


















# SWORDSMAN

Jacques "Jack" Duquesne (Secret)

Affiliations	SOLO 	Distinctions	DASHING ROGUE SEEKING REDEMPTION
	BUDDY 		MASTER OF THE BLADE
	TEAM 		FORMER VILLAIN, WOULD-BE AVENGER

XP

PP

Stress/Trauma	P					
	M					
	E					

Power Sets

## MAKLUAN-TECH SWORD

-  CONCUSSIVE FORCE BEAM
-  ELECTRICAL BOLT
-  FLAME JET
-  NERVE GAS
-  RAZOR-EDGED BLADE
-  ULTRASONIC SHOCKWAVE

**SFX: Choose the Right Button:** When using a Makluan-Tech Sword power, step up or double one power for one action. Then shut down that power. Recover it by activating an opportunity or during a transition scene.

**SFX: En Garde:** Against a single opponent in close combat, step up Razor-Edged Blade or double it. Remove the highest rolling die and add three dice for the total.

**SFX: Trick Blade:** When creating an asset or complication using the sword's special functions, add d6 and step up the effect die.

**SFX: Disarming Flourish:** When inflicting a complication related to disarming, pinning, stunning, or forcing an opponent off balance, step up the effect die.

**Limit: Gear:** Shutdown Makluan-Tech Sword and gain 1 PP. Take an action against the doom pool to recover it.

**Limit: Complicated Controls:** Change any Makluan-Tech Sword power into a complication and gain 1 PP. Activate an opportunity to recover the power.

## WORLD-CLASS FENCER

-  ENHANCED REFLEXES
-  ENHANCED STAMINA
-  LEAPING & TUMBLING
-  WEAPON MASTERY

**SFX: Riposte:** On a successful reaction against a close-combat attack, inflict physical stress with the effect die at no PP cost, or spend 1 PP to step it up.

**SFX: Flashing Blade:** Against multiple foes, add a d6 and keep an extra effect die.

**SFX: Duelist's Eye:** When studying an opponent in single combat, create a Read Their Guard asset. Step up the effect die if the opponent is armed with a melee weapon.

**Limit: Human Limits:** Gain 1 PP to step up physical stress from superhuman attacks, area attacks, or overwhelming force.

**Limit: Pride Before Prudence:** Gain 1 PP when Jack refuses a safer or more practical plan because a direct duel, dramatic entrance, or personal challenge is available.

Specs

-  ACROBATICS EXPERT
-  COMBAT MASTER
-  COVERT EXPERT
-  CRIME EXPERT
-  MENACE EXPERT
-  PSYCH EXPERT
-  VEHICLE EXPERT

Milestones

## BLADE OF REDEMPTION




- 1 XP** when you admit your criminal past, questionable reputation, or history with the Avengers has come back to haunt you.
- 3 XP** when you protect someone who has every reason not to trust you.
- 10 XP** when you either prove yourself as a true hero at great personal cost, or relapse into old habits to achieve what looks like a heroic victory.

## HAWKEYE'S OLD TEACHER

- 1 XP** when you give another hero advice, training, criticism, or a theatrical fencing lesson.
- 3 XP** when your history with Clint Barton, Barney Barton, the circus, or the criminal underworld complicates the mission.
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