

Phalanx

Might Skills v 1.0



Designed by Veriax
Artwork by Neone

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.

Skills – Might (Rank 1)

Armourer			
Ability	Might	Rank	1
Passive/Active (uses)	Passive	Prerequisites	4XD8
Details	<p>During a long rest, the character will restore two sets of damage to armour, rather than just one.</p> <p>This can be split across two different sets of armour, or both can be applied to one.</p>		

Armoured and Mobile			
Ability	Might	Rank	1
Passive/Active (uses)	Passive	Prerequisites	2XD12
Details	<p>While wearing armour that hinders movement, the character ignores penalties to movement range.</p>		

Barge			
Ability	Might	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	1XD12
Details	<p>The character may barge instead of attacking.</p> <p>The character moves in a straight line for 15'</p> <p>All entities (friend and foe alike) within '5 of this line must make a might test against the character (roll once for the character and individually for the enemies).</p> <p>If they fail, they take 5 damage and are pushed away from the character 5'.</p> <p>If the character moves into an enemy that succeeds in resisting the barge, the barge stops at that enemy. Entities who have a size exceeding Large may not be barged and are unaffected.</p>		

Defensive Lunge			
Ability	Might	Rank	2
Passive/Active (uses)	Active (2)	Prerequisites	1XD12
Details	<p>When successfully defending against a melee attack, the character may use this skill to extend the reach of their weapon by 5', meaning they can hit an opponent they may not otherwise be able to if the range of the attacker's weapon is 10'</p>		

Defensive Posture			
Ability	Might	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	2XD12
Details	<p>While defending, the character can declare that the defence is made using advantage.</p> <p>If the character successfully defends, they do not inflict damage on their opponent.</p>		

Guardian			
Ability	Might	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	2xD8
Details	When an ally of the character that's within melee range is attacked, this character may direct the attack towards themselves instead.		

Hammer Time!			
Ability	Might	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	2xD8
Details	This skill may only be used if the character wields a hammer or other blunt instrument (GM's discretion if this is attempted to be used using alternative weaponry). Declare the use of this skill when attacking, before any die are rolled. Attack as normal. If the attack does damage, do maximum damage as if max die roll has been rolled.		

Healthy			
Ability	Might	Rank	1
Passive/Active (uses)	Passive	Prerequisites	1XD12
Details	This skill grants the character a one-off bonus of 4 maximum health.		

Heavy Armour Specialist			
Ability	Might	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	2XD12
Details	While wearing heavy armour, if subjected to an attack that would damage their armour, the character can choose to negate the damage armour result.		

Ignore Pain			
Ability	Might	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	1xD12
Details	The character can ignore one set of damage, in its entirety, reducing the health loss to 0.		

Master Strike			
Ability	Might	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	4xD8
Details	When rolling to attack, increase the tier of the die rolled (max D20)		

Mental Block			
Ability	Might	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	1xD12
Details	This skill enables the character to take a Will test using a Might die.		

Packhorse			
Ability	Might	Rank	1
Passive/Active (uses)	Passive	Prerequisites	2xD8
Details	The character converts two of their small item slots in the Items – Carried section on their character sheet to medium		

Patch-up			
Ability	Might	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	2xD8
Details	This character may spend an action to roughly patch their wounds. They heal health equals to the die rolled.		

Piercing Spear Strike			
Ability	Might	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	2XD8
Details	This skill is used while attacking using a spear or halberd, before any dice are rolled If the attack does damage, it gains +4 to rolls to damage armour.		

Rage			
Ability	Might	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	1xD12
Details	The character may enter rage as a minor action, which lasts for as long as the current combat. While active, all might attack rolls made by the character gain a +2 bonus. However, all might and guile defence rolls the character makes have a -2 penalty		

Resist Pain			
Ability	Might	Rank	1
Passive/Active (uses)	Active (3)	Prerequisites	2xD8
Details	When damage is taken, you may roll Might to reduce damage by this amount		

Shield Bash

Ability	Might	Rank	1
Passive/Active (uses)	Active (3)	Prerequisites	1xD8
Details	<p>This can only be used while wielding a shield.</p> <p>When attacking, the character can opt to attack with the shield instead of their weapon. In doing so, the attack is made as normal, but with the following effects:</p> <p>The shield has a damage health value of 5.</p> <p>If the attack does damage, the defender must make an additional might test against the attack roll. If they fail, they take an additional 5 damage and are pushed back 5'. The attacker may then move into the space the defender was freely, with no penalties (such as attacks of opportunity).</p>		

Sure Strike

Ability	Might	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	2XD12
Details	<p>While attacking in melee, the character can declare that the attack is made using advantage before any dice are rolled.</p>		

Ward Off

Ability	Might	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	1XD8
Details	<p>This skill may be only used with a spear or polearm.</p> <p>During their turn, the character can elect to perform this skill as an action instead of attacking.</p> <p>This skill makes all enemies have disadvantage to attack rolls against the character and all allies within 5' of the character. This lasts until the start of the character's next turn.</p>		

Skills - Might (Rank 2)

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.		

Attack of Advantage			
Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	1xD12
Details	Whenever an enemy leaves the character's melee range, the character may make an attack against that enemy. If the attack succeeds and does damage, but the defender is still alive, then they cannot continue moving. If the defender wins the combat, then the attacker receives no damage, and the defender can continue moving.		

Extra Healthy			
Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	Healthy Skill
Details	This skill grants the character a one-off bonus of 6 maximum health.		

Follow-up Attack			
Ability	Might	Rank	2
Passive/Active (uses)	Active (2)	Prerequisites	2xD12
Details	The character may, if an attack they make does damage, make a further attack against the same target immediately without using an action.		

Hard Hitter			
Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	2xD12
Details	The character always does 2 extra damage and adds +1 to damage armour rolls for all attacks using Might		

Heavy Armour Specialist			
Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	Armoured and Mobile
Details	While wearing heavy armour, this character ignores all penalties associated with wearing heavy armour		

Immovable			
Ability	Might	Rank	2
Passive/Active (uses)	Active (1)	Prerequisites	2xD12
Details	<p>The character can activate this skill as a bonus action during combat. For the rest of that combat (or until the character deactivates it with a bonus action), the character may not be pushed, and all attacks made against them are used utilising a die a tier lower than normal (to a minimum of a D6).</p> <p>While this skill is active, the character also attacks with dice a tier lower than they spend (so a D8 would be rolled, but a D12 would be spent).</p>		

Impaling Spear Strike			
Ability	Might	Rank	2
Passive/Active (uses)	Active (1)	Prerequisites	Piercing Spear Strike
Details	<p>This skill is used while attacking using a spear or halberd, before any dice are rolled</p> <p>If the attack does damage, double damage is inflicted.</p>		

Mighty			
Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	2xD12
Details	Gain +1 to all Might rolls		

Mighty Dodge			
Ability	Might	Rank	2
Passive/Active (uses)	Active (2)	Prerequisites	2XD12
Details	A character may use this skill to defend against a guile test using might instead.		

Packhorse - Advanced			
Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	4xD8
Details	The character converts two of their medium item slots in the Items – Carried section on their character sheet to large		

Quick Healer			
Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	2xD8
Details	<p>This character recovers from their wounds quicker than others. Healing is increased when resting in the following ways:</p> <p>Short rest, twice as much health is regained (20%)</p> <p>Long rest, the character always heals to maximum health.</p>		

Riposte

Ability	Might	Rank	2
Passive/Active (uses)	Active (2)	Prerequisites	2xD8
Details	This skill is used after might dice have been rolled in combat, when either attacking or defending. If your die roll is lower than your opponents, re-roll your die and accept that roll instead		

Skilled Armourer

Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	Armourer
Details	During a long rest, the character will remove four sets of damage to all armour held by the characters.		

Strong Arm

Ability	Might	Rank	2
Passive/Active (uses)	Active (2)	Prerequisites	1XD12
Details	When performing a ranged attack (including throwing weapons) with might, the character has advantage		

Thwack!

Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	2xD12
Details	This skill enables the character to use a might-based missile weapon as a melee weapon when attacking. Long Bows become Spears Crossbows become a Warhammer The only downside is that when defending in melee the character will still suffer disadvantage as normal when armed with a missile weapon.		

Skills – Might (Rank 3)

Advanced Thwack!			
Ability	Might	Rank	2
Passive/Active (uses)	Passive	Prerequisites	Thwack Skill
Details	This skill supplements the Thwack skill to remove the disadvantage to defending while using a might-based ranged weapon when defending in melee.		

Cleave			
Ability	Might	Rank	3
Passive/Active (uses)	Active (1)	Prerequisites	1xD12
Details	With this ability, a character will attack every enemy within melee range. Only one attack die is rolled, with the enemies each rolling individually to defend		

Decapitate			
Ability	Might	Rank	3
Passive/Active (uses)	Active (1)	Prerequisites	1xD20
Details	Declare the use of this skill before rolling to attack. After the result of the attack is resolved, if the character's attack roll beats the defender's, then the defender will instantly be killed, regardless of their remaining health.		

Follow-up Attack - Advanced			
Ability	Might	Rank	3
Passive/Active (uses)	Active (2)	Prerequisites	2xD12 Follow-up Attack
Details	This skill replaces Follow-up attack. It works in the same way, but in addition, the follow-up attack does not cost a action or a die. The follow-up attack is made using the same tier die as the original attack.		

Ready for Battle			
Ability	Might	Rank	3
Passive/Active (uses)	Passive	Prerequisites	1xD20
Details	This character gains +1 to initiative. If the character is surprised or ambushed, they gain +3 to initiative.		

Super Healthy			
Ability	Might	Rank	3
Passive/Active (uses)	Passive	Prerequisites	Extra Healthy Skill
Details	This skill grants the character a one-off bonus of 10 maximum health.		