



MIGHTY

You are the bearer of a mighty weapon - it might be specially-crafted, it could be magical, it could be legendary, or it might just be enormous. It could even be your fists, if you're trained in the right martial arts, or just big enough and mean enough to do what it takes. What kind of weapon and fighting style do you use, and why?

Answer one of the following:

Who taught you how to fight like this?

Who thinks that you're all power and no control?

SMASHING BLOW: [Always on] *Your attacks throw enemies off-balance and tear shields asunder.* When you wound an enemy, the next time they would use a BOOST, treat it as a normal attack.

Advanced: When you wound an enemy, choose either the power above or: your target may not use their proficiency value until the end of your next turn.

You've hurt someone superior to you with this ability - who?

COLLATERAL DAMAGE: [Boost] *You have a reputation for causing more than your fair share of havoc.* Gain the following boost on SHOOT or STRIKE actions: your attack targets another adversary in the same area. All allies in the target area take 1 damage.

Advanced: You may target an additional adversary when you use COLLATERAL DAMAGE, for three targets total.

You've hurt someone you didn't mean to with this ability - who?

WALL OF STEEL: [Limited 4] *Your fighting style focuses on self-preservation, but you're not above defending others.* Either: gain 2 temporary stamina at the beginning of your turn, or reduce the damage of an attack on an ally in your area by 2 as an immediate interrupt.

Advanced: Once per battle scene, ignore all the effects of a wound inflicted on you or an ally in your area.

One time, you protected someone with this - and you wish you hadn't. Who was it?

KICK IN THE DOOR: [Boost] *You have mastered the element of surprise, and also the element of kicking.* Gain the following boost on MOVE actions: the next STRIKE you make before the end of your next turn does double damage.

Advanced: Gain the following power: **[Limited 2]** You create a connection between two areas; you can use this to replace a Challenging or Dangerous connection with an Open one. (Depending on how far away the areas are, you'd better come up with a good reason as to how you find a suitable door to kick in.)

Which is the bar you most regret getting kicked out of?

KNOCKBACK: [Always on] *You really send 'em flying.* When you inflict a wound, you may push the target 1 area. If you inflict a wound with a STRIKE action, you may also move into the target's new area as a free action.

Advanced: If your target enters an area occupied by another adversary after the PUSH, inflict 2 damage to each adversary and, if you wish, PUSH the other adversary 1 area.

What's the biggest opponent you've taken down?