

Phalanx

Wits 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

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 – Wits (Rank 1)

Artefact Lore			
Ability	Will	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	1xD12
Details	When trying to ascertain the properties of an item, the character can make the roll with advantage.		

Barter			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	1xD12
Details	When the character buys goods, they may attempt to barter. They do this by rolling wits against the owner of the item. The amount that the price is altered by is the difference between the two die rolls, to a minimum of 1 coin. Note that this can increase the price if the roll fails.		

Busking/Begging			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	1xD8
Details	The character can try to beg or perform in order to attain loose change. The player rolls a Wits die against the GM. The winning difference is the number of Coin attained by the character. The die rolled by the GM should take into account the time of day, how wealthy the people are, suitability of the action taken by the character for the environment.		

Cheer On!			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	1xD12
Details	The character uses a bonus action or an action to use this skill. If they use an action, then count the die roll as its max result. The character rolls a Wits die. The result of the wits die is the number of points fellow characters can spend to add to their rolls. This bonus must be used either in this or the following round of combat (or, if used out of combat, within around a minute, in-game time)		

Control Animal			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	4xD8
Details	The character may spend an action to try to placate and possibly control an animal within 30'. The character and the animal make a wits test. If the character wins, then the animal is at the least placated and no longer hostile or panicked.		

	<p>It is at the GMs digression as to the length and nature of this placation and/or control.</p> <p>This ability will work on mundane animals, such as dogs, horses, and other livestock, but will not work on more intelligent or demonic creatures.</p>
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Distract			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	1xD12
Details	<p>As an action, the character cavorts, dances, and otherwise distracts their foes.</p> <p>The character tests for Wits against each enemy within sight.</p> <p>Any enemy which fails the test will be distracted during their next turn, and suffers a -2 penalty to all rolls they make.</p>		

First Aid			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (3)	Prerequisites	1xD12
Details	<p>The character may spend an action to administer first aid, either to themselves or to another character.</p> <p>The health restored is equals to the result of the die roll.</p> <p>The max die roll may be administered if the recipient also spends and action to receive the first aid.</p> <p>In the case of applying this skill to KOed characters, roll a die as normal.</p>		

Keen Eye			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (3)	Prerequisites	1xD12
Details	<p>When the character makes a test to see if anything may be noticed, they may re-roll the die and accept the result.</p>		

Misdirect			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	2xD12
Details	<p>When the character is attacked, they may choose to defend with wits instead of guile or might.</p>		

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

Perception			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (3)	Prerequisites	1xD12
Details	<p>The character can use this skill at any point to ascertain what kind of die an enemy is rolling for their abilities.</p> <p>To do this, the character rolls wits die against any of the enemy's abilities (chosen by the player). If the character succeeds, the enemy's ability profile must be revealed by the GM.</p>		

Persuasive			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (1)	Prerequisites	2xD12
Details	<p>When the character tries to persuade a creature, they make the test with advantage.</p>		

Sharp Mind			
Ability	Wits	Rank	1
Passive/Active (uses)	Passive	Prerequisites	2xD12
Details	<p>Wit tests are taken with a +1 bonus</p>		

Taunt			
Ability	Wits	Rank	1
Passive/Active (uses)	Active (2)	Prerequisites	1xD12
Details	<p>This skill will cost an action.</p> <p>The character makes a Wits test vs an enemy. If successful, then that enemy has been taunted by the character.</p> <p>That enemy must then try to target the character if it is reasonable to do so. Such is their rage that, when they roll against the character, they do so with a -2 penalty. This lasts until the end of the combat</p>		

Skills – Wits (Rank 2)

Always Alert			
Ability	Wits	Rank	2
Passive/Active (uses)	Passive	Prerequisites	1xD12
Details	The character receives a +2 bonus to Initiative.		

Battlefield Direction			
Ability	Wits	Rank	2
Passive/Active (uses)	Active (1)	Prerequisites	2xD12
Details	<p>The character directs their allies in combat, so that they are more affective in battle.</p> <p>When this skill is used, the result of the die roll is immediately added to the initiative value of the character’s allies within 40’.</p> <p>This skill cannot be used if the character is mute or is otherwise unable to speak.</p>		

Influence			
Ability	Wits	Rank	2
Passive/Active (uses)	Active (1)	Prerequisites	2xD12
Details	<p>The character rolls a wits die against another creature who speaks the same language and can clearly hear the caster.</p> <p>The character suggests something that can be stated in a brief statement that the target would feasibly do or think. If the character rolls higher, the target will attempt to perform this action or react to it accordingly.</p> <p>Such actions may be to “run away!”, “drop your weapon!”, “you are on fire!”, look out behind you!” or some similar statement.</p>		

Misdirect - Advanced			
Ability	Wits	Rank	2
Passive/Active (uses)	Active (1)	Prerequisites	Misdirect
Details	<p>When the character is attacked, they may choose to defend with wits instead of guile or might.</p> <p>If the defence succeeds and is for a melee attack, then the attack may instead be directed against another target within the attacker’s melee range – friend or foe. The character will decide the target.</p>		

Skills – Wits (Rank 3)

Command the Field			
Ability	Wits	Rank	3
Passive/Active (uses)	Active (1)	Prerequisites	1xD20
Details	<p>When this skill is used, the character expends a die from their Wits pool that is higher than a D6.</p> <p>All allied characters immediately gain this die to add to their die pools for any ability of their choosing (note that this can temporarily override the rule that a character must have at least as many dice in a lower rank before attaining a higher one).</p> <p>This die is temporary and must be used either within the current combat or within the next five minutes within game, whichever comes first.</p>		

Influence - Advanced			
Ability	Wits	Rank	3
Passive/Active (uses)	Active (1)	Prerequisites	Influence
Details	<p>The character rolls a wits die against up to for creatures who speaks the same language and can clearly hear the caster. Roll separately for each target.</p> <p>The character suggests something that can be stated in a brief statement that the target would feasibly do or think. If the character rolls higher, the target will attempt to perform this action or react to it accordingly.</p> <p>Such actions may be to “run away!”, “drop your weapon!”, “you are on fire!”, look out behind you!” or some similar statement.</p>		

