

Super Hero Power – Weapon Master

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This is a super-power that reflects your character's ability with weapons. You might have a specific weapon that you own, like Thor's hammer, Daredevil's billy-club or Captain America's shield, OR you might simply be good with all kinds of weapons, like Wonder Woman, Deadpool, Bullseye or Deathstroke.

Normally, if a character picks up a random sword, baseball bat or gun, it would be an advantage and either +1 dice for 3 actions or +2 dice for one action (as per normal Advantage rules). The powers on this allow the Weapon Master character to exceed that.

Weapon Master Basic Ability Adjustments

A Hero that has at least one level in this Power Set starts the game with these basic stats enhancements:

Aim: +1

Movement: +1

Your Character's Weapon-of-Choice

When you take this power-set, you choose a weapon that your character would always have with him or her while in the super-heroic identity. That weapon may be a perfectly normal weapon, or it may have access to other powers.

Weapon Master Powers

Level 1 (chose one of these)

- **Firearms Specialist**
You are a master of using firearms of all types. Add +2 dice to any combat roll in which you use a firearm, even if you are using it to bash your target. You can select this power up to 3 times.
- **Melee Weapons Specialist**
You are a master of melee weapon combat. Add +2 dice to any melee combat roll in which you hold a weapon, even something that is not usually a weapon. You can select this power up to 3 times.
- **Personal Weapon**
You own a weapon that is specific to you. Gain +3 with all actions using this weapon. As an object, your Personal Weapon can be taken away from you. Others may use it, but it counts as a normal advantage for them.
- **Primary Ability Upgrade: Aim**
Add +1 to your Aim Ability. This power may be selected up to 4 times.

- **Weapon Smith**
Gain +1 dice to all weapon-based attacks. Furthermore, Gain +3 dice to any Perception roll to determine how an unfamiliar weapon works and what it does. You may use a Recovery action to repair Structure of any damaged (but not destroyed) weapon.
- **Thrown Weapons Specialist**
You are a master of throwing weapons. Add +2 dice to any ranged combat roll in which you throw something, even something that is not usually a weapon. You can select this power up to 3 times.

Level 2 (chose one of these or from a lower level)

- **Charge**
So long as you move in a straight line, you can perform a Move action at the same time as your Targeted Melee attack action. Gain +2 dice to the attack.
- **Dueling Maneuver**
You may select as the intent of your attack to Duel your opponent. If your attack is successful against your target's Self-Control, and instead of Stun or Push, you gain +1 dice to your next attack on the same target. Additionally, your target may not target anyone else except you until your next attack. Additional successes can be used as Stun.
- **Improved Weapon Advantage**
When you use your weapon to create an Advantage for yourself for any non-attack actions, your Advantage is worth +3 dice for one action, or +2 dice for up to 3 actions.
- **Personal Weapon One-Shot 1**
(Meta-power) Your Personal Weapon grants you a single use (per day) of a Level 1 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Push-Back Attack**
Your attacks can be made to BOTH stun and push your target (normally, you would choose one). The same attack roll is compared to both Toughness (for stun) and Strength (for push).
- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This power can be selected up to 5 times, but no one Ability can be improved more than 3 times.

Level 3 (chose one of these or from a lower level)

- **Empowered Personal Weapon 1**
(Meta-power) Your Personal Weapon grants you unlimited uses of a Level 1 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.

- **Personal Weapon: Exclusive**
Gain +1 to any action using your Personal Weapon. Other characters cannot use this weapon.
- **Personal Weapon One-Shot 2**
(Meta-power) Your Personal Weapon grants you a single use (per day) of a Level 2 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Ricochet**
Select an additional target for any ranged attack made with a weapon. Define the path of the attack through both targets. Range penalties apply normally. Roll each attack separately.
- **Riposte**
You can make a single attack as a Twitch action immediately after using a *Super Block* successfully. Your attack must target the same opponent you blocked.
- **Action Movement Increase 1**
Add +1 to your Movement score. This power can be selected up to 4 times.

Level 4 (chose one of these or from a lower level)

- **Acrobatic Attack**
As a Full Action, you may make a melee attack while sliding/jumping/vaulting through an opponent's space. Gain +1 die to you attack for every space of movement made, up to half of your Movement score.
- **Empowered Personal Weapon 2**
(Meta-power) Your Personal Weapon grants you unlimited uses of a Level 2 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Energize Personal Weapon**
Gain +1 to any action using your Personal Weapon. When you select this power, also select a type of energy, from this list: Fire/Heat, Ice/Cold, Electricity, Sonic, Laser (light) or Mystic. Your Personal Weapon's damage is considered this type of energy as well as OR instead of Physical (force).
- **Guardian**
You can use your weapon to perform a *Super Block* or *Super Dodge* to defend any target within range of your weapon from another attack.
- **Personal Weapon One-Shot 3**
(Meta-power) Your Personal Weapon grants you a single use (per day) of a Level 3 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Wounding Attack**
Your weapon-based attack may cause a wound. Wounds cannot be recovered. You can select to have this wound be 1 persistent Stun, or to reduce the target's Perception, Strength or Toughness by 1. If you choose to wound, do not count your additional successes.

Level 5 (chose one of these or from a lower level)

- **Empowered Personal Weapon 3**
(Meta-power) Your Personal Weapon grants you unlimited uses of a Level 3 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Heroic Endurance**
You may spend a Hero point to take an action without any Time Unit penalties due to Stun tokens you may have.
- **Personal Weapon One-Shot 4**
(Meta-power) Your Personal Weapon grants you a single use (per day) of a Level 4 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Sense Personal Weapon**
You know where your Personal Weapon is AND can take Perception actions as though you were standing where it is.
- **Weapon Master: Multi-Attack**
You may make 1 additional attack with your weapon in the same amount of time it would take to make a single attack. You may select this power a number of times up to your Perception.

Level 6 (chose one of these or from a lower level)

- **Action Movement Increase 2**
Add +2 to your Movement score. This power can be selected up to 4 times.
- **Empowered Personal Weapon 4**
(Meta-power) Your Personal Weapon grants you unlimited uses of a Level 4 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Hidden Weapon**
As a Prep action, you can reveal that you had an extra weapon stashed on your person somewhere. The type of weapon must make sense in the context of the scene.
- **Melee Weapon: Missile Reflection**
You may use your melee weapon to reflect ranged energy attacks made against you back toward their source. You must first make a Super-Block (Twitch) action, and then roll Aim to redirect the attack to hit the source of the attack. If you take a -2 dice penalty to this second roll, you may redirect the attack at any target.
- **Personal Weapon Type**
Gain +1 to any action using your Personal Weapon. Your Personal Weapon powers apply to any weapon of the same type: all handguns, all swords, etc.

- **Personal Weapon One-Shot 5**
(Meta-power) Your Personal Weapon grants you a single use (per day) of a Level 5 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.

Level 7 (chose one of these or from a lower level)

- **Empowered Personal Weapon 5**
(Meta-power) Your Personal Weapon grants you unlimited uses of a Level 5 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Personal Weapon One-Shot 6**
(Meta-power) Your Personal Weapon grants you a single use (per day) of a Level 6 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Summon Personal Weapon**
As a Move action, you may summon your Personal Weapon to you. Your weapon may appear from the ether, from another dimension, or telekinetically fly into your hands. If a force attempts to block this Movement, the strength of your weapon is your Influence +3 dice.
- **Weapon Breaker**
Gain +2 dice when you use your weapon to damage or destroy your target's weapon. The intent of this attack is to reduce the Structure of the target weapon. Depending on the weapon, the GM will determine how much damage it can sustain before it is inoperable (and could be repaired), and how much before it is completely destroyed.

Level 8 (chose one of these or from a lower level)

- **Empowered Personal Weapon 6**
(Meta-power) Your Personal Weapon grants you unlimited uses of a Level 6 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Melee Weapon: Energy Reflection**
You may use your melee weapon to reflect projectile attacks made against you back toward their source. You must first make a Super-Block (Twitch) action, and then roll Aim to redirect the attack to hit the source of the attack. You may redirect the attack at ANY target, but must take a -2 dice penalty to this second roll.
- **Personal Weapon One-Shot 7**
(Meta-power) Your Personal Weapon grants you a single use (per day) of a Level 7 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Unbreakable Personal Weapon**
Gain +1 to any action using your Personal Weapon. Your Personal Weapon cannot be damaged or destroyed.

Level 9 (chose one of these or from a lower level)

- **Empowered Personal Weapon 7**
(Meta-power) Your Personal Weapon grants you unlimited uses of a Level 7 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Personal Weapon One-Shot 8**
(Meta-power) Your Personal Weapon grants you a single use (per day) of a Level 8 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.
- **Remote Personal Weapon**
You can control and make attacks with your Personal Weapon by thought, even when you are not holding it.

Level 10 (chose one of these or from a lower level)

- **Action Movement Increase 3**
Add +3 to your Movement score. This power can be selected up to 4 times.
- **All Weapons**
All powers in this list can be used with any weapon, even your Personal Weapon powers.
- **Empowered Personal Weapon 8**
(Meta-power) Your Personal Weapon grants you unlimited uses of a Level 8 Power from any other power set. Meta-powers cannot be used to select other Meta-powers.