

THOR

Thor Odinson (Public)

Affiliations	10 SOLO 6 BUDDY 8 TEAM	Distinctions	GOD OF THUNDER LEGENDARY EGO RIGHTEOUS WARRIOR
XP 	PP 	Stress/Trauma	P 4 6 8 10 12 M 4 6 8 10 12 E 4 6 8 10 12

Power Sets

SON OF ASGARD

8 ENHANCED REFLXES 8 ENHANCED SENSES 8 ENHANCED SPEED

12 GODLIKE STAMINA 12 GODLIKE STRENGTH

SFX: *Immune*. Spend 1 PP to ignore stress, trauma, or complications from disease or fatigue.

SFX: *Invulnerability*. Spend 1 PP to ignore physical stress or trauma results unless caused by mystical attacks.

SFX: *Second Wind*. Before you make an action including a Son of Asgard power, you may move your physical stress die to the doom pool and double the Son of Asgard power for this action.

Limit: *Savior of Asgard*. Step up emotional stress caused by guilt or the suffering of those you have sworn to protect to gain 1 PP.

MJOLNIR

8 EXPERT SORCERY 12 GODLIKE DURABILITY 10 SUPERSONIC FLIGHT

10 TELEPORTATION 10 WEAPON 12 WEATHER SUPREMACY

SFX: *Anti-Force*. On a successful reaction against an energy-based attack, add a doom die equal to the reaction effect die to inflict your attacker's effect die against your attacker.

SFX: *Area Attack*. Against multiple targets, for each additional target add a d6 and keep an additional effect die.

SFX: *I Say Thee Nay!* Double or step up a Mjolnir power for your next action, then step back that power. Activate an opportunity or participate in a Transition Scene to recover that power.

Limit: *Gear*. Shut down Mjolnir to gain 1 PP. Take an action vs. the doom pool to recover Mjolnir.

Specs

10 COMBAT MASTER 8 COSMIC EXPERT 10 MENACE MASTER 8 MYSTIC EXPERT

Milestones

THOR THE UNWORTHY

1XP when you perform an action which would upset Odin.

3XP when you use Mjolnir's Gear limit and do not recover it in the same scene.

10XP when you recover Mjolnir during a dramatically appropriate moment by proving you are worthy of the hammer, or realize you will never become worthy of the hammer and leave it forever.

NEW IN TOWN

1XP when you are confused by modern Earth objects.

3XP when you cause an awkward scene due to a misunderstanding about modern Earth.

10XP when you finally understand the modern world and begin speaking like a human, or when you finally give up on modern Earth and return to Asgard.

Datafile created by Mark Meredith (marvelplotpoints.com)

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