

Super Attacks and Super Strength

“**Super**” is the *Phoenix* equivalent of “magic.” It’s the catch-all term for anything outside of the normal range of human ability. Any in-game effect that has an origin is automatically super. Any attack or effect that comes from an item—mystical, psionic, or supertech—is super. Enhancements granted by mastercraft tools or weapons are not super.

Like magic in standard d20 games, super attacks in *Phoenix* automatically **bypass DR** if it’s unmodified (see DR). Similarly, anything or anyone that can only be hit by magic effects or attacks can be hit by super attacks. A vampire, for example, can be damaged by a super attack.

Strength scores of 25 or above are super, and 24 and below are not. Super Strength also **automatically does lethal damage**, whereas scores of 24 and below do not. Therefore an attack aided by one of those scores, usually Strength or Dexterity, is super as well. A rock (or a car) thrown by someone with a Dexterity of 27 is super. A punch from someone with a Strength of 32 is super.

Super Strength

Super Strength mostly speaks for itself. You have a higher Strength score and your bonuses go up accordingly. Published sources don’t list the encumbrance and loads for scores above 30; because those are important for super fights, we calculated them for you (see the table below). A Strength 60 is not necessarily the upper limit. It’s just where we decided to cut off the table.

Slowing a Moving Object

If you are in the path of a moving object—such as a runaway streetcar or a driverless truck—and you have Super Strength, then you can try to hasten its deceleration. As a full-round action, you can plant your feet on the ground and your hands or shoulders on the object. For every full-round action you spend doing this, you roll a Strength check and reduce the object’s remaining HPs/feet by that number. The power [Mighty Lifting](#) multiplies your Strength bonus for the purposes of making this roll.

If you you are flying, you can use a full-round action to reduce the object’s remaining HPs/feet by 1d6 per 100 pounds that you can lift. Be sure to take into account the Air Lift enhancement when you calculate your maximum weight.

Super Strength Stats				
Score	Bonus	Light	Medium	Heavy
10	–	33 lb.	66 lb.	100 lb.
11	–	38 lb.	76 lb.	115 lb.
12	+1	43 lb.	86 lb.	130 lb.
13	+1	50 lb.	100 lb.	150 lb.
14	+2	58 lb.	116 lb.	175 lb.
15	+2	66 lb.	133 lb.	200 lb.
16	+3	76 lb.	153 lb.	230 lb.
17	+3	86 lb.	173 lb.	260 lb.
18	+4	100 lb.	200 lb.	300 lb.
19	+4	116 lb.	233 lb.	350 lb.
20	+5	133 lb.	266 lb.	400 lb.
21	+5	153 lb.	306 lb.	460 lb.
22	+6	173 lb.	346 lb.	520 lb.
23	+6	200 lb.	400 lb.	600 lb.
24	+7	233 lb.	466 lb.	700 lb.
Super Strength				

25	+7	266 lb.	533 lb.	800 lb.
26	+8	306 lb.	613 lb.	920 lb.
27	+8	346 lb.	693 lb.	1,040 lb.
28	+9	400 lb.	800 lb.	1,200 lb.
29	+9	466 lb.	933 lb.	1,400 lb.
30	+10	532 lb.	1,064 lb.	1,600 lb.
31	+10	612 lb.	1,224 lb.	1,840 lb.
32	+11	692 lb.	1,384 lb.	2,080 lb.
33	+11	800 lb.	1,600 lb.	2,400 lb.
34	+12	932 lb.	1,864 lb.	2,800 lb.
35	+12	1,064 lb.	2,132 lb.	3,200 lb.
36	+13	1,224 lb.	2,452 lb.	3,680 lb.
37	+13	1,384 lb.	2,772 lb.	4,160 lb.
38	+14	1,600 lb.	3,200 lb.	4,800 lb.
39	+14	1,864 lb.	3,732 lb.	5,600 lb.
40	+15	2,128 lb.	4,256 lb.	6,400 lb.
41	+15	2,448 lb.	4,896 lb.	7,360 lb.
42	+16	2,768 lb.	5,536 lb.	8,320 lb.
43	+16	3,200 lb.	6,400 lb.	9,600 lb.
44	+17	3,728 lb.	7,456 lb.	11,200 lb.
45	+17	4,256 lb.	8,528 lb.	12,800 lb.
46	+18	4,896 lb.	9,808 lb.	14,720 lb.
47	+18	5,536 lb.	11,088 lb.	16,640 lb.
48	+19	6,400 lb.	12,800 lb.	19,200 lb.
49	+19	7,456 lb.	14,928 lb.	22,400 lb.
50	+20	8,512 lb.	17,024 lb.	25,600 lb.
51	+20	9,792 lb.	19,584 lb.	29,440 lb.
52	+21	11,072 lb.	22,144 lb.	33,280 lb.
53	+21	12,800 lb.	25,600 lb.	38,400 lb.

54	+22	14,912 lb.	29,824 lb.	44,800 lb.
55	+22	17,024 lb.	34,112 lb.	51,200 lb.
56	+23	19,584 lb.	39,232 lb.	58,880 lb.
57	+23	22,144 lb.	44,352 lb.	66,560 lb.
58	+24	25,600 lb.	51,200 lb.	76,800 lb.
59	+24	29,824 lb.	59,712 lb.	89,600 lb.
60	+25	34,048 lb.	68,096 lb.	102,400 lb.