

# Skill Utilities

## Part of the 4ternity Project

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### Strength Skills

#### Armor Operation

##### Shield Block Armor Operation Utility

Encounter

Free Action Personal

**Requirement:** You must be using a shield.

**Trigger:** You take physical or energy damage from an attack.

**Effect:** You take half damage from the triggering attack.

##### Shake Off Stun Armor Operation Utility

At-Will

No Action Personal

**Trigger:** You begin your turn stunned or dazed.

**Effect:** You can make a saving throw to end the triggering effect, even if the effect does not normally allow a saving throw.

#### Athletics

##### Great Leap Athletics Utility

At-Will

Move Action Personal

**Prerequisite:** You must be trained in Athletics—*jump*.

**Effect:** You make an Athletics—*jump* check to jump. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

##### Hold Your Ground Athletics Utility

Encounter

Immediate Interrupt Personal

**Trigger:** You are pulled, pushed, slid, or knocked prone.

**Effect:** You are not pulled, pushed, slid, or knocked prone.

##### Push Forward Athletics Utility

Encounter

Move Action Personal

**Effect:** You shift up to 3 squares to a square adjacent to an enemy.

##### Nimble Climb Athletics Utility

At-Will

Move Action Personal

**Prerequisite:** You must be trained in Athletics—*climb*.

**Effect:** You make an Athletics—*climb* check to climb. If the check succeeds, you gain a +4 power bonus to your speed while climbing during this move.

#### Heavy Weapons

##### Heavy Weapons Reload Heavy Weapons Utility

At-Will

Minor Action Personal

**Requirement:** You must be using a heavy weapon weapon.

**Effect:** You reload your weapon.

##### Precision Aiming Heavy Weapons Utility

At-Will

Move Action Personal

**Requirement:** You must be using a rifle, SMG, or direct fire heavy weapon.

**Effect:** Until the end of your turn, you do not take penalties on your attack roll for medium range, for long range, for cover, or for concealment. You still take penalties for total concealment or superior cover.

#### Melee Weapons

##### Off-Hand Assist Melee Weapons Utility

Encounter

Free Action Special

**Requirement:** You must be wielding two melee weapons.

**Trigger:** You hit with a Melee Weapons attack with your primary weapon.

**Effect:** Your attack does 1[W] (off-hand weapon) additional damage.

##### Quick Draw Melee Weapons Utility

Encounter

No Action Personal

**Trigger:** You roll initiative.

**Effect:** You gain a +3 power bonus on your initiative roll. You draw a weapon.

##### Reactive Parry Melee Weapons Utility

Encounter

Immediate Interrupt Personal

**Requirement:** You must be wielding a melee weapon.

**Trigger:** You are hit by a melee attack.

**Effect:** You gain a +4 power bonus to all defenses against the triggering attack.

#### Unarmed Attack

##### Crowd Fighting Unarmed Attack Utility

Encounter

Immediate Reaction Melee 1

**Prerequisite:** You must be trained in Unarmed Attack—*brawl*

**Target:** One creature other than the triggering enemy

**Effect:** The target takes damage equal to 3 + your Dexterity modifier.

##### Dazing Blow Unarmed Attack Utility

Encounter

No Action Special

**Trigger:** You hit with an unarmed attack.

**Target:** The creature you hit

**Effect:** The target is dazed until the end of your next turn.

# Dexterity Skills

## Acrobatics

### Aerial Supremacy Acrobatics Utility

Encounter

Move Action Personal

**Prerequisite:** You must be trained in Acrobatics—*flight*.

**Effect:** You fly a number of squares equal to your fly speed. Until the end of your next turn, you gain combat advantage against all opponents who do not have a fly speed.

### Agile Recovery Acrobatics Utility

At-Will

Minor Action Personal

**Effect:** You stand up.

### Reactive Block Acrobatics Utility

Encounter

**Prerequisite:** You must be trained in Acrobatics—*defensive martial arts*.

Immediate Interrupt Personal

**Trigger:** You are hit by a melee attack.

**Effect:** You gain a +4 power bonus to all defenses against the triggering attack.

### Reaction Dodge Acrobatics Utility

Encounter

**Prerequisite:** You must be trained in Acrobatics—*dodge*.

Immediate Interrupt Personal

**Trigger:** You are hit by a ranged attack.

**Effect:** You gain a +4 power bonus to all defenses against the triggering attack.

### Tumble Acrobatics Utility

Encounter

Move Action Personal

**Effect:** You shift up to your speed.

## Manipulation

### Fast Hands Manipulation Utility

At-Will

Free Action Personal

**Effect:** You draw or sheathe a weapon, pick up an item in your space or adjacent to it, or retrieve or stow an item

**Special:** You can use this power only once per round.

### Hidden Blade Manipulation Utility

Encounter

Minor Action Personal

**Effect:** You gain combat advantage for the next attack you make with an off-hand weapon before the end of your next turn.

### Nimble Fingers Manipulation Utility

Encounter

Minor Action Melee 1

**Prerequisite:** You must be trained in Manipulation—*pickpocket*.

**Target:** One creature

**Effect:** You draw one weapon that is sheathed or worn (but not held) by the target, stow a single item on the target, or retrieve a single item the target has stowed. If you are hidden from the target, the target is not aware that you have used this power.

### Quick Fingers Manipulation Utility

Encounter

Minor Personal

**Effect:** You make a Manipulation check as part of this action, even if the check is normally a standard action.

## Modern Ranged Weapons

### Precision Aiming Modern Ranged Utility

At-Will

Move Action Personal

**Requirement:** You must be using a rifle, SMG, or direct fire heavy weapon.

**Effect:** Until the end of your turn, you do not take penalties on your attack roll for medium range, for long range, for cover, or for concealment. You still take penalties

for total concealment or superior cover.

### Quick Draw Modern Ranged Utility

Encounter

No Action Personal

**Trigger:** You roll initiative.

**Effect:** You gain a +3 power bonus on your initiative roll. You draw a weapon.

### Quick Reload Modern Ranged Utility

At-Will

Free Action Personal

**Requirement:** You must be using a modern ranged weapon.

**Effect:** You reload your weapon. You can use this power once per turn.

### Two-Fisted Shooting Modern Ranged Utility

Encounter

Free Action Special

**Requirement:** You must be wielding a pistol in each hand.

**Trigger:** You hit with a Modern Ranged Weapons—*pistol* attack with your primary weapon.

**Effect:** Your attack does 1[W] (off-hand weapon) additional damage. This power expends one unit of ammunition from your off-hand weapon.

## Primitive Ranged Weapons

### Flintlock Reload Primitive Ranged Utility

At-Will

Minor Action Personal

**Requirement:** You must be using a flintlock weapon.

**Effect:** You reload your weapon.

### Blackpowder Cloud Primitive Ranged Utility

Encounter

No Action Personal

**Trigger:** You make an attack with a flintlock weapon.

**Effect:** You gain concealment until the end of your next turn.

## Stealth

### Chameleon Stealth Utility

At-Will

**Immediate Interrupt** **Personal**

**Prerequisite:** You must be trained in Stealth — *hide*.

**Trigger:** You are hidden and lose cover or concealment against an enemy.

**Effect:** You make a Stealth — *hide* check. If your check beats the triggering enemy's passive Awareness — *perception*, you remain hidden from it, and until the end of your next turn you can remain hidden from it without needing any cover or concealment.

### Fleeting Ghost Stealth Utility

At-Will **Martial**

**Move Action** **Personal**

**Effect:** You move up to your speed and can make a Stealth check to hide. You take no penalty to the Stealth check for the movement, though you must still meet the normal requirements to hide.

### Out of Sight Stealth Utility

Encounter

**Move Action** **Personal**

**Effect:** You shift 1 square, and then you move up to your speed. If you end your movement in a square with cover or concealment, you can make a Stealth — *hide* check as a free action to hide from nonadjacent enemies.

### Persistent Tail Stealth Utility

At-Will

**Move Action** **Close** burst 20

**Prerequisite:** You must be trained in Stealth — *shadow*.

**Target:** One creature in the burst that you can see and that you have cover or concealment against

**Effect:** The first time the target moves before the start of your next turn, you can move your speed as an immediate reaction. If you end the movement with cover or concealment against the target, you can make a Stealth check to become hidden.

### Shrouding Gloom Stealth Utility

Encounter

**Minor Action** **Personal**

**Requirement:** You must have cover or concealment.

**Effect:** You make a Stealth — *hide* check.

## Vehicle Operation

### Evasive Maneuvers Vehicle Operations Utility

Encounter

**Immediate Interrupt** **Personal**

**Trigger:** The vehicle you are piloting is hit by an attack.

**Effect:** The vehicle you are piloting gains a +4 power bonus to all defenses against the triggering attack.

# Constitution Skills

## Movement

### Spot the Path Movement Utility

Encounter

Minor Action Close burst 5

**Prerequisite:** You must be trained in Movement—*trailblazing*.

**Target:** You and each ally in the burst

**Effect:** Each target ignores difficult terrain until the end of your next turn.

### Burst of Speed Movement Utility

Encounter

Minor Action Personal

**Prerequisite:** You must be trained in Movement—*race*.

**Effect:** You gain a +2 power bonus to speed until the end of this turn. Until the start of your next turn, you do not grant combat advantage or take a penalty to attack rolls for running.

## Stamina

### Boundless Endurance Stamina Utility

Encounter

No Action Personal

**Trigger:** You fail a saving throw.

**Effect:** You reroll the saving throw and must use the second result.

### Ignore Weakness Stamina Utility

Encounter

No Action Personal

**Prerequisite:** You must be trained in Stamina—*endurance*.

**Trigger:** You start your turn immobilized, slowed, or weakened by an effect that a save can end.

**Effect:** You make a saving throw with a +5 power bonus against the effect.

### Endure Pain Stamina Utility

Encounter

Minor Action Personal

**Prerequisite:** You must be trained in Stamina—*resist pain*.

**Trigger:** You are hit by an attack

**Effect:** Until the end of your next turn, you gain resistance to all damage equal to 5 + your constitution modifier.

### Minor Resurgence Stamina Utility

Encounter

Minor Action Personal

**Requirement:** You must be bloodied.

**Effect:** You gain 5 temporary hit points.

## Survival

### Survival Sense Survival Utility

Daily

No Action Personal

**Prerequisite:** You must be trained in Survival—*survival training*.

**Trigger:** You would make an initiative check in a natural environment

**Effect:** You make a Survival—*survival training* skill check in place of your initiative check. In addition, you and your allies gain a +4 bonus to all defenses until the end of the first round of the encounter.

# Intelligence Skills

## Business

### Business Expertise Business Utility

**Daily**  
**No Action** **Personal**  
**Trigger:** You make a Business skill check.  
**Effect:** You gain a +4 power bonus on Business skill checks until the end of the encounter.

## Computer Science

### Computer Science Expertise Computer Science Utility

**Daily**  
**No Action** **Personal**  
**Trigger:** You make a Computer Science skill check.  
**Effect:** You gain a +4 power bonus on Computer Science skill checks until the end of the encounter.

## Demolitions

### Demolitions Expertise Demolitions Utility

**Daily**  
**No Action** **Personal**  
**Trigger:** You make a Demolitions skill check.  
**Effect:** You gain a +4 power bonus on Demolitions skill checks until the end of the encounter.

## Knowledge

### Brilliant Deduction Knowledge Utility

**Encounter**  
**No Action** **Personal**  
**Prerequisite:** You must be trained in Knowledge—*deduce*.  
**Trigger:** You make an Intelligence-based non-attack skill check and dislike the result.  
**Effect:** You make a Deduction check and can substitute the result for the result of your skill check.

### Medic's Gift Knowledge Utility

**Encounter**  
**Standard Action** **Melee 1**  
**Prerequisite:** You must be trained in Knowledge—*first aid*.  
**Target:** One dying creature.  
**Effect:** The target can spend a healing surge.

## Law

### Law Expertise Law Utility

**Daily**  
**No Action** **Personal**  
**Trigger:** You make a Law skill check.  
**Effect:** You gain a +4 power bonus on Law skill checks until the end of the encounter.

## Life Science

### Path of the Botanist Life Science Utility

**Encounter**  
**Move Action** **Personal**  
**Prerequisite:** You must be trained in Life Science—*botany*.  
**Effect:** You move your speed. During this movement, you ignore difficult terrain that is a result of trees, underbrush, or other natural growth.

### Life Science Expertise Life Science Utility

**Daily**  
**No Action** **Personal**  
**Trigger:** You make a Life Science skill check.  
**Effect:** You gain a +4 power bonus on Life Science skill checks until the end of the encounter.

## Medical Science

### Medical Science Expertise Medical Science Utility

**Daily**  
**No Action** **Personal**  
**Trigger:** You make a Medical Science skill check.  
**Effect:** You gain a +4 power bonus on Medical Science skill checks until the end of the encounter.

### Get Up! Medical Science Utility

**Encounter**  
**Minor Action** **Melee 1**  
**Prerequisite:** You must be trained in Medical Science—*treatment*.  
**Target:** One dying creature.  
**Effect:** The target can spend a healing surge. He or she can then stand up as a free action.

### Surgeon's Care Medical Science Utility

**Encounter** **Healing**  
**Standard Action** **Melee touch**  
**Prerequisite:** You must be trained in Medical Science—*surgery*.  
**Effect:** The target spends a healing surge and regains hit points equal to its healing surge value plus your Intelligence modifier.

### Swift Recovery Medical Science Utility

**Encounter**  
**Minor Action** **Melee 1**  
**Target:** One creature  
**Effect:** The target can use his or her second wind without taking an action to do so.

### Time Out Medical Science Utility

**Encounter**  
**Minor Action** **Melee 1**  
**Prerequisite:** You must be trained in Medical Science—*treatment*.  
**Target:** One creature  
**Effect:** The target regains the use of second wind if he or she has already used it during this encounter.

## Navigation

### Navigate the Battlefield Navigation Utility

**Encounter**  
**Minor Action** **Personal**  
**Effect:** Until the end of your next turn, your movement does not provoke opportunity attacks.

### Navigation Expertise Navigation Utility

Daily

No Action Personal

**Trigger:** You make a Navigation skill check.

**Effect:** You gain a +4 power bonus on Navigation skill checks until the end of the encounter.

## Physical Science

### Terrain Understanding Physical Science Utility

Encounter

Minor Action Close burst 3

**Prerequisite:** You must be trained in Physical Science—*planetology*.

**Target:** Each ally in the burst

**Effect:** The target gains a +2 power bonus to AC until the end of your next turn. In addition, the target can shift 2 squares as a free action.

### Physical Science Expertise Physical Science Utility

Daily

No Action Personal

**Trigger:** You make a Physical Science skill check.

**Effect:** You gain a +4 power bonus on Physical Science skill checks until the end of the encounter.

## Security

### Guardian's Defense Security Utility

Encounter

Minor Action Close burst 1

**Target:** You and one ally in the burst

**Effect:** Until the end of your next turn, each target gains a +2 power bonus to all defenses. Additionally, enemies cannot gain combat advantage against either target until the end of your next turn.

### Secure Perimeter Security Utility

Encounter

Minor Action Close burst 10

**Prerequisite:** You must be trained in Security—*protection protocols*.

**Effect:** This power creates a zone. Until the end of your next turn, you and all allies within the zone gain a +4 power bonus to Awareness checks and a +2 bonus to all defenses against opportunity attacks.

**Sustain Minor:** The zone persists.

### Security Expertise Security Utility

Daily

No Action Personal

**Trigger:** You make a Security skill check.

**Effect:** You gain a +4 power bonus on Security skill checks until the end of the encounter.

## Social Science

### Social Science Expertise Social Science Utility

Daily

No Action Personal

**Trigger:** You make a Social Science skill check.

**Effect:** You gain a +4 power bonus on Social Science skill checks until the end of the encounter.

### Root Understanding Social Science Utility

Daily

Free Action Personal

**Requirement:** You must be trained in Social Science—*linguistics*.

**Trigger:** You see or hear a language you don't understand.

**Effect:** You can understand, read, speak, and write the triggering language until the end of the encounter.

## System Operation

### System Operation Expertise System Operation Utility

Daily

No Action Personal

**Trigger:** You make a System Operation skill check.

**Effect:** You gain a +4 power bonus on non-attack System Operation skill checks until the end of the encounter.

## Tactics

### Tactical Preparation Tactics Utility

Encounter

No Action Close burst 10

**Prerequisite:** You must be trained in Tactics—*infantry*.

**Target:** You or one ally in burst.

**Trigger:** You roll initiative.

**Effect:** You make a Tactics skill check. You can substitute your skill check result for the target's initiative.

### Tactician's Measure Tactics Utility

Encounter

Immediate Reaction Melee 1

**Trigger:** An enemy enters a square adjacent to you or to an ally adjacent to you.

**Target:** You or the ally

**Effect:** The target shifts 1 square and gains a +2 bonus to all defenses until the end of your next turn.

### Tactics Expertise Tactics Utility

Daily

No Action Personal

**Trigger:** You make a Tactics skill check.

**Effect:** You gain a +4 power bonus on Tactics skill checks until the end of the encounter.

## Technical Science

### Quick Fix Technical Science Utility

Encounter

Minor Action Melee touch

**Prerequisite:** You must be trained in Technical Science—*juryrig*.

**Target:** One non-functional machine

**Effect:** Until the end of your next turn, the target functions normally.

**Hasty Repairs**      **Technical Science Utility****Encounter**      **Healing****Standard Action**      **Melee touch****Prerequisite:** You must be trained in Technical Science—*repair*.**Target:** One machine**Effect:** Make a Technical Science—*repair* check and spend a healing surge. The target regains hit points equal to your check result divided by 2.**Technical Science Expertise**      **Technical Science Utility****Daily****No Action**      **Personal****Trigger:** You make a Technical Science skill check.**Effect:** You gain a +4 power bonus on Technical Science skill checks until the end of the encounter.

## Wisdom Skills

### Administration

#### Micromanagement Administration Utility

Encounter

Minor Action Close burst 5

Target: You and all allies in burst

Effect: Slide each target 2 squares.

### Animal Handling

#### Battle Riding Animal Handling Utility

Encounter

Immediate Interrupt Melee 1

Prerequisite: You must be trained in Animal Handling – *animal riding*.

Trigger: A mount you are riding is damaged by an attack.

Effect: Your mount takes half damage from the triggering attack. After the attack is resolved, your mount can shift 1 square.

#### Mounted Coordination Animal Handling Utility

Encounter

Minor Action Personal

Requirement: You must be mounted on a willing creature.

Effect: You gain a bonus equal to your Wisdom modifier to the damage roll of your next attack before the start of your next turn.

#### Practiced Rider Animal Handling Utility

At-Will

Minor Action Personal

Prerequisite: You must be trained in Animal Handling – *animal riding*.

Effect: You mount or dismount a willing, adjacent creature that has the mount keyword.

### Awareness

#### Danger Sense Awareness Utility

Daily

No Action Personal

Prerequisite: You must be trained in Awareness – *intuition*.

Trigger: You are surprised.

Effect: You are not surprised, and you gain a +4 power bonus to all defenses until the end of your first turn.

#### Focused Sight Awareness Utility

Encounter

Minor Action Ranged 10

Prerequisite: You must be trained in Awareness – *perception*.

Target: One creature

Effect: When you attack the target, you take no penalties to attack rolls because of cover, superior cover, concealment, or total concealment. This benefit lasts until the end of your next turn.

#### Guided Shot Awareness Utility

Encounter

Immediate Interrupt Close burst 10

Prerequisite: You must be trained in Awareness – *perception*.

Trigger: An ally within 10 squares of you misses with an attack against AC

Target: The triggering ally in the burst

Effect: The target's attack is made against Reflex instead of AC.

### Creativity

#### Creative Inspiration Creativity Utility

Encounter

Minor Action Personal

Effect: You gain temporary hit points equal to your Wisdom modifier, and can make a saving throw against an effect that a save can end.

### Investigate

TBD.

### Resolve

#### Soundness of Body Resolve Utility

Daily

Prerequisite: You must be trained in Resolve – *physical*.

Standard Action Personal

Effect: You gain temporary hit points equal to your healing surge value. You regain a healing surge.

#### Soundness of Mind Resolve Utility

Daily

Prerequisite: You must be trained in Resolve – *mental*.

Standard Action Personal

Effect: You regain 2 psionic energy points.

### Street Smart

#### Nose for Trouble Street Smart Utility

Daily

No Action Personal

Trigger: You roll initiative and dislike the result.

Effect: You make a Street Smart check, and you use either that check result or your initiative check result as your initiative.

#### Underworld Vendetta Street Smart Utility

Daily

Immediate Reaction Fear Close burst 5

Trigger: You or an ally is bloodied by an attack made by an enemy within 5 squares of you.

Target: The triggering enemy in the burst

Effect: Until the end of the encounter, the target grants combat advantage, and whenever you hit the target with an attack, it takes a -2 penalty to attack rolls until the end of its next turn.

## Teach

### Daily Briefing Teach Utility

Daily

**Free Action** **Close** burst 5

**Trigger:** You take a short or extended rest.

**Target:** All allies in burst

**Effect:** Choose a skill in which you are trained. Once before the target's next extended rest, the target can gain a bonus on that skill check equal to your Wisdom modifier as a free action.

## Charisma Skills

### Culture

#### Culture Mastery Culture Utility

Encounter

**No Action** **Personal**

**Trigger:** You make a Culture skill check and dislike the result.

**Effect:** You reroll the Culture skill check and must use the second result.

#### Narrowly Avoided Faux Pas Culture Utility

Encounter

**Free Action** **Close** burst 10

**Trigger:** An ally within range makes a Culture, Deception, or Interaction check, and you dislike the result.

**Target:** The triggering ally

**Effect:** You make a Culture check and the target can use that result for the triggering skill check.

### Deception

#### Deception Mastery Deception Utility

Encounter

**No Action** **Personal**

**Trigger:** You make a Deception skill check and dislike the result.

**Effect:** You reroll the Deception skill check and must use the second result.

#### Perfect Feint Deception Utility

Encounter

**Minor Action** **Close** burst 1

**Prerequisite:** You must be trained in Deception—*bluff*.

**Target:** Each enemy in the burst you can see.

**Effect:** Each target grants combat advantage to you until the end of your next turn.

## Entertainment

### Entertaining Diversion Entertainment Utility

Encounter

**Minor Action** **Close** blast 3

**Target:** Enemies in blast

**Effect:** Each target grants combat advantage to you until the end of your next turn.

### Entertainment Mastery Entertainment Utility

Encounter

**No Action** **Personal**

**Trigger:** You make an Entertainment skill check and dislike the result.

**Effect:** You reroll the Entertainment skill check and must use the second result.

### Interaction

#### Befriend Interaction Utility

Encounter

**Minor Action** **Ranged** 5

**Prerequisite:** You must be trained in Interaction—*charm*.

**Target:** One non-hostile creature that has Intelligence 5 or higher

**Effect:** Until the end of the encounter, you gain a +5 power bonus to Deception checks and Interaction checks against the target.

#### Glowering Threat Interaction Utility

Encounter

**Minor Action** **Close** burst 2

**Prerequisite:** You must be trained in Interaction—*intimidate*.

**Target:** Each enemy in the burst.

**Effect:** Until the end of your next turn, each target takes a -5 penalty to attack rolls against any creature other than you.

**Infuriating Taunt** Interaction Utility

**Encounter**

**Immediate Reaction** Close burst 5

**Prerequisite:** You must be trained in Interaction—*taunt*.

**Trigger:** An enemy within 5 squares of you misses you with an attack.

**Effect:** Until the end of the encounter, the target takes a -2 penalty to attack rolls (including rolls against you) until it hits you with an attack.

**Interaction Mastery** Interaction Utility

**Encounter**

**No Action** Personal

**Trigger:** You make an Interaction skill check and dislike the result.

**Effect:** You reroll the Interaction skill check and must use the second result.

## Leadership

**Direct Orders** Leadership Utility

**At-Will**

**Standard Action** Close burst 5

**Prerequisite:** You must be trained in Leadership—*command*.

**Target:** One ally in burst

**Effect:** The target can make a basic attack against a target of your choice as a free action.

**Leadership Mastery** Leadership Utility

**Encounter**

**No Action** Personal

**Trigger:** You make a Leadership skill check and dislike the result.

**Effect:** You reroll the Leadership skill check and must use the second result.

**Inspiring Speech** Leadership Utility

**Encounter**

**Minor Action** Close burst 5

**Prerequisite:** You must be trained in Leadership—*inspire*.

**Target:** All allies in burst who can hear you

**Effect:** Each target gains temporary hit points equal to your Charisma modifier.