



THOR

Thor Odinson

FIGHTING <i>melee</i>	UNEARTHLY (100)	HEALTH <i>F+A+S+E</i>	340
AGILITY <i>ranged · dodge</i>	INCREDIBLE (40)	KARMA <i>R+I+P</i>	76
STRENGTH <i>damage · grapple</i>	UNEARTHLY (100)	RESOURCES <i>afford by rank</i>	EXCELLENT (20)
ENDURANCE <i>stamina · resist</i>	UNEARTHLY (100)	POPULARITY <i>fame</i>	MONSTROUS (75)
REASON <i>knowledge · invent</i>	TYPICAL (6)		
INTUITION <i>senses · initiative</i>	EXCELLENT (20)		
PSYCHE <i>willpower · magic</i>	AMAZING (50)		

MOVEMENT	
GROUND 1 AREA	AIR 50 AREAS SHIFT-X · 750 MPH
TALENTS	
WEAPONS SPECIALIST	

POWERS

ABSORBED

the number = how much damage this armor blocks per hit

SENSE

the number = how sharp this sense is (intensity it detects through)

INTENSITY

the number = how hard for targets to resist (their FEAT difficulty)

MOVEMENT

see Movement block above for areas/turn + mph

TRUE INVULNERABILITY	EXCELLENT (20) ABSORBED	As one of the most powerful Asgardian gods, Thor has Excellent protection from Physical and Energy attacks.
RESISTANCES	UNEARTHLY (100) ABSORBED	Thor's physiology is a product of his half-Asgardian/half-Elder God heritage making him highly resistant to injury that is not common amongst those of his race. Thor has an Unearthly rank resistance to Heat, Cold, Fire, Corrosives, Energy, Electricity, Radiation, and Toxins.
LONGEVITY		CL1000
INVULNERABILITY	ABSORBED	Thor has CL1000 Resistance to Disease and Aging.
ILLUSION DETECTION	REMARKABLE (30) SENSE	Thor can detect Illusions with Remarkable ability.
WEATHER CONTROL	AMAZING (50) INTENSITY	Thor is able to call upon the Lightning, Thunder and Storm without his hammer, however this is at Amazing rank. Thor's Weather Control power rank with Mjolnir is Unearthly (see below).
FLIGHT	SHIFT-X (150) MOVEMENT	Thor is able to fly at up to Shift-X air speed without his hammer. Thor's Flight power rank with Mjolnir is CL3000, but he limits himself to Shift-Z in earth's atmosphere (see below).
ALLSPEAK		Do to the Allspeak (also called All-Tongue), Thor can communicate in all of the languages of the Nine Realms, Earth's dialects, and various alien languages.

EQUIPMENT		
CH charge — roll Endurance on the Universal Table		
UNIQUE WEAPON		War hammer -" Mjolnir " is forged from Asgardian Uru metal, a CL3000 material. Mjolnir possesses the following powers:
BELT OF STRENGTH-"MEGINGJORD"	SHIFT-X (150)	": Megingjord is an enchanted belt that Thor keeps in a small pocket dimension. Though he almost never uses it, the belt is capable of doubling Thor's physical strength by (+1CS) to Shift-X. Thor can wear the belt as long as he likes, but when he removes it, he suffers (-2CS) to his Endurance. Lost Endurance can be recovered normally.
GAUNTLETS OF MIGHT- "JARNGREIPR"	SHIFT-Z (500)	": Gauntlets made of CL3000 Asgardian Uru metal and covers Thor's arms to the shoulders. They are useful when performing the "Unfettered Might" power stunt, they provide Shift-Z protection vs. contact powers.
THOR'S WAR CHARIOT		Thor, while in Asgard, employs a chariot using his goats, Tanngrisnir (Toothgrinder) and Tanngnjostr (Toothgnasher) . F A S E R I P RM GD RM IN TY GD GD
HEALTH		110 Karma: 26
FLIGHT	INCREDIBLE (40) CH	Incredible air speed. Running : Excellent Regeneration : Incredible Attacks : The goats can ram (charging rules doing Incredible damage) or attack with their front hooves (doing Remarkable physical damage plus Excellent Energy/Electrical damage).

CONTACTS				
AVENGERS	FANTASTIC FOUR	X-MEN	ASGARDIAN GODS	OLYMPIAN GODS