**Super Strength**

**Highlights:**

* Alpha melee set
* Lots of knockback

**Super Stats:**

* Strength
* Toughness

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Bull Rush | Att | R | Touch | -- | -4 | 1 target | 5u | * Attack at end of full move * STR + 2d10 physical damage * Knock(3) * +2d6 knockback (STR, AGI 20) | 10 |
| Focused Rage\* | Att+ | A | Touch | -- | 0 | 1 target | 4u | * Stun (TOU, WIL 18) | 10 |
| Foot Stomp | Att | A | Area | -- | -- | 2” rad | 6u | * STR + 1d8 physical damage * Knock(3) * +2d6 knockback (STR, AGI 20) | 10 |
| Immovable\* | Utl | N | -- | -- | -- | Self | 1r | * Immune to knockback/down * Immune to throws | 6 |
| Power Strike | Att | A | Touch | -- | -3 | 1 target | 5u | * STR + 2d10 physical damage * Knock (3) * +1d6 knockback (STR, AGI 20) * -2 defense to use | 10 |
| Power Throw | Att+ | A | Touch | -- | -- | 1 target | 3u | * +2d6 knockback * Increase save DL to 24 | 10 |
| Super Leap | Mov | M | -- | -- | -- | Self | 2u | * 12” leap * +12” each level of super strength | 10 |
| Super Punch | Att | A | Touch | -- | 0 | 1 target | 3u | * STR + 1d10 physical damage * Knock(3) * +1d6 knockback (STR, AGI 18) | 10 |

**Additional Information**

**Bull Rush**

* The hero runs and slams into a target after a full move. This sends the target sprawling.

**Focused Rage**

* The hero is trained in turning his anger into a combat frenzy. His punches become so powerful that he can stun his opponent.

**Foot Stomp**

* The hero stomps or punches the ground, causing it to shake and buckle. His foes are thrown in all directions.

**Immovable**

* You are rooted to the ground. You cannot be knocked back or otherwise forced to leave his feet or move -- by anything. You could be buried in rubble, or hit by a train and you would remain in place (though he might take damage).
* *Enhance Slam* – When you land after making a full leap, you can knock over adjacent foes if they fail a STR, AGI save vs. DL 18 (10)

**Power Strike**

* The hero is strikes with wild, but powerful blows. Unfortunately, he leaves himself open for a counter attack.

**Power Throw**

* This turns a normal strike into a throw. The hero throws his target 2d6 hexes.
* *Enhance Aimed Throw* – Instead of knocking your victim straight back, you may choose any of the three “away” directions to knock him (10)
* *Enhance Bowling –* When you knock a target into a hex containing another opponent, you hit and damage both targets (10)

**Super Leap**

* Because the hero is so strong, he can leap for superhuman distances. In fact, the hero can use his super strength to add to his leaping distance. For every level of super strength used to leap (at the normal cost of 3 energy/level), 12 hexes are added to the leap distance.

**Super Punch**

* This is the basic strike for a super strong character. It does STR+1d10 damage and has a chance to knock a foe around the battlefield.