

# Rule Modifications

## Part of the 4ternity Project

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### Character Creation

The steps in creating a 4ternity character are: (adapted from page 20 of the Alternity Player's Handbook)

1. **Develop a Hero Concept** – as per Alternity.
2. **Choose a Race** – [the races](#) are Human, Fraal, Mechalus, Sesheyan, T'sa, and Weren.
3. **Choose a Career** – as per Alternity, although the point costs are ignored.
4. **Pick a Class** – [the classes](#) are Combat Spec, Diplomat, Free Agent, Mindwalker, and Tech Op.
5. **Assign Ability Scores** – as per 4e D&D. You can either assign an array (16, 14, 14, 11, 10, 10; 18, 14, 11, 10, 10, 8; or 16, 16, 12, 11, 11, 8) or use the standard point-buy system in 4e D&D. Characters get bonuses to their ability scores based on their race, as per 4e D&D.
6. **Determine Options** – including class features, [Stellar Nation benefits](#), and so on.
7. **Pick Skills** – each character gets [six skills](#) (called “broad skills” in Alternity) based on her race, and up to four class skills based on her class. She also gets bonus skills based on her Intelligence modifier, which are not limited by her class.
8. **Pick Specialties** – each character also gets six specialties (called “specialty skills” in Alternity) based on her class, and bonus specialties based on her Wisdom modifier (which are not limited by her class).
9. **Choose Attributes** – as per Alternity, these are the character's motivation, moral attitude, and character traits; they don't have any mechanical effect on the game.

### Last Resort Points

Characters in 4ternity games do not gain and use action points; instead, they have last resort points.

You have a number of last resort points equal to 1 + half your Charisma modifier.

Charisma	Last Resort Points
3–7	0
8–13	1
14–17	2
18+	3

A last resort point can be spent in the following ways:

- Reroll an attack you made; you must use the second result.
- Force an enemy to reroll an attack made against you; your attacker must use the second result.
- Reroll a saving throw you made; you must use the second result.
- Reroll a skill check you made; you must use the second result.

Last resort points renew to their starting value when you take an extended rest. You also gain an additional last resort point each time you reach a milestone. You can use any number of last resort points in a single combat, but you can only use one last resort point to affect any given die roll (unless you're a free agent, who can use two).

Normal monsters don't have last resort points; at the DM's option, elite monsters can have last resort points based on their Charisma, and solo monsters have two additional last resort points.

### Skills and Specialties

There are a total of 46 skills in 4ternity, corresponding the broad skills in Alternity. Each skill has one or more specialties, based on Alternity's specialty skills. Note that the list of skills includes five weapon skills, which aren't counted as skills under 4e D&D.

A specialty is written like this:

Skill Name – *specialty name*

Skill checks are made as in 4e D&D, but with the following math, based partially on D&D Gamma World:

Untrained	d20 + Ability modifier
Trained Skill	d20 + Ability modifier + level
Trained Specialty	d20 + Ability modifier + level + 4

Some specialties, as per Alternity's skill list, can't be used untrained.

As noted earlier under Character Creation, a character starts with 6 skills based on her race, 4 skills of her choice from her class skills, and additional bonus skills. Bonus skills equal 2 + her Intelligence modifier, and she can choose any skills she wants. (Exception: Unless she is a Mindwalker or a Diplomat/Mindwalker, she can choose a maximum of one psionic skill.)

She can also choose 6 specialties, from a list of specialties for her class. The class lists are based on the Alternity specialty skill list; any skill for which the class (profession) gains a discount is considered a specialty for that class. In addition, she gains bonus specialties equal to 2 + her Wisdom modifier, and she can choose any skills she wants. (Exception, again: Unless she is a Mindwalker or a Diplomat/Mindwalker, she can choose a maximum of two psionic specialties.)

Attacks are made as skill checks; weapon attacks have an additional modifier, from -2 to +2, based on the weapon's accuracy. The exact value is the [opposite](#) of the Alternity weapon accuracy value; if a weapon has a -1 step modifier, attacks with that weapon gain a +1 bonus on attacks in 4lternity.

Characters trained in a weapon skill (proficient with the weapon) roll an attack of d20 + Ability modifier + level + weapon accuracy. Characters specialized with the weapon make the same roll but with a +4 bonus.

## Defenses, Initiative, & Damage Types

A character's defenses are calculated as in D&D Gamma World (full level, not half level as per 4e D&D):

**AC** = Armor Bonus + level (+ Dex/Int for light/no armor)

**Fortitude** = Str/Con + level

**Reflex** = Int/Dex + level

**Will** = Wis/Cha + level

Initiative is calculated as per D&D Gamma World:

**Initiative** = d20 + Dexterity modifier + level

## Damage Types

There are four types of damage in 4lternity: bleed, energy, impact, and psychic. Most weapons do impact damage – these are listed as LI or HI in Alternity – and some do energy (EN) damage. Most ongoing damage is bleed damage, but some might be energy (being on fire) or impact (being crushed). Only mental powers can cause psychic damage.

Armor provides resistance to both impact and energy damage. Armor generally does not provide resistance to psychic damage. Nothing provides

resistance to bleed damage.

## Reading the Weapon Tables

Weapon stats are calculated based on the Alternity rules, and don't use existing game stats found in 4e D&D or D&D Gamma World. Here's how to convert a weapon listing in Alternity (see pages 172, 176, and 182 of the Alternity Player's Handbook) to the 4lternity equivalent.

**Skill** – the skill used remains the same. If a weapon requires the Melee – blade skill in Alternity, it requires the same skill in 4lternity. (Of course, it can be used with just the unspecialized skill, or untrained even.)

**Accuracy** – the 4lternity accuracy is the opposite of the Alternity accuracy. If a weapon has a -1 step modifier, attacks with that weapon gain a +1 bonus on attacks in 4lternity.

**Range** – Unlike 4e D&D, 4lternity uses 2 meter squares instead of 5' squares. To convert Alternity ranges to 4lternity squares, divide the ranges by 2. Attacks at medium range take a -2 penalty on the attack roll, and long range attacks are at -5.

**Type** – There are 2 primary types of damage in 4lternity: impact and energy. Impact consists of what D&D Gamma World calls physical damage (and 4e D&D usually calls "untyped damage") and is indicated by LI and HI on the Alternity weapon tables. Energy includes everything else, such as fire, cold, electricity/lightning, necrotic, acid, and so on. For more on damage types, see the following section about armor.

*High Crit:* All HI weapons are gain the high crit quality from 4e D&D.

**Damage** – To calculate a weapon's damage in 4lternity, look up the Good damage in Alternity; that indicates the base die. If a Good result does wound damage in Alternity, increase the die size by one. If there are any additional bonuses on the die roll, increase the die size by one for each point of extra damage.

When increasing a die size, skip over the parenthetical values listed; those show where those dice lie on the chart.

d4 – d6 – d8 (2d4) – d10 – d12 (2d6, 3d4) – 2d8 (3d6) – 2d10 – 2d12

*Example:* A 15mm sabot pistol does 2d4w/2d4+1w/d4+3m. We're only concerned with the Good result, which is 2d4+1w. The base is 2d4. We increase the die size by 1 because it does wound damage, to a result of d10. Then because of the +1 after the 2d4, we increase the die size to d12. A hit from the sabot pistol will do 1d12 damage.

*Another example:* A flintlock musket does d6+3w on a Good hit. The d6 becomes a d8 because the weapon does wound damage. Then

we increase the size another 3 steps because of the +3 – to d10, d12, and then 2d8, skipping over the dice in parentheses. The musket does 2d8 damage.

**Actions** – Ignore the “Actions” column; it’s not used in 4lternity.

**Clip Size, Clip Cost** – These are unchanged from Alternity. It requires a minor action to reload a weapon in 4lternity.

**Hide** – as per Alternity, these are bonuses to skill checks made to hide the weapon.

**Mass, Avail, Cost** – as per Alternity.

## Weapon Properties

### High Crit

All weapons that do “HI” damage in Alternity gain the high crit property in 4lternity.

### Stun

Any weapon which does stun damage in Alternity on an Amazing hit has the stun property in 4lternity.

Attacks made using weapons with the stun property attack Fortitude instead of AC. Creatures reduced to 0 or fewer hit points by such a weapon are unconscious, not dead or dying.

Examples of weapons with the stun property include stun baton, stutter pistol, stutter SMG, stun grenade, pulse grenade, and stutter cannon.

## Reading the Armor Tables

Armor is also calculated based on the Alternity rules; the table is on page 188 of the Alternity Player’s Handbook.

**Heavy armor** is any armor that’s listed as requiring a skill. **Light armor** is any armor that doesn’t require a skill. Thus hide armor, chainmail, assault gear, riot shields, and body tanks are heavy armor, while leather armor, leather coats, leather vests, CF long and short coats, and CF softsuits are light armor.

### Light Armor

The armor bonus for light armor is the maximum that can be rolled for LI divided by 2:

$$\text{Armor bonus} = \text{maximum(LI)} / 2$$

Leather armor is LI d6-2 in Alternity, so in 4lternity that’s (6-2)/2, or +2 armor bonus. A CF short coat is LI d4-1, or (4-1)/2 = +1 armor bonus.

When wearing light armor or no armor, you always add your Dexterity or Intelligence modifier to your AC. You lose this bonus if you wear heavy armor.

In addition to providing an armor bonus to your AC, light armor also provides some protection against damage. When wearing light armor you gain resist impact equal to the maximum HI divided by 2, resist energy equal to the maximum En.

$$\text{Resist impact} = \text{maximum(HI)} / 2$$

$$\text{Resist energy} = \text{maximum(En)} / 2$$

A CF softsuit provides HI d6 and En d6-1, so that gives you resist 3 impact and resist 2 energy in 4lternity.

Light armor does not reduce speed and has no penalty to armor checks.

### Heavy Armor

The armor bonus for heavy armor is the maximum that can be rolled for LI.

$$\text{Armor bonus} = \text{maximum(LI)}$$

Thus chain mail (LI d6-1) gives a +5 armor bonus to AC, and a body tank (LI 2d4+1) gives a +9 armor bonus.

Heavy armor also provides resist impact equal to the maximum HI, and resist energy equal to the maximum En result.

$$\text{Resist impact} = \text{maximum(HI)}$$

$$\text{Resist energy} = \text{maximum(En)}$$

A suit of powered attack armor (LI d6+1 / HI d6+2 / En d6) gives a +7 armor bonus to AC, resist 8 impact, and resist 6 energy.

### Armor Check Penalty

The opposite value of the Action Penalty in the Alternity stats becomes the armor check penalty in 4lternity; this applies to all Dexterity-, Strength-, or Constitution-based skill checks made while wearing the armor. Note that unlike 4e D&D this also includes attacks, which are skill checks in 4lternity. (Combat Specs receive a class ability to mitigate this penalty.)

### Speed

Armor with an action check penalty of +2 or higher in Alternity reduces your speed by 1 in 4lternity.

## Shields and Helmets

Shields in 4ternity provide an Armor Class modifier as in Gamma World. The shield bonus of a shield equals its adjustment to LI armor in Alternity.

Proficiency in shields requires the Armor Operation skill, or Armor Operation—*combat armor*, as per Alternity.

Helmets provide a bonus to resistances if worn with armor that doesn't include armor for your head. A helmet increases your resist impact by an amount equal to the Alternity LI value.

Shields and helmets never provide speed penalties.

## Good weapons and Good armor

Good weapons (in the Alternity sense of Good) ignore up to 15 points of resistance. Good armor provides an additional 10 points of resist impact and resist energy.

## *Healing Surges*

During a short rest, you can't spend any healing surges unless you receive medical treatment.

If someone uses Knowledge—*first aid* on you during a short rest – or if you use it on yourself – you can spend one healing surge if you beat the Easy DC for your level with your skill check.

If Medical Science—*treatment* is used instead, you can spend one healing surge if the skill check beats the Easy DC, two if it beats the Moderate DC, and three if it beats the Hard DC.

You can't spend any more healing surges until you pass a milestone.

During an extended rest, you can regain your healing surge value in hit points if you have any healing surges left at the start of the extended rest. If you don't have any surges left at the time you begin the extended rest, you regain 1 hit point.

Devices that allow you to heal wound damage in Alternity, such as a Trauma Pack II, allow you to spend a healing surge in 4ternity.