

Phalanx

Racial Skills



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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

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 – Human Racial

Intuition			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Human Character
Details	All XP rewards are increased by 1		

Grim Determination			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Human Character
Details	Gains a +1 modifier to Willpower		

Swift Feet			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Human Character
Details	Gains an additional 5' movement speed		

Militia Training			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Human Character
Details	Gains a free re-roll of one Might roll or one Willpower roll once per long rest		

Resilient			
Ability	-	Rank	-
Passive/Active (uses)	Active (1)	Prerequisites	Human Character
Details	<p>When this skill is used, the character may spend two dice from their pool to make any given test. These dice can differ, and both are spent in the normal way.</p> <p>If advantage is in play, then advantage is only in play for one of the dice.</p> <p>If disadvantage is in play, then this skill will remove the disadvantage.</p>		

Skills – Atian Racial

Magical Acuity			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Atia Character
Details	XP cost for learning spells is reduced by 2.		

Wanderer			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Atia Character
Details	Changes the Racial Modifications of abilities to: Might -1, Will +1, Guile +1, Wits 0		

Recast			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Atia Character
Details	This character may re-roll two Will dice they roll per long rest.		

Toughened			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Atia Character
Details	Character gains health bonus for willpower dice in the same way that might dice are used for others		

Skills – Dwarven Racial

Strong Mind			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Dwarf Character
Details	May re-roll all Willpower rolls that are used when defending against spells.		

Stalwart			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Dwarf Character
Details	All damage received is reduced by 2, to a minimum of 1.		

Thrifty			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Dwarf Character
Details	Whenever the character gains coin, this character gains 10% additional		

Prospector			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Dwarf Character
Details	Character gains advantage in all Wit tests for noticing hidden objects and people.		

Skills – Halfling Racial

Light Touch			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Halfling Character
Details	Character gains additional +1 to wits rolls		

Deft			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Halfling Character
Details	Character gains advantage on stealth checks to hide, move unseen etc		

Glib			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Halfling Character
Details	The character gains a +2 bonus to Wits whenever the character interacts with a human and tries to coerce or persuade them in some way.		

Light Feet			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Halfling Character
Details	Character gains 5' movement and is able to move across rough terrain without incurring any penalties		

Skills – Grellkin Racial

Smith			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Grellkin Character
Details	When repairing armour during long rests, this character completely removes all damage from one set of armour		

Ambassador			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Grellkin Character
Details	This character has a +1 modifier to Wits (rather than -1)		

Sturdy			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Grellkin Character
Details	This character's maximum health is increased by 6		

Powerful			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Grellkin Character
Details	This character gains a +1 bonus to all rolls to damage an enemy's armour during physical combat.		

Resilient			
Ability	-	Rank	-
Passive/Active (uses)	Passive	Prerequisites	Grellkin Character
Details	Whenever the character long rests, they heal 100% of their health, up to maximum, regardless of what their current health is.		