

# Basic Attacks

## Part of the 4ternity Project

By Caoimhe Ora Snow <[caoimhe.snow@gmail.com](mailto:caoimhe.snow@gmail.com)>

### Athletics – *throw*

#### Throw Attack Ranged Basic Attack

**At-Will** **Weapon**

**Standard Action** **Ranged** weapon

**Requirement:** You must throw the weapon at the target.

**Target:** One creature

**Attack:** Athletics – *throw* vs. AC

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

#### Grenade Attack Ranged Basic Attack

**At-Will** **Weapon**

**Standard Action** **Area** burst (by weapon)  
**within** weapon range

**Requirement:** You must throw an armed grenade at the target.

**Target:** All creatures in burst

**Attack:** Athletics – *throw* vs. AC

**Hit:** 1[W] + your level impact damage. Any target in the origin square of the burst takes additional damage equal to your Strength modifier.

### Heavy Weapons

#### 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 (by 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] + your level impact damage. Any target in the origin square of the burst takes additional damage equal to your Strength modifier.

### Melee Weapons

#### Melee Weapon Attack Melee Basic Attack

**At-Will** **Weapon**

**Standard Action** **Melee** weapon

**Requirement:** You must use a melee weapon.

**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*

#### Brawl Attack Melee Basic Attack

**At-Will**

**Standard Action** **Melee** touch

**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 Unarmed Attack 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.

## 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	Acrobatics Attack
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**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 to a square adjacent to you.
- 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.

## Modern Ranged Weapons

Ranged Weapon Attack	Ranged Basic Attack
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**At-Will**                                      **Weapon**

**Standard Action**                      **Ranged** weapon

**Requirement:** You must be using a ranged weapon, and the weapon must not have the multifire-only property.

**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

Automatic Burst Attack	Ranged Basic Attack
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**At-Will**                                      **Weapon**

**Standard Action**                      **Close** burst of weapon range

**Requirement:** You must be using a ranged weapon with the burst property.

**Target:** One creature within burst

**Attack:** Modern Ranged Weapons—*rifle* +1, Modern Ranged Weapons—*SMG* +1, or Heavy Weapons—*direct fire* +1 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 3 ammo, or 1 burst ammo.

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

Autofire Attack	Ranged Basic Attack
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**At-Will**                                      **Weapon**

**Standard Action**                      **Area** wall 8 **within** weapon range

**Requirement:** You must be using a ranged weapon with the autofire property

**Target:** One, two, or three creatures in wall

**Attack:** Modern Ranged Weapons—*rifle*, Modern Ranged Weapons—*SMG*, or Heavy Weapons—*direct fire* vs. AC. You take a -2 penalty on the attack roll against the second target, and a -4 penalty on the attack roll against the third target.

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

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

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