

Ashes of Freedom Skills

The 4th Edition skill set streamlines a number of the skills, as well as removing a number of the more esoteric ones. With my 3.6 ruleset, these skills are split into Class and Secondary skills.

- In keeping with Star Wars Saga edition and D&D 4th edition, each skill has a bonus equal to half the PC's ECL (Effective Character Level).
- Characters gain more Secondary skill points when they reach 9th level. They gain a number of secondary skills points depending on their class.
- Humans gain one additional Class skill at level 1.

For every 5 levels a character possesses they can choose an additional Class Skill. Alternatively, they can improve an existing Class Skill by an additional +5. Finally they can increase 5 secondary skills by +1, or parts thereof.

Class Skills

Each class has a number of Class skills associated with it (the number of starting Class skills varies). The full list of Class skills are as follows:

- Acrobatics (Dex)
- Arcana (Int)
- Athletics (Str)
- Bluff (Cha)
- Concentration (Con)
- Diplomacy (Cha)
- Dungeoneering (Wis)
- Endurance (Con)
- Heal (Wis)
- History (Int)
- Insight (Wis)
- Intimidate (Cha)
- Martial Lore (Int)
- Nature (Wis)
- Perception (Wis)
- Religion (Int)
- Stealth (Dex)
- Streetwise (Cha)
- Thievery (Dex)

A character can choose from the following range of Class skills, depending on his Character Class:

Class and Secondary skill allocations

Class	Class skill slots	Class skills	Secondary Skill points
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Barbarian	3	Acrobatics, Athletics, Endurance, Heal, Intimidate, Nature, Perception	4+Int modifier
Bard	4	Acrobatics, Arcana, Athletics, Bluff, Diplomacy, Dungeoneering, Heal, History, Insight, Intimidate, Nature, Perception, Religion, Streetwise	6+Int modifier
Beguiler	3	Arcana, Bluff, Concentration, Diplomacy, Insight, Perception	2+Int modifier
Cleric	3	Arcana, Concentration, Diplomacy, Heal, History, Insight, Religion	2+Int modifier
Duskblade	3	Arcana, Concentration, Insight, Intimidate, Martial Lore, Religion	2+Int modifier
Druid	3	Arcana, Athletics, Diplomacy, Endurance, Heal, History, Insight, Nature, Perception	4+ Int modifier
Fighter	3	Athletics, Endurance, Heal, Intimidate, Streetwise	2+Int modifier
Monk	4	Acrobatics, Athletics, Diplomacy, Endurance, Heal, Insight, Perception, Stealth, Thievery	4+Int modifier
Paladin	3	Diplomacy, Endurance, Heal, History, Insight, Intimidate, Religion	2+Int modifier
Ranger	4	Acrobatics, Athletics, Dungeoneering, Endurance, Heal, Nature, Perception, Stealth	6+Int modifier
Rogue	4	Acrobatics, Athletics, Bluff, Dungeoneering, Insight, Intimidate, Perception, Stealth, Streetwise, Thievery	8+Int modifier
Scout	4	Acrobatics, Athletics, Dungeoneering, Endurance, Nature, Perception, Stealth	8+Int modifier
Sorceror	4	Arcana, Athletics, Bluff, Diplomacy, Dungeoneering, Endurance, History, Insight, Intimidate, Nature	2+Int modifier
Swordsage (from <i>the Book of Nine Swords</i>)	3	Acrobatics, Athletics, Heal, History, Intimidate, Martial Lore, Perception, Stealth	6+Int modifier
Warlock (from <i>the Complete Arcane</i>)	4	Arcana, Bluff, History, Insight, Intimidate, Religion, Streetwise, Thievery	4+Int modifier
Wizard	3	Arcana, Concentration, Diplomacy, Dungeoneering, History, Insight, Nature, Religion	2+Int modifier

Secondary skills are more specialised than Class skills, but otherwise resemble their 3.5 counterparts with the following modifications. A list of the 3.5 skills and how they are effected are below:

- Appraise is now a Secondary skill.
- Balance is now part of the Acrobatic Class skill.
- Bluff is now a Class skill.
- Climb is a Secondary skill.
- Concentration is a Class skill.
- Control Shape is a Secondary skill.
- Craft is now a Secondary skill.
- Decipher Script is a Secondary skill.
- Diplomacy is a Class skill.
- Disable Device is now a Class skill.

- Disguise is a Secondary skill.
- Escape Artist is a Secondary skill.
- Forgery is a Secondary skill.
- Gather Information is now part of the Streetwise Class skill.
- Handle Animal is a Secondary skill.
- Heal is a Class skill.
- Intimidate is a Class skill.
- Jump is now part of the Athletics Class skill.
- Knowledge (Arcana) has been replaced by the Arcana Class skill.
- Knowledge (Architecture & Engineering) is a Secondary skill.
- Knowledge (Dungeoneering) is now the Dungeoneering Class skill.
- Knowledge (Geography) is a Secondary skill.
- Knowledge (History) is now the History Class skill.
- Knowledge (Local) is a Secondary skill.
- Knowledge (Nature) has been replaced by the Nature Class skill.
- Knowledge (Nobility & Royalty) is a Secondary skill.
- Knowledge (Religion) is now the Religion Class skill.
- Knowledge (The Planes) is a Secondary skill.
- Listen is now part of the Perception Class skill.
- Literacy is a Secondary skill. All PCs are assumed to read and write their native language.
- Martial Lore is a Class Skill.
- Move Silently is now part of the Stealth Class Skill.
- Open Lock is part of the Thievery Class skill.
- Perform is a Secondary skill.
- Profession is a Secondary skill.
- Ride is a Secondary skill.
- Search is a Secondary skill.
- Sense Motive is now part of the Insight Class skill.
- Sleight of Hand is a Secondary skill.
- Speak Language is a special skill (see below).
- Spellcraft is now part of the Arcana Class skill.
- Spot is part of the Perception Class skill
- Survival is now part of the Nature Class skill.
- Swim is a Secondary Skill.
- Tumble is now part of the Acrobatics Class skill.
- Use Magic device is now part of the Arcana skill.
- Use Rope is a secondary skill.

List of Secondary Skills

- Appraise
- Climb
- Control Shape
- Craft
- Decipher Script

- Disguise
- Escape Artist
- Forgery
- Handle Animal
- Knowledge (Architecture & Engineering)
- Knowledge (Geography)
- Knowledge (Local)
- Knowledge (Nobility & Royalty)
- Knowledge (The Planes)
- Literacy
- Perform
- Profession
- Ride
- Search
- Sleight of Hand
- Swim
- Use Rope

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