

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. **Note:** issuing the `teach` command can be done using abbreviated skill names, e.g. the effect of `teach AdrenalineRush_AbilityDef` can also be achieved by entering `teach adrenalinerush`.

Sorted Skills

| Code | Skill |
|---------------------------------------|--|
| AdrenalineRush_AbilityDef | <i>Adrenaline Rush</i> |
| AreaStun_AbilityDef | <i>Stomp</i> |
| ArmourBreak_AbilityDef | <i>Armour Break</i> |
| Assault_ClassProficiency_AbilityDef | Assault proficiency |
| AssaultRiflesTalent_AbilityDef | Trooper, +10% accuracy |
| Berserker_ClassProficiency_AbilityDef | Berserker proficiency |
| BigBooms_AbilityDef | <i>Boom Blast</i> |
| BioChemist_AbilityDef | <i>Biochemist</i> |
| BloodLust_AbilityDef | <i>Bloodlust</i> |
| Brawler_AbilityDef | <i>Brawler</i> |
| Brainiac_AbilityDef | <i>Far Sight</i> |
| Cautious_AbilityDef | <i>Cautious</i> |
| CloseQuartersSpecialist_AbilityDef | <i>Close Combat Specialist</i> |
| Crafty_AbilityDef | <i>Bombardier</i> |
| Dash_AbilityDef | <i>Dash</i> |
| Decoy_AbilityDef | <i>Deploy Decoy</i> |
| Devoted_AbilityDef | +2 WP |
| DoublePerception_AbilityDef | Perception increased 100% |
| EagleEye_AbilityDef | Perception range x2 |
| ElectricReinforcement_AbilityDef | <i>Electric Reinforcement</i> |
| EnhancedVision_AbilityDef | Night Vision |
| ExpertHealer_AbilityDef | <i>Healer</i> |
| ExpertHeavyWeapons_AbilityDef | +20% heavy weapon damage |
| ExpertLightWeapons_AbilityDef | +20% damage when using rifles and handguns |
| ExpertMelee_AbilityDef | +25% melee damage |
| ExpertMountedWeapons_AbilityDef | +20% mounted weapon range |
| ExpertPacker_AbilityDef | +25% max weight |
| ExpertRunner_AbilityDef | +2 Speed |
| ExpertShooter_AbilityDef | +20% accuracy when shooting |
| ExpertThrower_AbilityDef | +50% throw range |
| ExtraMove_AbilityDef | <i>Dash Copy</i> |
| ExtremeFocus_AbilityDef | <i>Extreme Focus</i> |
| FastUse_AbilityDef | <i>Fast Use</i> |

| Code | Skill |
|--|---|
| FieldMedic_AbilityDef | <i>Field medic</i> |
| FieldRepairKit_AbilityDef | <i>Field Repair Kit</i> |
| FireImmunity_DamageMultiplierAbilityDef | Immunity to fire |
| Focused_AbilityDef | <i>Sniperist</i> |
| GoodShot_AbilityDef | ? |
| GooImmunity_AbilityDef | Immunity to goo |
| GrenadesTalent_AbilityDef | +10 Grenade Range |
| Gunslinger_AbilityDef | <i>Gunslinger</i> : Using a proficient weapon does not cost any action points, costs 2 will points. |
| GymRat_AbilityDef | +2 strength |
| HandgunsTalent_AbilityDef | +10% accuracy for handguns |
| Heavy_ClassProficiency_AbilityDef | <i>Heavy proficiency</i> |
| HeavyWeaponsTalent_AbilityDef | +10% accuracy for heavy weapons |
| Helpful_AbilityDef | <i>Healer</i> |
| Humanoid_HighJump_AbilityDef | jump 1 story up/down |
| IgnorePain_AbilityDef | <i>Ignore Pain</i> |
| InducePanic_AbilityDef | <i>Induce Panic</i> |
| Infiltrator_ClassProficiency_AbilityDef | <i>Infiltrator proficiency</i> |
| Inspire_AbilityDef | <i>Inspire</i> |
| JetJump_AbilityDef | <i>Jetpack</i> |
| LaunchGrenade_ShootAbilityDef | <i>Grenade Launcher</i> |
| MachineEntity_ClassProficiencyAbilityDef | Makes the unit a machine entity, unaffected by bio effects but 0 will points |
| ManualControl_AbilityDef | <i>Manual Control</i> |
| MarkedForDeath_AbilityDef | <i>Marked for Death</i> |
| MartialArtist_AbilityDef | Using a melee weapons only costs 1 action point. |
| MasterMarksman_AbilityDef | <i>Master Marksman</i> |
| Medkit_AbilityDef | <i>Medkit</i> |
| MeleeProficiency_AbilityDef | <i>Melee proficiency</i> |
| MindCrush_AbilityDef | <i>Mind Crush</i> |
| Priest_MindControl_AbilityDef | <i>Mind Control</i> |
| MindSense_AbilityDef | <i>Mind Sense</i> |
| MistBreather_AbilityDef | <i>Breathe Mist Perk</i> |
| MotionDetection_AbilityDef | Motion detector |
| MountedWeaponTalent_AbilityDef | +10 Mount Accuracy |
| Overwatch_AbilityDef | <i>Overwatch</i> , breaks existing <i>Overwatch</i> on characters if added to character |
| PDWTalent_AbilityDef | +10% PDW Accuracy |
| Pitcher_AbilityDef | <i>Quarterback</i> |
| PoisonImmunity_DamageMultiplierAbilityDef | Immunity to poison |
| Priest_ClassProficiency_AbilityDef | <i>Priest proficiency</i> |
| PsychicImmunity_DamageMultiplierAbilityDef | Immunity to psychic attacks |
| PsychicWard_AbilityDef | <i>Psychic Ward</i> |

| Code | Skill |
|--|---|
| QuickAim_AbilityDef | <i>Quick Aim</i> |
| Rally_AbilityDef | <i>Rally the Troops</i> , 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. |
| RapidClearance_AbilityDef | <i>Rapid Clearance</i> |
| ReadyForAction_AbilityDef | <i>Ready for Action</i> |
| Reckless_AbilityDef | <i>Reckless</i> |
| RemoteDeployment_AbilityDef | <i>Remote Deployment</i> |
| Resourceful_AbilityDef | <i>Resourceful</i> |
| ReturnFire_AbilityDef | <i>Return Fire</i> |
| SelfDefenseSpecialist_AbilityDef | <i>Self Defense Specialist</i> |
| ShotgunTalent_AbilityDef | +10% Shotgun Accuracy |
| SilencedWeaponTalent_AbilityDef | +10% accuracy for silenced weapons |
| SneakAttack_AbilityDef | <i>Sneak Attack</i> |
| Sniper_ClassProficiency_AbilityDef | <i>Sniper</i> proficiency |
| SpitPoison_ShootAbilityDef | spit poison |
| Stealth_AbilityDef | <i>Thief</i> , +25% stealth |
| Stimpack_AbilityDef | <i>Stimpack</i> |
| Strike_ShootAbilityDef | presumably the <i>fire</i> button for melee only characters |
| Strongman_AbilityDef | <i>Strongman</i> |
| StunStatusImmunity_AbilityDef | Immunity to daze |
| SurpriseAttack_AbilityDef | <i>Surprise Attack</i> |
| Technician_ClassProficiency_AbilityDef | <i>Technician</i> proficiency |
| ThrowGrenade_ShootAbilityDef | <i>Throw Grenade</i> |
| Vanish_AbilityDef | <i>Vanish</i> |
| VirusImmunity_DamageMultiplierAbilityDef | Immunity to virus |
| WarCry_AbilityDef | <i>War Cry</i> |
| WeakSpot_AbilityDef | <i>Weak Spot</i> |

Other Skills

These here need clarification but are part of the game.

- AcidImmunity_DamageMultiplierAbilityDef
- AcidResistant_DamageMultiplierAbilityDef
- AcidwormExplode_AbilityDef
- AIEvaluation_AbilityDef
- Armadillo_Die_AbilityDef
- Armadillo_EvacuateMountedActorsAbilityDef
- ArmadilloHulk_DieAbilityDef
- Aura_LivingCrystal_AbilityDef
- Aura_OrichalcumStack_AbilityDef
- Aura_ProteanMutaneFire_AbilityDef
- Bash_WithWhateverYouCan_AbilityDef

- BashStrike_AbilityDef
- Basic_Die_AbilityDef
- BionicDamageMultipliers_AbilityDef
- BlastResistant_DamageMultiplierAbilityDef
- BodypartDamageMultiplier_AbilityDef
- BodySlam_AbilityDef
- CanBeRecruited_1x1_AbilityDef
- CanBeRecruited_1x1_Tutorial_AbilityDef
- CanBeRecruited_3x3_Disabled_AbilityDef
- CanBeRecruitedOmar_1x1_Tutorial_AbilityDef
- CanBeRecruitedTakeshi_1x1_Tutorial_AbilityDef
- Chiron_BashStrike_AbilityDef
- Chiron_Die_AbilityDef
- Chiron_EnterPlay_AbilityDef
- Chiron_EnterStabilityStance_AbilityDef
- Chiron_ExitStabilityStance_AbilityDef
- Chiron_Strike_AbilityDef
- ChironJumpOneFloor_AbilityDef
- CloseQuarters_AbilityDef
- Crabman_Die_AbilityDef
- Crabman_EnterPlayAbilityDef
- CrystalStacks_DamageAmplification_AbilityDef
- DeadlyDuo_FollowUp_ShootAbilityDef
- DeadlyDuo_ShootAbilityDef
- Decoy_Die_AbilityDef
- DefaultDieAbilityDef
- DemolitionMan_AbilityDef
- DeployDrone_ShootAbilityDef
- DeployDronePack_ShootAbilityDef
- DeployInjectorBomb1_AbilityDef
- DeployInjectorBomb2_AbilityDef
- DeployInjectorBomb3_AbilityDef
- DeployInjectorBomb4_AbilityDef
- DeployLaserTurret_AbilityDef
- DeployPRCRTurret_AbilityDef
- DeployRiotShield_AbilityDef
- DeployShield_AbilityDef
- DeployShield_Bionic_AbilityDef
- DeployShield_BionicAi_AbilityDef
- DeployShield_Guardian_AbilityDef
- DeployShield_Guardian_Dual_AbilityDef
- DeployTurret_AbilityDef
- DeployTurret_PlayAnimation_AbilityDef
- DeterminedAdvance_AbilityDef
- DropItem_AbilityDef
- EagleEyed_AbilityDef
- Egg_HatchAcidWorm_MorphIntoActorAbilityDef
- Egg_HatchFireWorm_MorphIntoActorAbilityDef
- Egg_HatchPoisonWorm_MorphIntoActorAbilityDef
- EggFacehugger_Die_AbilityDef

- EggFacehugger_HatchFacehugger_MorphIntoActorAbilityDef
- EggFacehugger_HulkDieAbilityDef
- EggFacehugger_StartPreparing_AbilityDef
- EggFacehugger_Surveillance_AbilityDef
- ElectricKick_AbilityDef
- ElectricTentacleAttack_AbilityDef
- EMPResistant_DamageMultiplierAbilityDef
- EndTurn_AbilityDef
- EnterVehicle_AbilityDef
- EnterVehicle_Instant_AbilityDef
- Exalted_Die_AbilityDef
- Exalted_InducePanic_AbilityDef
- Exalted_MindControl_AbilityDef
- Exalted_MindCrush_AbilityDef
- Exalted_MistBreather_AbilityDef
- Exalted_PsychicScream_AbilityDef
- Exalted_ReleaseControl_AbilityDef
- ExaltedInteractWithYuggothian_AbilityDef
- ExitMission_AbilityDef
- ExitVehicle_AbilityDef
- ExitVehicle_Instant_AbilityDef
- Exo_Leap_AbilityDef
- ExplodingBarrel_StructuralTargetDieAbilityDef
- Facehugger_Die_AbilityDef
- Facehugger_MindControl_AbilityDef
- FallNoSupport_AbilityDef
- FireResistant_DamageMultiplierAbilityDef
- FireStatusImmunity_AbilityDef
- FireVulnerability_DamageMultiplierAbilityDef
- FirewormEgg_Die_AbilityDef
- FirewormEgg_HulkDieAbilityDef
- FirewormEgg_StartPreparing_AbilityDef
- FirewormEgg_Surveillance_AbilityDef
- FirewormEnterPlay_AbilityDef
- FirewormExplode_AbilityDef
- FirewormFallNoSupport_AbilityDef
- Fishman_ClassProficiency_AbilityDef
- Fishman_Die_AbilityDef
- Fishman_EnterPlay_AbilityDef
- Fishman_HumanWeaponsProficiency_AbilityDef
- Fishman_Regeneration_Passive_AbilityDef
- Fishman_SpawnMist_AbilityDef
- Fishman_UpperArms_Strike_AbilityDef
- Fishman_UpperArms_Strike_ShootAbilityDef
- FlameThrower_ShootAbilityDef
- FrenzySelfDamageAbilityDef
- GrenadeSpam_ShootAbilityDef
- GrenadeSpam_ShootAbilityFollowUpDef
- Guardian_Beam_ShootAbilityDef
- Guardian_Drill_AbilityDef
- Guardian_Drill_ShootAbilityDef

- Guardian_ShieldSlice_AbilityDef
- Guardian_ShieldSlice_ShootAbilityDef
- Guardian_Stomp_AbilityDef
- Handgun_ShootAbilityDef
- HeavyLifter_AbilityDef
- HumanoidGuardian_AwakeAnimAbilityDef
- HumanoidGuardian_Die_AbilityDef
- HumanoidGuardian_EnterPlayAbilityDef
- Idle_AbilityDef
- InjectorBomb_Die_AbilityDef
- InteractWithObject_AbilityDef
- InteractWithYuggothian_AbilityDef
- Inventory_AbilityDef
- InventoryVehicle_AbilityDef
- LaserArray_ShootAbilityDef
- LaunchAcidWorm_ShootAbilityDef
- LaunchFireWorm_ShootAbilityDef
- LaunchGoo_ShootAbilityDef
- LaunchMissiles_ShootAbilityDef
- LaunchMortar_ShootAbilityDef
- LaunchPoisonWorm_ShootAbilityDef
- LaunchRocket_ShootAbilityDef
- MachineEntityDazeImmunity_AbilityDef
- Madman_AbilityDef
- MadmanTutorial_AbilityDef
- MediumGuardian_AwakeAnimAbilityDef
- MediumGuardian_Die_AbilityDef
- MediumGuardian_EnterPlayAbilityDef
- MeleeReturnFire_WithBashAbility_AbilityDef
- MeleeReturnFire_WithShootAbility_AbilityDef
- MeleeWeaponTalent_AbilityDef
- MindControlImmunity_AbilityDef
- MistLaunch_ShootAbilityDef
- MistRepeller_AbilityDef
- Move_AbilityDef
- Move3x3_AbilityDef
- Move5x5_AbilityDef
- Mutog_CanLeap_AbilityDef
- Mutog_ControlledByPriest_AbilityDef
- Mutog_Devour_AbilityDef
- Mutog_Die_AbilityDef
- Mutog_EnterPlay_AbilityDef
- Mutog_HeadAttack_AbilityDef
- Mutog_HeadBash_AbilityDef
- Mutog_HeadBash_BashAbilityDef
- Mutog_Leap_AbilityDef
- Mutog_LeftPawBash_AbilityDef
- Mutog_PlayBerserkAnimation_AbilityDef
- Mutog_PlayDevourAnimation_AbilityDef
- Mutog_PrimalInstinct_AbilityDef

- Mutog_Ram_AbilityDef
- Mutog_Regeneration_AbilityDef
- Mutog_RightPawBash_AbilityDef
- Mutog_TailBash_AbilityDef
- Mutog_TailBash_BashAbilityDef
- Mutog_TailSlice_AbilityDef
- Mutog_TailSlice_BashAbilityDef
- Mutog_TongueLash_AbilityDef
- NeuralDisruption_AbilityDef
- Neurazer_BashStrike_AbilityDef
- Oilcrab_Die_DeathBelcher_AbilityDef
- Oilcrab_PlayMorphAnimationAbilityDef
- Oilfish_Die_DeathBelcher_AbilityDef
- Oilfish_PlayMorphAnimationAbilityDef
- OilMonster_Die_AbilityDef
- OpenCrate_AbilityDef
- OverwatchFocus_AbilityDef
- PainChameleon_AbilityDef
- Panic_AbilityDef
- ParalysedStatusImmunity_AbilityDef
- ParalysisImmunity_DamageMultiplierAbilityDef
- PlayActionAnimation_AbilityDef
- PlaySeedsAnimation_AbilityDef
- PoisonResistant_DamageMultiplierAbilityDef
- PoisonwormExplode_AbilityDef
- Priest_InstilFrenzy_AbilityDef
- Priest_PsychicScream_AbilityDef
- PsychicResistant_DamageMultiplierAbilityDef
- Queen_BashStrike_AbilityDef
- Queen_CanLeap_AbilityDef
- Queen_Die_AbilityDef
- Queen_Die_Belcher_AbilityDef
- Queen_EnterPlay_AbilityDef
- Queen_GunsFire_ShootAbilityDef
- Queen_IdleAbilityDef
- Queen_InstilFrenzy_AbilityDef
- Queen_Leap_AbilityDef
- Queen_SpawnFacehugger_AbilityDef
- Queen_SpawnMist_AbilityDef
- Queen_StartPreparing_AbilityDef
- Queen_Strike_AbilityDef
- RadiantHope_AbilityDef
- RageBurst_RageBurstInConeAbilityDef
- RageBurst_ShootAbilityDef
- RecoverWill_AbilityDef
- RecruitIntoPhoenix_AbilityDef
- RecruitIntoPhoenix_Tutorial_AbilityDef
- Regeneration_Torso_Passive_AbilityDef
- ReleaseControl_AbilityDef
- Reload_AbilityDef
- ReloadTurret_AbilityDef

- ResourceCrate_DieAbilityDef
- RestrictedMovement_AbilityDef
- RetrieveShield_AbilityDef
- RetrieveTurret_AbilityDef
- ReturnFire_WithInactiveWeapon_AbilityDef
- RevealToPhoenix_Tutorial_AbilityDef
- SafeLanding_AbilityDef
- Scarab_Die_AbilityDef
- Scarab_EvacuateMountedActorsAbilityDef
- ScarabHulk_DieAbilityDef
- ScytherBashStrike_AbilityDef
- ScytherStrike_ShootAbilityDef
- SenseLocate_AbilityDef
- Sentinel_Die_AbilityDef
- Sentinel_StartPreparing_AbilityDef
- SentinelHatching_MassHatch_AbilityDef
- SentinelHatching_Surveillance_AbilityDef
- SentinelMist_SpawnMist_AbilityDef
- SentinelMist_Surveillance_AbilityDef
- SentinelTerror_Surveillance_AbilityDef
- SentinelTerror_TelepathicAttack_AbilityDef
- SentryTurret_Die_AbilityDef
- ShadowStep_AbilityDef
- ShieldProficiency_AbilityDef
- ShootPoisonSpike_ShootAbilityDef
- SilentEcho_AbilityDef
- Siren_EnterPlay_AbilityDef
- Siren_Injecting_BashStrike_AbilityDef
- Siren_Injecting_Strike_AbilityDef
- Siren_InstilFrenzy_AbilityDef
- Siren_PsychicScream_AbilityDef
- Siren_Slashing_BashStrike_AbilityDef
- Siren_SlashingStrike_AbilityDef
- Siren_SpitAcid_AbilityDef
- SniperTalent_AbilityDef
- Soldier_Die_AbilityDef
- SonicBlast_ShootAbilityDef
- SonicImmunity_DamageMultiplierAbilityDef
- SonicResistance_DamageMultiplierAbilityDef
- Sow_AbilityDef
- SpawningPoolCrabman_HulkDie_AbilityDef
- SpiderDroneEnterPlay_AbilityDef
- SpiderDroneExplode_AbilityDef
- SpiderDroneFallNoSupport_AbilityDef
- StandBy_AbilityDef
- StealthSpecialist_AbilityDef
- StomperLegs_EnterStabilityStance_AbilityDef
- StomperLegs_ExitStabilityStance_AbilityDef
- StomperLegs_Stomp_AbilityDef
- Strength_PassiveModifierAbilityDef

- StructuralTarget_StructuralTargetDieAbilityDef
- StructuralTargetSlowAura_AbilityDef
- StructuralTargetSwitch_AbilityDef
- Structure_ClassProficiencyAbilityDef
- SwarmerEgg_Die_AbilityDef
- SwarmerEgg_HatchSwarmer_MorphIntoActorAbilityDef
- SwarmerEgg_HulkDieAbilityDef
- SwarmerEgg_StartPreparing_AbilityDef
- SwarmerEgg_Surveillance_AbilityDef
- SY_Aspida_Die_AbilityDef
- SY_Aspida_EvacuateMountedActorsAbilityDef
- SY_AspidaBashStrike_AbilityDef
- SY_AspidaHulk_DieAbilityDef
- SY_AspidaStrike_ShootAbilityDef
- SY_FullRestoration_AbilityDef
- TechnicianBashStrike_AbilityDef
- TechnicianHeal_AbilityDef
- TechnicianPowerSurge_ShootAbilityDef
- TechnicianRemoveFacehugger_AbilityDef
- TechnicianRepair_AbilityDef
- TechnicianRestoreBodyPart_AbilityDef
- TechnicianStrike_ShootAbilityDef
- TechTurret_Die_AbilityDef
- TestActionAnimation_AbilityDef
- Thief_AbilityDef
- ThrowLaserTurret_AbilityDef
- ThrowPRCRTurret_AbilityDef
- ThrowTurret_AbilityDef
- TotalClearance_ShootAbilityDef
- TotalClearance_ShootAbilityFollowUpDef
- TurretCombo_ShootAbilityDef
- UnusableLeftHand_AbilityDef
- UnusableRightHand_AbilityDef
- UseAttachedEquipment_AbilityDef
- VehicleRam_AbilityDef
- VirophageMedkit_AbilityDef
- VirusResistant_DamageMultiplierAbilityDef
- Weapon_ShootAbilityDef
- Worm_Die_AbilityDef
- Yuggothian_HulkDie_AbilityDef
- Yuggothian_InducePanic_AbilityDef
- Yuggothian_Shields_AbilityDef
- Yuggothian_StatusAttack_AbilityDef
- Yuggothian_StatusDefence_AbilityDef
- Zombified_ClassProficiencyAbilityDef

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