

CMDR THOR, lord of Thrudvang

Thor is the son of [Odin](#), lord of the [AESIR](#), the [Asgardr](#) space-borne commandos. He wields the hammer Mjollnr, crafted for him by the Dvergar military contractors, Sindri and Brokkr of Savartalfheim.

He is truly his father's son, having defeated many Jotnar in both space and ground conflicts, gaining much honor for his unit of AESIR. Many of his own warriors have been promoted to either [VALKYRIE](#) or [EINHERJAR](#), Odin's elite units, and rather than consider them lost, he exults in their new positions at AESIR Command in [Asgard](#).

His love interest is a member of AESIR, Lieutenant [Sif](#). When deployment schedules conspire to allow meetings, they usually engage in games of Tafl and get very drunk.

Thor has engaged in an ongoing affair with a Jotun battle-suit pilot, [Jarnsaxa](#). If the affair came to light, it could cause Thor his position. It would be a great embarasment at the very least. In this, he is very like his father, as his mother is the Jotun, [Jord](#), whom he rarely sees due to the current conflict.

He has been tasked with tracking down his traitor uncle, [Loki](#), and uncover clues about something called [Ragnarok](#) and the battleship [Jormundgandr](#). Loki is suspected to have gone over to the Jotnar. If true, it is likely that [Fenris](#) and [Hel](#), Thor's cousins, have most likely defected as well.

Thor

Character created with [Hero Designer](#), version 2007122904

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
18	STR	10	8	13-	HTH Damage 3 1/2d6 END [4]
15	DEX	10	15	12-	OCV 5 DCV 5
15	CON	10	10	12-	
13	BODY	10	6	12-	
15	INT	10	5	12-	PER Roll 12-
13	EGO	10	6	12-	ECV: 4
16	PRE	10	6	12-	PRE Attack: 3d6
14	COM	10	2	12-	
4/19	PD	4	0		4/19 PD (0/15 rPD)
4/19	ED	3	1		4/19 ED (0/15 rED)
4	SPD	2.5	15		Phases: 3, 6, 9, 12
7	REC	7	0		
30	END	30	0		
30	STUN	30	0		
6"	Running	6	0		
2"	Swimming	2	0		

Val	Char	Base	Points	Roll	Notes
3 1/2"	Leaping	4	0		

74 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **0**
 Spent: **0**
 Unspent: **0**
 Base Points: **100**
 Disad Points: **90**
 Total Points: **154**

SKILLS

Cost	Name
3	Combat Driving 12-
3	Combat Piloting 12-
9	Personal Weapon Training: +3 with Mjollnr
3	Demolitions 12-
3	Electronics 12-
3	Gambling (Tafl) 13-
0	Language: Asgardian (completely fluent) (3 Active Points)
3	Language: Jotun (completely fluent)
2	Language: Dvergar (fluent conversation)
1	Language: Alfer (basic conversation)
3	Mechanics 12-
3	Paramedics 12-
4	PS: Soldier 13-
3	Stealth 12-
3	Survival 12-
5	Systems Operation (Power Armor) 13-
3	Tactics 12-
1	TF (player's choice)
3	WF (6 points' worth): Common Melee Weapons, Energy Weapons
3	Weaponsmith (one category) 12-

61 Total Skills Cost

TALENTS

Cost	Name
16	Berserk Fury
3	Absolute Range Sense

19 Total Talents Cost

EQUIPMENT

Cost	Equipment	END
	Medium Battle Armor	
	1) Armor: Armor (15 PD/15 ED) (45 Active Points); OIF (-1/2), Armor Weight (-1/2), Activation Roll 14- (-1/2), Real Armor (-1/4)	0
	2) Communications System: High Range Radio Perception (Radio Group) (12 Active Points); OIF (-1/2), Sense Affected As Sight And Hearing Group As Well As Radio Group [very common Sense] (-1/2)	0
	3) Closed Radio Link: Mind Link , Specific Group of Minds, Number of Minds (x8) (25 Active Points); Only With Others Who Have Mind Link (-1), OIF (-1/2)	0
	4) Sight Augmentation Systems: Infrared Perception (Sight Group) (5 Active Points); OIF (-1/2)	0
	5) Sight Augmentation Systems: Nightvision (5 Active Points); OIF (-1/2)	0
	6) Sight Augmentation Systems: Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-1/2)	0
	7) Sight Augmentation Systems: +8 versus Range Modifier for Sight Group (12 Active Points); OIF (-1/2)	0
	 Sensory Protection: Sight Group Flash Defense (12 points) (12 Active Points); OIF (-1/2)	0
	9) Sensory Protection: Hearing Group Flash Defense (12 points) (12 Active Points); OIF (-1/2)	0
	10) Oxy Supply: Life Support (Self-Contained Breathing) (10 Active Points); OIF (-1/2)	0
	Mjollnr - Unique Master-crafted Weapon	
	1) Impact: Energy Blast 6d6, 16 Charges (Gravitic Power Pack; +0), Armor Piercing (+1/2), Area Of Effect (One Hex; +1/2) (60 Active Points); STR Minimum 18 and higher (-1), No Range (-1/2), Real Weapon (-1/4)	[16]
	2) Thrown Hammer: Energy Blast 6d6, 16 Charges (Gravitic Power Pack; +0), Armor Piercing (+1/2), Area Of Effect (One Hex; +1/2) (60 Active Points); STR Minimum 18 and higher (-1), Real Weapon (-1/4)	[16]
	Ivaldi Laser Pistol: (Total: 51 Active Cost, 16 Real Cost) Killing Attack - Ranged 2 1/2d6, 16 Charges (+0) (40 Active Points); OAF (-1), STR Minimum 1-5 (STR Min. Cannot Add/Subtract Damage; -3/4), Real Weapon (-1/4), Beam (-1/4), Blocked By Smoke Or Steam (-1/4) (Real Cost: 11) plus +1 OCV (5 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 2) plus +2 versus Range Modifiers (6 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 3)	[16]

Equipment costs shown above are for reference only, and are not included in Total Cost.

DISADVANTAGES

Cost	Name
15	Hunted: Jotun 14- (Less Pow, Harshly Punish)
25	Social Limitation: Subject to Orders (Very Frequently, Severe)
15	Distinctive Features: Uniform (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
15	Dark Secret: Affair With Jotun Jarnsaxa

Cost	Name
20	Psychological Limitation: Sense of Duty (Very Common, Strong)

90 Total Disadvantages Cost

APPEARANCE

Hair Colour: Red
Eye Colour: Blue
Height: 2.00 m
Weight: 100.00 kg

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