

Absolute strength

Powers:

- User starts with +5 Super str which allows the user to roll up to 5 dice above their current physical damage.
- This power is passive so to roll for super str, just add the super str to the users current str whenever str rolls are required.
- User can use super Str to launch themselves 5x their Super str modifier in metres.

Weaknesses: N/a

Limitations:

- Close combat only, no inherent ranged capabilities (other than throwing).

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / amour) :

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levels:

1) S-P +1

2) S-P +1

3) Tremendous Leap

- User can jump incredible heights using Str rolls, height of launch is 10x whatever the super Str modifier is in metres.
- This ability can deal damage if the user launches themselves at something/ someone the damage equal to the damage 1d2 for ever super Str modifier (example ; +1 = 1d2, +3 = 1d6, +10 = 2d10), plus the melee attack of this user.
- User can use this ability instead of move speed, however, still cannot use this ability reactively.
- If user rolls successfully with S-P(10+) The user does not take fall damage.

4) [Ability] living tank :

- User of this power gets a physical resistance equal to 2x the users SPStr and Str modifiers.

[Buff] +1 Super Str

5) [Ability] Show of might :

- All Grapple and labour rolls are advantaged so long as power is active.

[Buff] +1 Super Str

6) [Ability] Thunder Clap :

- Roll 15+ S-P to clap hands together with enough force to generate a impact / sonic spread that reaches up to 10m per Super Str modifier.
- This attack does damage equal to the damage d4 +1 up for ever super Str modifier (example ; +1 = d6, +3 = d10, +10 = 2d12)
- This attack generates damage of both sonic and impact, meaning whatever the lowest resistance the victims have, is the one that is targeted.

[Buff] +1 Super Str

7) [Ability] Power loader :

- Multiply the amount of weight this character can lift by 10x.

[Buff] +1 Super Str

8) [Ability] Wrecking ball fist :

- Any damage dealt to durability on any item by this character is now +5x.

[Buff] +1 Super Str

9) [Ability] Preemptive launch:

- User can roll Super Str to reactively evade attacks, however, this ability can only be used to launch themselves away from the attack, unless they outwardly state they wish to launch themselves towards the attacker, which will mean they will take the damage from the attack.
- To successfully launch themselves towards the opponent, the user must achieve a roll of 5 above the attackers roll, upon doing so this character can deal a melee attack with the force of their launch. (1d2 for every super Str modifier (example ; +1 = 1d2, +3 = 1d6, +10 = 2d10) on top of their attack roll.

[Buff] Increases Super Str by 2, if the user has maximum SpStr (+10) increase maximum damage dice by 2 up.

10) [Mutation] Adaptive strength

- Upon taking damage, the user must roll S-P of 20+, upon success the user then adds a d4 on to all melee attacks utilising their str, this dice then increases each turn by 1 dice up.
- The dice caps at an extra 5d10. (Look at the damage dice table for reference).
- If the opponent deals more damage than the user, the user gains the ability to roll and deal the exact amount of melee damage through Str as that chosen opponent. (roll requirement of this ability is 15+ S-P).

[Evolution] Overflowing strength

- User can now throw out pure concussive force, using 15+ with SPStr melee attacks which deals the exact amount of damage melee attacks are supposed to deal.
- Range of these attacks are 5m for every +1 the user has to SPStr or Str modifier.
- If the user hits an opponent (and successfully rolled a 20+ SPStr) with the physical attack instead of the ranged, the user can launch the opponent to deal the exact damage they dealt with the melee attack as knockback, which if the opponent collides with something or someone is then dealt that damage.