

Thor

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

Power Level 15, 225 PP; Abilities 102 + Powers 83 + Advantages 7 + Skills 14 (27 ranks) + Defenses 19



Abilities

Strength	17	Agility	4	Fighting	10	Awareness	3
Stamina	15	Dexterity	3	Intellect	0	Presence	5

Offense

Initiative: +8

Attack Name Attack Bonus & Resistance DC Notes

Lightning: Damage 17 +3, DC 32 425/850/1700 ft., Crit 20

Strength-based Damage 3 +10, DC 35 Crit 16-20

Throw +10, DC 32 Bludgeon, Crit 20

Unarmed +10, DC 32 Bludgeon, Crit 20

Powers

✓ **Asgardian Physiology** (39 PP)

✓ **Enhanced Strength** 2 (linked)

+2 STR (Free - Personal - Sustained)

✓ **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)

✓ **Immunity** 5 (linked)

Aging, Disease, Environmental Condition: Heat, Environmental Condition: Cold, Environmental Condition: Radiation (Personal - Permanent)

✓ **Impervious Toughness** 2 (linked)

(Free - Personal - Continuous)

✓ **Life Support: Immunity** 10 (linked)

Life Support (Personal - Permanent)

✓ **Power-Lifting: Enhanced Strength** 4 (linked)

+4 STR; Limited to Lifting (Free - Personal - Sustained)

✓ **Protection** 4 (linked)

+4 Toughness; Impervious (Personal - Permanent)

✓ **God of Thunder: Movement** 1 (2 PP)

Environmental Adaptation: Weather (Free - Personal - Sustained)

✓ **Mjolnir** (42 PP)

Easily Removable (indestructible)

✓ **Bifrost Bridge: Movement** 2 (13 PP)

Dimensional: The Nine Realms 2: group, 1600 lbs.; Increased Mass 5, Portal (Free - Personal - Sustained)

✓ **Can be called back to hand: Feature** 1 (1 PP)

(Personal - Permanent)

✓ **Can only be lifted by those worthy: Feature** 1 (1 PP)

(Personal - Permanent)

Lightning: Damage 17 (37 PP)

DC 32; Increased Range: ranged, Indirect 2: any point away or fixed point in fixed direction (Standard - Ranged, 425/850/1700 ft. - Instant)

✓ **Flight** 10 (alternate)

Speed: 2000 miles/hour, 4 miles/round (Free - Personal - Sustained)

Strength-based Damage 3 (13 PP)

DC 35, Advantages: Improved Critical 4; Penetrating 4 (Standard - Close - Instant)

Groundstrike: Affliction 15 (alternate)

1st degree: Hindered, 2nd degree: Prone, Resisted by: Fortitude, DC 25; Instant Recovery, Limited: Must be on the same surface hit, Limited Degree (Standard - Close - Instant)

Spinning Shield: Impervious Toughness 10 (alternate)

(Free - Personal - Continuous)

Defenses

Dodge 10

Parry 10

Fortitude 19

Toughness 19

Impervious: +6

Will 10

Hero Points: 1

Knockback: -21

Damage

Bruises

Dazed

Staggered

Incapacitated

Fatigue

Fatigued

Exhausted

Powers		Skills			
		Total	Ranks	Ability	Other
✓ Weather Control: Environment 10 (4 PP)	Radius: 2 miles; Distracting (Standard - Rank - Sustained)				
Advantages		Acrobatics	+7	3	4
All-out Attack	Trade active defense for attack bonus.	Athletics	+21	4	17
Benefit, Status: Prince of Asgard	Gain a significant perquisite or fringe benefit.	Deception	+5	-	5
Improved Critical 4: Strength-based Damage 3	+1 to critical threat range with an attack per rank.	Expertise: Magic	+4	4	
Improved Hold	-5 circumstance penalty to escape from your holds.	Insight	+3	-	3
Improved Initiative	+4 bonus to initiative checks per rank.	Intimidation	+6	-	5 +1
Interpose	Take an attack meant for an ally.	Investigation	-	-	
Move-by Action	Move both before and after your standard action.	Perception	+5	2	3
Power Attack	Trade attack bonus for effect bonus.	Persuasion	+8	3	5
Movement		Ranged Combat: Throw	+10	7	3
Base Movement Speed	- 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)	Sleight of Hand	-	-	3
Bifrost Bridge: Movement 2 - Dimensional: The Nine Realms 2: group, 1600 lbs.		Stealth	+2	-	4 -2
Flight 10 - Speed: 2000 miles/hour, 4 miles/round		Technology	-	-	
God of Thunder: Movement 1 - Environmental Adaptation: Weather		Treatment	-	-	
Routine Jump Distance - Running jump: 31 ft.; standing: 15.5 ft.; vertical: 6.2 ft.; standing vert.: 3.1 ft.		Vehicles	+7	4	3
Throwing Distance - Throw 200 ktons 6 feet; throw 50 ktons 30 feet; throw 12 ktons 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.					
					