
<b>Details</b>	When attempting to pick locks, this character used a die a tier higher than that being used (max D20).		

## Shielded Counter Attack

<b>Ability</b>	Might	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	This skill is used when defending in melee using a shield rolling guile. If the use of the shield results in the shield bearer scoring more than the attacker, then the shield bearer may elect to do damage in the normal way.		

## Sneaky

<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD12
<b>Details</b>	When attempting to hide from enemies the character receives advantage		

## Stop, Drop, Roll

<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD8
<b>Details</b>	If they ever suffer fire damage, the character can half the amount of damage they take (rounding up).		

**Swift**

<b>Ability</b>	Guile	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	2xD12
<b>Details</b>	Increases the character's basic movement rate by 5'		

## Skills – Guile (Rank 2)

<b>Deadeye</b>			
<b>Ability</b>	Guile	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD12
<b>Details</b>	When making a ranged attack using guile, this character does an additional 4 damage to any inflicted.		

<b>Dextrous</b>			
<b>Ability</b>	Guile	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	2xD12
<b>Details</b>	When attempting to pick locks, pick pockets, or perform other feats of sleight of hand, this character receives advantage		

<b>Dual-Weapon Fighting - Advanced</b>			
<b>Ability</b>	Guile	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (3)	<b>Prerequisites</b>	Dual Weapon Fighting
<b>Details</b>	If the character has a medium weapon equipped in their second hand, then they may use a bonus action to attack with it. This is for all intents and purposes a separate attack and follows the same rules as any other attack.		

<b>Stabber</b>			
<b>Ability</b>	Guile	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	2xD12
<b>Details</b>	When making a melee attack using guile, this character does an additional 4 damage to any inflicted.		

<b>Swift Egress</b>			
<b>Ability</b>	Active	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	1	<b>Prerequisites</b>	1xD12
<b>Details</b>	The character may defend against any attack using Guile, rolling a free D12. Once resolved, the character may move 15' instantly.		

## Skills – Guile (Rank 3)

<b>Deadeye - Advanced</b>			
<b>Ability</b>	Guile	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	Deadeye
<b>Details</b>	When making a ranged attack using guile, this character does an additional 10 damage to any inflict.		

<b>Stabber - Advanced</b>			
<b>Ability</b>	Guile	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	2XD12
<b>Details</b>	When making a melee attack using guile, this character does an additional 10 damage to any inflict.		