As an End-User I want different weapons/skills so that I have a variety of game-play options

Independent: This user story is not reliant on any other features.

Negotiable: This feature can be discussed among peers as the different types of weapons, gameplay option

Valuable: This is valuable because having various gameplay options makes the game different each time.  
Estimable: This is a small user story which can be estimated

Small: This is an extra feature so it can be included or excluded.

Testable: Testing for can be done as the player attack patterns change.