

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 adrenalinrush*.

Sorted Skills

Code	Skill
AdrenalineRush_AbilityDef	<i>Adrenaline Rush</i>
AreaStun_AbilityDef	<i>Stomp</i>
ArmourBreak_AbilityDef	<i>Armour Break</i>
Assault_ClassProficiency_AbilityDef	<i>Assault proficiency</i>
AssaultRiflesTalent_AbilityDef	<i>Trooper, +10% accuracy</i>
Berserker_ClassProficiency_AbilityDef	<i>Berserker proficiency</i>
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</i> proficiency
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</i> proficiency
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</i> proficiency
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</i> proficiency
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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