

Phoenix Point Skills

Each soldier in *Phoenix Point* has one or two classes from which it can learn skills. Here is a list of skill cheat codes to be used in conjunction with the teach `<skill>` command.

Code	Skill
adr	<i>Adrenaline Rush</i>
AR	<i>Stomp</i>
arm	<i>Armour Break</i>
Assault	Assault proficiency
assaultrifle	+10% accuracy
ber	<i>Berserker proficiency</i>
bigbooms	<i>Boom Blast</i>
Biochemist	<i>Biochemist</i>
blo	<i>Bloodlust</i>
bra	<i>Brawler</i>
Brainiac	<i>Far Sight</i>
Cautious	<i>Cautious</i>
close	<i>Close Combat Specialist</i>
crafty	<i>Bombardier</i>
dash	<i>Dash</i>
dec	<i>Deploy Decoy</i>
devoted	+2 WP
double	Perception increased 100%
eagleeye	Perception range x2
ele	<i>Electric Reinforcement</i>
enhancedvision	Night Vision
exp	<i>Healer</i>
expertheavy	+20% heavy weapon damage
expertlight	<i>Trooper</i> , +20% damage when using rifles and handguns
expertmelee	+25% melee damage
expertmount	+20% mounted weapon range
expertpack	+25% max weight
expertrun	+2 Speed
expertshoot	+20% accuracy when shooting
expertthrow	+50% throw range
ext	<i>Dash Copy</i>
Extremefocus	<i>Extreme Focus</i>
fast	<i>Fast Use</i>
field	<i>Field Repair Kit</i>
Fieldmedic	<i>Field medic</i>
fire	Immunity to fire
Focus	<i>Sniperist</i>
goo	<i>Trooper</i>
gooimmunity	Immunity to goo

Code	Skill
Grenade	+10 Grenade Range
gun	<i>Gunslinger</i> : Using a proficient weapon does not cost any action points, costs 2 will points.
gymrat	+2 strength
hand	+10% accuracy for handguns
Heavy	<i>Heavy</i> proficiency
heavyweapon	+10% accuracy for heavy weapons
Help	<i>Healer</i>
human	jump 1 story up/down
ign	<i>Ignore Pain</i>
ind	<i>Induce Panic</i>
Inf	<i>Infiltrator</i> proficiency
ins	<i>Inspire</i>
jet	<i>Jetpack</i>
lau	<i>Grenade Launcher</i>
machine	Makes the unit a machine entity, unaffected by bio effects but 0 will points
man	<i>Manual Control</i>
mark	<i>Marked for Death</i>
martialartist	Using a melee weapons only costs 1 action point.
mas	<i>Master Marksman</i>
med	<i>Medkit</i>
Melee	<i>Melee</i> proficiency
min	<i>Mind Crush</i>
mindcontrol	<i>Mind Control</i>
mindsense	<i>Mind Sense</i>
mist	<i>Breathe Mist Perk</i>
motion	Motion detector
Mount	+10 Mount Accuracy
overwatch	<i>Overwatch</i> , breaks existing <i>Overwatch</i> on characters if added to character
PDW	+10% PDW Accuracy
pitch	<i>Quarterback</i>
poi	Immunity to poison
priest	<i>Priest</i> proficiency
psy	Immunity to psychic attacks
psychicward	<i>Psychic Ward</i>
qucikaim(?)	<i>Quick Aim</i>
quickaim	<i>Quick Aim</i>
rag	<i>Rage Burst</i>
ral	<i>Rally the Troops</i>
rally	Each ally within 10 tiles regains 1 action point. You need to direct it at a unit within 10 tiles. Otherwise the closest person to be directed target will use 2 action points to give to target.
rap	<i>Rapid Clearance</i>
rea	<i>Ready for Action</i>
Reckless	<i>Reckless</i>

Code	Skill
regen	restore 10 hit points to all body parts and general hit points
rem	<i>Remote Deployment</i>
res	<i>Resourceful</i>
return	<i>Return Fire</i>
self	<i>Self Defense Specialist</i>
Shotgun	+10% Shotgun Accuracy
silence	+10% accuracy for silenced weapons
sne	<i>Sneak Attack</i>
Sniper	<i>Sniper</i> proficiency
spi	spit poison
steal	+25% stealth (= <i>Thief</i> ?)
Stealth	<i>Thief</i>
stim	<i>Stimpack</i>
strike	presumably the <i>fire</i> button for melee only characters
Strongman	<i>Strongman</i>
stun	Immunity to daze
surprise	<i>Surprise Attack</i>
tech	<i>Technician</i> proficiency
throw	<i>Throw Grenade</i>
van	<i>Vanish</i>
vir	Immunity to virus
war	<i>War Cry</i>
Weakspot	<i>Weak Spot</i>

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