

Thor

Male; Height: 5' 8"; Weight: 175 lb.

Power Level 10, 150 PP; Abilities 68 + Powers 58 + Advantages 4 + Skills 10 (20 ranks) + Defenses 10



Abilities

| | | | | | | | |
|----------|----|-----------|---|-----------|---|-----------|---|
| Strength | 11 | Agility | 4 | Fighting | 8 | Awareness | 2 |
| Stamina | 11 | Dexterity | 3 | Intellect | 0 | Presence | 1 |

Offense

Initiative: +8

Attack Name Attack Bonus & Resistance DC Notes

Lightning: Damage 12 +3, DC 27 300/600/1200 ft., Crit 20

Strength-based Damage 1 +8, DC 27 Crit 20

Throw +5, DC 26 Bludgeon, Crit 20

Unarmed +8, DC 26 Bludgeon, Crit 20

Powers

Ü Asgardian Physiology (35 PP)

Ü Enhanced Strength 2 (linked)
+2 STR (Free - Personal - Sustained)

Ü Huge Frame: Growth 2 (linked)
+2 STR, +2 STA, +1 Intimidate, -2 Stealth, -1 active defenses, +2 mass ranks; Increased Duration: continuous (Free - Personal - Continuous)

Ü Immunity 1 (linked)
Aging (Personal - Permanent)

Ü Impervious Toughness 2 (linked)
(Free - Personal - Continuous)

Ü Life Support: Immunity 10 (linked)
Life Support (Personal - Permanent)

Ü Power-Lifting: Enhanced Strength 4 (linked)
+4 STR; Limited to Lifting (Free - Personal - Sustained)

Ü Protection 4 (linked)
+4 Toughness; Impervious (Personal - Permanent)

Ü God of Thunder: Movement 1 (2 PP)

Environmental Adaptation: Weather (Free - Personal - Sustained)

Ü Mjolnir (21 PP)

Easily Removable

Ü Can only be lifted by those worthy: Feature 1 (1 PP)
(Personal - Permanent)

Lightning: Damage 12 (25 PP)
DC 27; Increased Range: ranged (Standard - Ranged, 300/600/1200 ft. - Instant)

Ü Flight 9 (alternate)
Speed: 1000 miles/hour, 2 miles/round (Free - Personal - Sustained)

Strength-based Damage 1 (5 PP)
DC 27; Penetrating 4 (Standard - Close - Instant)

Ü Weather Control: Environment 10 (4 PP)
Radius: 2 miles; Distracting (Standard - Rank - Sustained)

Advantages

All-out Attack Trade active defense for attack bonus.

Improved Initiative +4 bonus to initiative checks per rank.

Interpose Take an attack meant for an ally.

Move-by Action Move both before and after your standard action.

Defenses

Dodge 7

Parry 7

Fortitude 12

Toughness 13/15

Impervious: +6

Will 7

Hero Points: 1

Knockback: -15

Damage

Bruises

Dazed

Staggered

Incapacitated

Fatigue

Fatigued

Exhausted

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Flight 9 - Speed: 1000 miles/hour, 2 miles/round

God of Thunder: Movement 1 - Environmental Adaptation: Weather

Routine Jump Distance - Running jump: 27 ft.; standing: 13.5 ft.; vertical: 5.4 ft.; standing vert.: 2.7 ft.

Throwing Distance - Throw 3.2 ktons 6 feet; throw 800 tons 30 feet; throw 200 tons 120 feet

Complications

Arrogance His power and status sometimes make him underestimate his opponents or get him into situations that could have been avoided.

Enemy Loki, Midgard Serpent and the Fenris Wolf are his greatest foes, but he has acquired many enemies over the millennia.

Motivation: Responsibility To protect and defend Asgard and the mortal world, Midgard.

Background Information

Languages: English

Real Name: Thor Odinson

The Ragnarok cycle created numerous versions of Thor's origin story, and the fact that Asgard was a place of myth did not help matters when trying to keep track of all of the different stories and personalized descriptions of events. What is known is that Thor is the blood-son of Odin, All-Father of the Asgardians.

The young Thor was raised alongside Loki, who had been adopted by Odin after Loki's Frost Giant father Laufey had been killed in battle. For all of their childhood, Loki was jealous of Thor. Loki's jealousy, which grew to hatred, resulted in a desire to kill Thor. Thus began Loki's enmity for Thor, which persisted for centuries.



Skills

| | Total | Ranks | Ability | Other |
|-----------------------------|-------|-------|---------|-------|
| Acrobatics | +7 | 3 | 4 | |
| Athletics | +17 | 6 | 11 | |
| Deception | +1 | - | 1 | |
| Expertise: Magic | +4 | 4 | | |
| Insight | +2 | - | 2 | |
| Intimidation | +2 | - | 1 | +1 |
| Investigation | - | - | | |
| Perception | +4 | 2 | 2 | |
| Persuasion | +4 | 3 | 1 | |
| Ranged Combat: Throw | +5 | 2 | 3 | |
| Sleight of Hand | - | - | 3 | |
| Stealth | +2 | - | 4 | -2 |
| Technology | - | - | | |
| Treatment | - | - | | |
| Vehicles | - | - | 3 | |