MARVEL SUPER HEROES™

Form Asgardian

Fighting	Remarkable	30	Shift 0	0
Agility	Excellent	20	Shift 0	0
Strength	Amazing	50	Shift 0	0
Endurance	Incredible	40	Shift 0	0
Reason	Good	10	Shift 0	0
Intuition	Good	10	Shift 0	0
Psyche	Excellent	20	Shift 0	0
	Rank	No.	Rank	No.

Hero's Name: Tempest
Hero's ID: Orrin Bjornson
Player's Name: Giledhel (Classic Marvel Forever Forum Tag)

Group Affiliation: Unafiliated
Base of Operations: New Asgard, Norway
Origin: High Technology; Asgardian
Occupation: Superhero; New Asgard Defence Force
Identity:

Age:	150 human years	
Height:	6 feet	
Weight:	500 lbs.	lbs.
Running:	7 /T	/T
Accuracy:	6	
Initiative Modifier:	(1)	( )

Health

Hero: 140

Secret: 0

F + A + S + E

Karma

Hero: 40

Secret: 0

A + I + P

Resources

Hero: Poor 0

Secret: Shift 0 0

Popularity

Hero: Good 0

Secret: Shift 0 0

Contacts

New Asgard Defence Force
Mystic Contacts (Asgardian pantheon, 9 Realms) Hagrid the wise man of New Asgard, one of the oldest Asgardians and a master of ancient Lore who advises the NADF

Talents

Weapons Master + 1 CS on all rolls to hit with medieval weapons
Investigation

Advancement Fund

Purpose: Student /
Karma: /

Karma Pool

Group:
Karma:

Powers

Longevity: All Asgardians age extremely slowly, to humans they are virtually immortal. The longest lived Asgardians can reach 5000+ years
All-speak: The Asgardians "Allspeak" is designed to be understood by humans and all races in the Nine Realms.
Dense Skin: Asgardians naturally dense skin provides Good protection from Energy and Physical Attacks
Resistances: Asgardians are highly resistance to diseases, toxins, and exposure to extreme environments, this is shown by an Incredible Rank Resistance to the following environmental factors: Radiation, toxins, disease, cold, heat (not energy attacks)

Warhammer (Thunderstrike) This Asgardian warhammer contains a shard of the orginal hammer Mjlonir, is of Shift-X material strength, it was found on the site where Hela destroyed it shortly before Ragnarok. The Hammer gives the wielder the following powers.

Shield: by spinning the hammer in front of their body, the user can create a Remarkable rank Shield others can hide behind.
Worthiness: To wield a user must spend 400 Karma and have at least Remarkable Strength
Flight: By hurling the hammer in front of themselves the user attains Amazing airspeed
Striking Power: Charging this weapon with it's lightning adds +1 CS to any attack, to charge the user must not attack for one round.
Weather Manipulation: The User may control the weather up to Amazing rank, including the following effects.
Create and control storms of Amazing Rank
Hurl Lightning Bolts of Incredible Rank