

Skills

Part of the 4ternity Project

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These are skills and skill powers based on Alternity's (non-psionic) skills, expressed in (modified) 4th edition Dungeons & Dragons statistics. For more details, see [the 4ternity website](#).

Most skills in 4ternity generally function as described in the Alternity book, albeit with new difficulty classes and no rank benefits. In lieu of defined rules for a skill, the DM can use the Easy DC for an Average result, the Moderate DC for a Good result, and the Hard DC for an Amazing result.

Knowledge Skills

Many 4ternity skills can be used to remember facts or analyze situations. Use the standard 4e D&D rules for knowledge checks (see page 129 of the D&D Rules Compendium) for the following skills.

Business – *corporate*
Business – *illicit business*
Business – *small business*
Knowledge – *(specific)*
Law – *court procedures*
Law – *(specific)*
Life Science – *biology*
Life Science – *botany*
Life Science – *genetics*
Life Science – *xenology*
Life Science – *zoology*
Medical Science – *medical knowledge*
Physical Science – *astronomy*
Physical Science – *chemistry*
Physical Science – *physics*
Physical Science – *planetology*
Technical Science – *technical knowledge*

Skill Equivalencies

Certain skills or specialties equate exactly with 4e D&D skills or skill uses; for these, do not adapt the Alternity skill but just use the 4e D&D equivalent. Those skills are shown on the table below. If there is a conflict regarding which skills or abilities can be used untrained, use the Alternity rules and not the 4e D&D rules.

4ternity Specialty	4e D&D Skill
Athletics – <i>climb</i>	Athletics (climb)
Athletics – <i>jump</i>	Athletics (jump)
Stamina – <i>endurance</i>	Endurance
Survival – <i>survival training</i>	Nature (forage)
Acrobatics – <i>daredevil</i>	Acrobatics (balance)
Acrobatics – <i>fall</i>	Acrobatics (hop down, reduce falling damage)
Manipulation – <i>lockpick</i>	Thievery (open lock)
Manipulation – <i>pickpocket</i>	Thievery (pick pocket)
Manipulation – <i>prestidigitation</i>	Thievery (sleight of hand)
Stealth – <i>hide</i>	Stealth
Stealth – <i>sneak</i>	Stealth
Knowledge – <i>first aid</i>	Heal (first aid)
Medical Science – <i>treatment</i>	Heal (treat disease)
Security – <i>security devices</i>	Thievery (disable trap)
Animal Handling – <i>animal training</i>	Nature (train animal)
Awareness – <i>perception</i>	Perception (perceive something)
Investigate – <i>search</i>	Perception (find a hidden creature)
Investigate – <i>track</i>	Perception (find tracks)
Street Smart – <i>street knowledge</i>	Streetwise
Culture – <i>diplomacy</i>	Diplomacy
Culture – <i>etiquette</i>	Diplomacy
Deception – <i>bluff</i>	Bluff
Interaction – <i>charm</i>	Diplomacy
Interaction – <i>intimidate</i>	Intimidate
Interaction – <i>seduce</i>	Diplomacy

Skill Powers

Some skills relate to actual powers that can be used in combat. Most of these are basic attacks, and most can be used by anyone. A few are restricted to skilled use only.

Strength Skills

Armor Operation

This skill gives you proficiency in armor types which require the Armor Operation skill. The specialties give you proficiency in armor that require those specialties. If you wear armor which you are not proficient with, you take a -2 penalty on attack rolls and Reflex.

Athletics – *throw*

This specialty allows you to use to the *throw attack* power. You don't have to be trained in the skill or the specialty to use this power.

Throw Attack Ranged Basic Attack

At-Will **Weapon**
Standard Action **Ranged** weapon

Requirement: You must throw the weapon at the target. Improvised weapons have a -2 or greater accuracy penalty.

Target: One creature

Attack: Athletics – *throw* vs. AC

Damage: 1[W] + Strength modifier + your level impact damage

Heavy Weapons

This skill lets you use the *direct fire attack* and *indirect fire attack* powers. You don't have to be trained in the skill to use these powers.

Direct Fire Attack Ranged Basic Attack

At-Will **Weapon**
Standard Action **Ranged** weapon

Requirement: You must use a direct fire heavy weapon.

Target: One creature

Attack: Heavy Weapons – *direct fire* vs. AC

Damage: 1[W] + Strength modifier + your level impact damage

Indirect Fire Attack Ranged Basic Attack

At-Will **Weapon**
Standard Action **Area** burst weapon **within** weapon range

Requirement: You must use an indirect fire heavy weapon.

Target: All creatures in burst

Attack: Heavy Weapons – *indirect* vs. Reflex

Hit: 1[W] + Strength modifier + your level impact damage

Melee Weapon

This skill lets you use the *melee weapon attack* power. You don't have to be trained in the skill to use this power.

Melee Weapon Attack Melee Basic Attack

At-Will **Weapon**
Standard Action **Melee** weapon

Requirement: You must use a melee weapon. Improvised weapons have a -2 or greater accuracy penalty.

Target: One creature

Attack: Melee Weapons – *blade*, Melee Weapons – *bludgeon*, or Melee Weapons – *powered weapon* vs. AC

Hit: 1[W] + Strength modifier + your level impact damage

Unarmed Attack – *brawl*

This specialty lets you use the *brawl attack* power. You don't have to be trained in the skill to use this power.

Brawl Attack Melee Basic Attack

At-Will **Melee** touch
Standard Action

Requirement: You must have at least one hand free.

Target: One creature

Attack: Unarmed Attack – *brawl* vs. AC

Hit: Choose one of the following:

- The target takes 1d4 + Strength modifier + your level impact damage.
- You grab the target.
- The target falls prone.
- Push the target one square.

Unarmed Attack—*power martial arts*

This specialty lets you use the *power martial arts attack* power. You **must** be trained in the specialty to use this power.

Power Martial Arts Attack

Skill Attack

At-Will

Standard Action

Melee touch

Requirement: You must have at least one hand free, and you must be trained in Unarmed Attack—*power martial arts*.

Target: One creature

Attack: Unarmed Attack—*power martial arts* vs. AC

Hit: Choose two of the following:

- The target takes 1d10 + Strength modifier + your level impact damage.
- The target falls prone.
- Push the target one square.
- The target is rattled until the end of your next turn.

Special: You can use this power as a melee basic attack.

Dexterity Skills

Acrobatics—*defensive martial arts*

This specialty lets you use the *defensive martial arts attack* power. You **must** be trained in the specialty to use this power.

Defensive Martial Arts Attack

Skill Attack

At-Will

Standard Action

Melee touch

Requirement: You must have at least one hand free, and you must be trained in Acrobatics—*defensive martial arts*.

Target: One creature

Attack: Acrobatics—*defensive martial arts* vs. AC

Hit: Choose two of the following:

- The target takes 1d6 + Dexterity modifier + your level impact damage.
- You grab the target.
- The target falls prone.
- Slide the target one square.
- You gain a +2 power bonus to all defenses against the target's attacks until the start of your next turn.

Special: You can use this power as a melee basic attack.

Acrobatics—*dodge*

This specialty allows you to use the *acrobatic dodge* power. You don't have to be trained in the skill or the specialty to use this power.

Acrobatic Dodge

Skill Power

At-Will

Standard Action

Personal

Effect: Make an Acrobatics—*dodge* skill check. Until the start of your next turn, you can substitute the result of the skill check for your AC and Reflex against melee and ranged attacks.

Modern Ranged Weapons

This specialty allows you to use the *ranged weapon attack*, *burst weapon attack*, and *autofire weapon attack* powers with the appropriate weapons. You don't have to be trained in the skill to use these powers.

Ranged Weapon Attack Ranged Basic Attack

At-Will **Weapon**
Standard Action **Ranged** weapon

Requirement: You must be using a ranged weapon, and it must be capable of single fire (F) mode.

Target: One creature

Attack: Modern Ranged Weapons—*pistol*, Modern Ranged Weapons—*rifle*, Primitive Ranged Weapons—*bow*, Primitive Ranged Weapons—*crossbow*, Primitive Ranged Weapons—*flintlock*, or Primitive Ranged Weapons—*sling* vs. AC

Hit: 1[W] + Dexterity modifier + your level impact damage

Burst Weapon Attack Ranged Basic Attack

At-Will **Weapon**
Standard Action **Close** burst of weapon range

Requirement: You must be using a ranged weapon, and it must be capable of burst fire (B) mode.

Target: One creature within burst

Attack: Modern Ranged Weapons—*rifle*, Modern Ranged Weapons—*SMG* or Heavy Weapons—*direct fire* vs. Reflex

Hit (Heavy Weapons—*direct fire*): 1[W] + Strength modifier + your level impact damage

Hit (Modern Ranged Weapons): 1[W] + Dexterity modifier + your level impact damage

Effect: This attack expends 3 ammo, or 1 burst ammo.

Special: If you roll a natural 1 on this attack, your weapon jams.

Autofire Weapon Attack Ranged Basic Attack

At-Will **Weapon**
Standard Action **Area** wall 6 **within** weapon range

Target: One, two, or three creatures in wall

Attack: Modern Ranged Weapons—*rifle*, Modern Ranged Weapons—*SMG*, or Heavy Weapons—*direct fire* vs. AC

Hit (Heavy Weapons—*direct fire*): 1[W] + Strength modifier + your level impact damage

Hit (Modern Ranged Weapons): 1[W] + Dexterity modifier + your level impact damage

Effect: This attack expends 9 ammo, or 3 burst ammo.

Constitution Skills

Movement—*race*

Make a Movement—*race* skill check as part of a run action. You must be trained in Movement—*race*. Add your check result divided by 10 to your run speed.

Intelligence Skills

Technical Science—*repair*

Along with non-combat uses for this specialty, it lets you use the unjam weapon skill power. You don't have to be trained in the skill or specialty to use this power.

Unjam Weapon Skill Power

At-Will **Melee** touch
Standard Action

Target: One jammed weapon

Effect: Make a Technical Science—*repair* skill check against a DC of 10 + the weapon's tech level. If successful, the jam is cleared.