

MARVEL
COMICS

THE **New!** ***MARVEL -PHILE***

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AUTHORITY

THE WORTHY



FEAR
ITSELF

THE New! MARVEL[®]-PHILE

This issue, we explore some enhanced versions of our favorite Marvel characters – both heroes and villains. While they are a little powerful for most heroes, by themselves they may be a good big bad... or at least someone to phone a friend to get some assistance. You could also use them in your own campaign's tie-in to the Fear Itself event!

In the past, The Marvel-Phile was one of the best resources for new and updated information pertaining to the Marvel Super Heroes Role-Playing Game. We are continuing that fine tradition with the "New Marvel-Phile". We are certain that each

edition will bring something new and exciting for those that still enjoy this great game.

Let us know if you like what we are doing here, or if you want to see something different. Requests are also welcome, but please bear in mind, that we cannot possibly accommodate all requests. Feel free to send requests, feedback, and submissions (especially submissions!) to [themarvelphile@gmail.com!](mailto:themarvelphile@gmail.com)

Please enjoy and feel free to give us feedback!



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BACKGROUND:

The Worthy are the Serpent's elite vanguards and agents of destruction. The eight superpowered beings who can wield those hammers are granted immense magical power, and possessed by the evil spirits that are associated with the Serpent. Sin was the first one to lift the Hammer of Skadi, which transformed her into Skadi, who then freed the Serpent from his magical prison. He then sent seven more hammers to Earth, which were found and lifted by seven more people.

Every one of the Worthy helped the Serpent to spread fear around the Earth. The first Worthy to be dispossessed was the Thing, with the help of Franklin Richards and his reality alteration powers. After the final battle when the Worthy were defeated by The Mighty and the Serpent killed by Thor, their hammers were taken away from them by Odin. Nul was the only one who seemed to be still free on Earth, for that, Hulk searched for the help of Doctor Strange.

MEMBERS: Angrir, Breaker of Souls; Greithoth, Breaker of Wills; Kuurth, Breaker of Stone; Mekk, Breaker of Faith; Nerkkod, Breaker of Oceans; Nul, Breaker of Worlds; Skadi, Herald of the Serpent; Skirn, Breaker of Men





STATISTICS

F: IN(40)
A: GD(10)
S: UN(100)
E: MN(75)
R: GD(10)
I: GD(10)
P: RM(30)

Health: 225
Karma: 50
Resources: RM (30)
Popularity: -30

BACKGROUND

Real Name: Angrir
Occupation: Breaker of Souls
Legal Status: Citizen of Asgard
Identity: Public
Other Known Aliases: The Thing
Place of Birth: Asgard
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliation: The Worthy
Present Group Affiliation:

KNOWN POWERS

Possession: Angrir possess the body of Ben Grimm, the Thing. He has all of his hosts powers augmented by Asgardian magic.

Body Armor: The Thing's epidermis mutated into an organic, rock-like material that gives him Incredible (40) protection against physical and fire-based attacks. It is less effective against energy attacks and provides only Excellent (20) protection.

Resistance – heat, cold, pressure, vacuum: Ben's rocky hide can withstand a great deal of varying environments with Incredible (40) ability. He still requires food, water, and air however.

Longevity: Unearthly (100), The Thing does not age. The only way for him to age is by being in his human form.

Protected Senses: Remarkable (30), though his senses aren't superhumanly acute, his five senses can withstand greater amounts of sensory stimuli than he could when he was a normal human being, with no reduced sensitivity.

Hyper-breath: As a Power Stunt using his Unearthly (100) strength, Ben can exhale a small windstorm of Excellent (20) intensity. The range is limited to 20 feet, or 2 areas.



EQUIPMENT

Hammer of Angrir: The Hammer of Angrir was one of the seven mystical war hammers the Serpent summoned to awaken the Worthy.

- **Material Strength:** CL 1000, the hammer is made of Uru metal.
- **Possession:** The hammer allows the Worthy to take over the bodies of others and become home for the spirits of the deceased.
- **Damage:** Unearthly (100) blunt damage, it's pointed side did Unearthly (100) edged damage.
- **Flight:** Amazing (50) air speed
- **Throw and return:** The hammer can be thrown 10 areas and return to the owners hand the next Round.
- **Worthiness:** Only someone deemed "worthy" by the God of Fear can lift the hammer.

- **Electrical bolt:** Unearthly (100), the hammer can unleash a great bolt of electricity.

TALENTS: Boxing, Martial Arts: B; Wrestling; Weapons Specialist - hammer

CONTACTS: The Serpent, The Worthy, The Draumar

ADDITIONAL NOTES



HISTORY

Angrir was one of the seven spirits of Cul's long lost servants who came back as a hammer and made the Worthy. He possessed Thing after the latter picked up the Hammer of Angrir. After becoming Angrir, he began to rampage in New York City. He also fought Spider-Man and defeated the Red Hulk.

STATISTICS

F: EX(20)
A: TY(6)
S: GD(10)
E: EX(20)
R: PR(4)
I: PR(4)
P: TY(6)

Health: 56
Karma: 14
Resources: Pr (4)
Popularity: -20

BACKGROUND

Real Name: Greithoth
Occupation: Breaker of Wills, servant of Cul
Legal Status: Citizen of Asgard
Identity: No dual identity
Other Known Aliases: Absorbing Man
Place of Birth: Asgard
Marital Status: Single
Known Relatives: None
Base of Operations: Asgard
Past Group Affiliations: The Worthy
Present Group Affiliation:

KNOWN POWERS

Material/Energy Duplication: Absorbing Man can duplicate the physical properties of any material he touches, giving him Strength, Endurance, and Body Armor equal to the material strength of the object touched. His Health increases if abilities increase, but does not decline if the material strength reduces his normal abilities. Creel can maintain a transformation indefinitely, and the limit for absorbing material strength is Unearthly (100). If the object touched has energy in it, such as a furnace or Thor's hammer, the energy properties are absorbed as well; Creel can retain such energies for no more than 10 rounds.

Power Absorption: Creel can duplicate superhuman powers by touching someone using them. This power allows absorption of up to Monstrous (75) rank powers, but he cannot control them beyond the basic capabilities.

Life Support: If the Absorbing Man's body is broken into pieces, he can pull himself together mentally and will himself to become human, restoring his form. If specific pieces are detached, he can hold them in place and turn human to reattach them.



EQUIPMENT

Hammer of Greithoth: The Hammer of Greithoth was one of the seven mystical war hammers the Serpent summoned to awaken the Worthy.

- **Material Strength:** CL 1000, the hammer is made of Uru metal.
- **Possession:** The hammer allows the Worthy to take over the bodies of others and become home for the spirits of the deceased.
- **Damage:** Unearthly (100) blunt damage.
- **Flight:** Amazing (50) air speed
- **Throw and return:** The hammer can be thrown 10 areas and return to the owners hand the next Round.
- **Worthiness:** Only someone deemed "worthy" by the God of Fear can lift the hammer.

- **Electrical bolt:** Unearthly (100), the hammer can unleash a great bolt of electricity.

TALENTS: Blunt Weapons; Boxing

CONTACTS: The Worthy,

ADDITIONAL NOTES

HISTORY

Greithoth, Breaker of Wills, was one of the Worthy who served the Cul Borson, the Serpent and All-Father of Asgard.

He seemingly battled Dinosaurs on Aesheim (Earth).

When Cul's brothers Odin, Vili and Ve attacked their brother's fortress on Aesheim, Greithoth remained with his ruler and fellow Worthy in hiding, and were casted away by the Serpent, in preparation for a later fight.

He was later returned on Earth through his hammer, bonding with the super-villain known as the Absorbing Man.

STATISTICS

F: RM(30)
A: PR(4)
S: UN(100)
E: UN(100)
R: TY(6)
I: PR(4)
P: GD(10)

Health: 234
Karma: 20
Resources: Ty (6)
Popularity: -30

BACKGROUND

Real Name: Kuurth
Occupation: Servant of the Serpent, Breaker of Stone
Legal Status: Asgardian
Identity: No Dual Identity
Other Known Aliases: Juggernaut
Place of Birth: Asgard
Marital Status: Single
Known Relatives: None
Base of Operations: Asgard
Past Group Affiliations: The Worthy
Present Group Affiliation:

KNOWN POWERS

Invulnerability: Cain's mystical transformation not only made his body extraordinarily resistant to injury, it also provided him with a mental force field that he constantly keeps around his body. This all equates into Unearthly (100) resistance, protecting him against physical damage, energy attacks,

Invulnerability - radiation, toxins, corrosives, heat, cold, and gases: CL 1000.

Live Support: CL 1000. He has no need to breathe, eat, or drink (his mystical energies sustain him), and is not subject to any diseases.

Resistance - Magic: Juggernaut has Monstrous (75) resistance to magical attacks.

Movement: Juggernaut can normally move 2 areas per round. He is, however, literally unstoppable. Consider him a Class 1000 object for determinations of Material Strength. Buildings, cars, and other, similar solid objects do not slow him. Spider-Man's webbing, force fields, and

the like will slow him to 1 area per round. The only way to "put him on ice" is to either neutralize him psionically, or do something like throw him into hardening concrete 100 feet deep (which once kept him "on ice" for a few months).

- **Air/Water Walking:** Poor (4). Taking his unstoppable a notch further, Juggernaut can walk across air or on water at his normal speed.

LIMITATIONS

- Juggernaut does have a few vulnerabilities. If, for some reason, he lowers his force field, certain highly concentrated energy attacks can jam his neural system, making him helpless.
- He can be affected by certain mystical forces (Cytorrak spells or items gain +1 CS against Juggernaut).
- Marko once used the Ruby of Cytorrak to give his partner, Black Tom, Juggernaut-like powers. Instead of raising Black Tom's abilities to Juggernaut's, it altered both of their statistics (lower Juggernaut's Fighting, Strength, and Endurance by -2 CS and use those ranks for both characters, lower the Invulnerability



and Force Field to Monstrous for both, take away Black Tom's blasting power). Cain eventually was able to reverse the process and threw the ruby into orbit, so that no other man could become a Juggernaut and steal his power.

EQUIPMENT

Armor: He wears a helmet from the mystic entity of Cytorrak that acts as an Unearthly (100) force field from psionic attacks. He has welded this helmet around his head (with Monstrous (75) Strength welds), so that it is difficult to remove. Recently he has fashioned a skull mask of the same material and wears it underneath the helmet in case the helmet is ripped off.

Hammer of Kuurth: The Hammer of Kuurth was one of the seven mystical war hammers the Serpent summoned to awaken the Worthy.

- **Material Strength:** CL 1000, the hammer is made of Uru metal.
- **Possession:** The hammer allows the Worthy to take over the bodies of others and become home for the spirits of the deceased.
- **Damage:** Shift X (150) blunt damage.
- **Throw and return:** The hammer can be thrown 10 areas and return to the owners hand the next Round.
- **Worthiness:** Only someone deemed "worthy" by the God of Fear can lift the hammer.
- **Electrical Bolt:** Unearthly (100), the hammer can unleash a great bolt of electricity

TALENTS: Firearms; Military

CONTACTS: The Worthy, Cul

ADDITIONAL NOTES

HISTORY

When the Serpent was freed by Skadi, he called seven hammers to Earth. The Juggernaut was transformed by one of these hammers into one of the Worthy: Kuurth, Breaker of Stone. He then heavily damaged the Raft, allowing many prisoners to escape before flying away.

After this, Cain, now Kuurth, attacked a petrol station 60 miles from San Francisco, gaining an ally who he possessed. As Kuurth continued towards San Francisco, he met with the police force on the highway who attempted to stop his rampage. After Kuurth's ally gained the influence of the anti-mutant protesters, Marko was directly attacked by the first wave of X-Men, Cyclops, Shadowcat, Colossus, and Iceman. While Colossus managed to crack Kuurth's helmet, he was unsuccessful in removing the helmet, which needed to be done to allow Emma Frost to telepathically control him. This team was later joined by Magneto, who was unable to stop Kuurth's hammer using his magnetism but was saved from death by an interfering Kitty Pryde. Cain couldn't be stopped by the first team and so was next attacked by an aerial force consisting of Angel, Cannonball, Storm, and Dazzler. During this time, Hope Summers had absorbed almost every X-Man's power and battled Marko, managing to remove his helmet before collapsing. Emma Frost then tried to take control of his mind but was overpowered by Kuurth and his ally.

During the last battle between the Avengers and the Worthy, Kuurth was defeated by Wolverine using his Uru armor, and lost his hammer when the Serpent was killed by Thor.

STATISTICS

F: RM(30)
A: EX(20)
S: IN(40)
E: IN(40)
R: EX(20)
I: GD(10)
P: TY(6)

Health: 130

Karma: 36

Resources: Gd (10)

Popularity: -15

BACKGROUND

Real Name: Mokka

Occupation: Breaker of Faith, servant of Cul

Legal Status: Citizen of Asgard

Identity: No dual identity

Other Known Aliases: Grey Gargoyle

Place of Birth: Asgard

Marital Status: Single

Known Relatives: None

Base of Operations: Asgard

Past Group Affiliations: The Worthy

Present Group Affiliation:

KNOWN POWERS

Body Transformation—Self and Other (Stone): Using his right hand, Duval can transform people or objects to Incredible material strength stone. The effect lasts for one hour and petrifies them for the duration. This power works through clothing, but touching someone in a battlesuit affects the suit only. The power is non-conductive, meaning that only the person or object touched turns to stone. The maximum amount of material affected at once is 10 cubic yards. The Grey Gargoyle has a glove that blocks his power when he doesn't want to use it. By touching himself with his right hand, Duval transforms his entire body into a living statue. He retains his mobility in his stone form and gains the following powers:

- **Body Armor:** His Stone skin gives him Incredible (40) protection against all physical and energy attacks.
- **Enhanced Abilities:** Duval's primary physical abilities are all Typical, giving him a Health of 24. Transformed, Duval's abilities are as listed above.
- **Life Support:** In stone form, Duval does not need air, food, or water.
- **Temperature Resistance:** The Grey Gargoyle has Incredible (40) resistance to cold, fire, heat, and radiation.



EQUIPMENT

Hammer of Mokka: The Hammer of Mokka was one of the seven mystical war hammers the Serpent summoned to awaken the Worthy.

- **Material Strength:** CL 1000, the hammer is made of Uru metal.
- **Possession:** The hammer allows the Worthy to take over the bodies of others and become home for the spirits of the deceased.
- **Damage:** Amazing (50) blunt damage.
- **Flight:** Amazing (50) air speed
- **Resistance – fire, radiation, poison:** CL 1000
- **Throw and return:** The hammer can be thrown 10 areas and return to the owners hand the next Round.
- **Worthiness:** Only someone deemed “worthy” by the God of Fear can lift the hammer.
- **Electrical bolt:** Unearthly (100), the hammer can unleash a great bolt of electricity.

TALENTS: Acrobatics; Chemistry; Martial Arts: B,E

CONTACTS: The Worthy, Cul

ADDITIONAL NOTES



HISTORY

When the Serpent was freed by Skadi, he called seven hammers to Earth. Grey Gargoyle was transformed by one of these hammers, becoming Mikk, Breaker of Faith. In a rampage through Paris, Mikk was responsible for thousands of deaths.

He battled Iron Man, Detroit Steel, and Rescue until the Serpent summoned him for the final battle. When the Serpent was killed by Thor, Mikk's hammer was taken from him as well as the hammers of the other Worthy, freeing Gargoyle and the others. He was imprisoned by Tony Stark in a containment unit made for Hulk. The chaos he wrought in Paris was partially restored by Odin, who turned back to normal the "statues" that weren't destroyed.

STATISTICS

F: IN(40)
A: GD(10)
S: MN(75)
E: AM(50)
R: TY(6)
I: TY(6)
P: EX(20)

Health: 175

Karma: 32

Resources: Ex (20)

Popularity: -20

BACKGROUND

Real Name: Nerkkod

Occupation: Breaker of Oceans, servant of the Serpent

Legal Status: Citizen of Asgard

Identity: No dual identity

Other Known Aliases: Attuma

Place of Birth: Asgard

Marital Status: Single

Known Relatives: None

Base of Operations: Asgard

Past Group Affiliations: The Worthy

Present Group Affiliation:

KNOWN POWERS

Atlantean: Attuma enjoys the benefits of his Atlantean nature. However, Attuma is a super-being among his race and many of his natural Atlantean attributes are considerably more developed than the vast majority of his race.

- Body Armor: Poor (4)
- Hyper-Swimming: Good (10) speed
- Water Freedom
- Water Breathing

Underwater Senses: Attuma's physical senses, like all those of his race, is specifically adapted to living in the ocean.

- Darkvision: Excellent (20)
- Hearing: Excellent (20)

LIMITATION

Attuma, like all Atlanteans, is dependent upon water to maintain his usual level of vitality. The longer he is away from water; his physical attributes will diminish to an as yet unknown minimum level. It is possible that being out of the water for days at a time could result in death.

EQUIPMENT

Hammer of Nekkod: The Hammer of Nekkod was one of the seven mystical war hammers the Serpent summoned to awaken the Worthy.

- Material Strength: CL 1000, the hammer is made of Uru metal.



- Possession: The hammer allows the Worthy to take over the bodies of others and become home for the spirits of the deceased.
- Damage: Unearthly (100) blunt damage.
- Resistance – fire, radiation, poison: CL 1000
- Throw and return: The hammer can be thrown 10 areas and return to the owners hand the next Round.
- Worthiness: Only someone deemed “worthy” by the God of Fear can lift the hammer.

- Electrical Bolt: Unearthly (100), the hammer can unleash a great bolt of electricity

TALENTS: Weapon Master - Hammer

CONTACTS: The Worthy, Cul

ADDITIONAL NOTES

HISTORY

Sin, daughter of the Red Skull, released the long imprisoned former All-Father of Asgard known as the Serpent. The Serpent then began a global reign of fear to increase his power so that he could get revenge against his brother, Odin. The Serpent summoned seven powerful hammers to Earth.

The Hammer of Nerkkod landed in the oceans and was recovered by Attuma who was granted its power. With his new found powers, Attuma began attacking oil lines along the Pacific Ocean. Moving up to the Canadian coast, Attuma -- now calling himself Nerkkod -- and his forces began attacking Vancouver, British Columbia. His attack was opposed by the recently reformed Alpha Flight.

During the course of the battle Alpha Flight's leader Guardian used his powers to teleport Attuma away to Cape Race, Newfoundland on the Atlantis coast. With their leader gone, Nerkkod's forces were driven back into the ocean. With Guardian incapacitated, Attuma began attacking Canada's Atlantic Coast. Upon his arrival in St. John's, Newfoundland he was opposed by Speedball of the Avengers Academy. Despite Speedball's best efforts, Nerkkod was too powerful and succeeded in flooding St. John's before departing to spread chaos elsewhere.

Attuma returned to the west coast where he clashed with Atlantean warriors off of Salmon Arm, British Columbia leaving many dead in his wake. Nerkkod's path of destruction left pods of dead whales on the coast of New Zealand, and massive tidal waves that decimated Hawaii. Ships along the US coast were razed as Nerkkod made a path for New Atlantis located below the mutant refuge known as Utopia. There Nerkkod and his army clashed with Namor, who was no match for his enhanced powers and was forced to flee his kingdom, pulled away from the scene by the aquatic mutant known as Loa. With New Atlantis under his heel, Nerkkod left Tyrak, Tiger Shark and Aradnea to guard over his victory as he sought conquest elsewhere. Seeking to gain Nerkkod's favor, Aradnea used the weakening barriers between dimensions to utilize the Undying Ones to merge with sea creatures to unleash upon Namor wherever he was hiding.

With the help of his longtime ally Doctor Strange, Namor gathered a new team of Defenders including the Silver Surfer, the Savage She-Hulk and Loa to face this new threat. As the heroes battled the sea creatures possessed by the Undying Ones, Aradnea merged Tiger

Shark with the Undying Ones' leader, the Nameless One, and sent him with an army of Atlanteans possessed by Undying Ones as well. All these threats were stopped by these new Defenders.

Meanwhile, Nerkkod was gathering an army to attack the surface world, but Namor and his Defenders were there to face off against him. During the course of the battle Strange summoned more Defenders including Stingray, Son of Satan, Cloak, Dagger, Hellcat, Devil-Slayer, the Gargoyle, Moon Knight, Blazing Skull, Cloud, and the Black Panther to help fight Nerkkod's forces. Namor then battled Nerkkod in one-on-one battle, but with an assist from Loa, managed to rend his hammer away from him. With his powers weakening, Nerkkod was no match for the Sub-Mariner. Defeated in battle, Nerkkod recovered his hammer and fled back into the ocean.

By this point the Serpent was reaching his end game and summoned Nerkkod and his other minions to a final battle with Earth's heroes in the town of Broxton, Oklahoma. As the battle raged, the heroes of Earth were assisted with enchanted weapons built in Asgard and blessed by Odin himself. Attuma battled the heroes until the Serpent fell in battle against Thor, with the Serpent dead the various hammers -- including the Hammer of Nerkkod -- were stripped away from their wielders, and Attuma was restored to normal.

STATISTICS

F: IN(40)
A: GD(10)
S: UN(100)
E: UN(100)
R: GD(10)
I: EX(20)
P: IN(40)

Health: 250
Karma: 70
Resources: Gd (10)
Popularity: -30

BACKGROUND

Real Name: Nul
Occupation: Breaker of Worlds, servant of the Serpent
Legal Status: Citizen of Asgard
Identity: No Dual Identity
Other Known Aliases: Hulk
Place of Birth: Asgard
Marital Status: Single
Known Relatives: None
Base of Operations: Asgard
Past Group Affiliations: The Worthy
Present Group Affiliation:



KNOWN POWERS

Adrenalin Surge: In times of stress or anger, the Hulk's Fighting and Strength scores as well as attack damage increase by +1 CS/round of stress until peaking at Shift Y (200).

Astral Detection: Because of some unknown factor, the Hulk has the Unearthly (100) rank ability to see and hear astral forms.

Body Armor: The Hulk's emerald hide grants him Monstrous (75) protection from physical damage and Amazing (50) protection from energy damage.

Invulnerability: Bruce has Class 1000 immunities to cold, disease, fire, and heat. He has Remarkable (30) resistance to aging.

Leaping: His powerful legs allow Bruce to leap to a maximum range of Class 5000 (50 areas/round).

Regenerative Healing Factor: Amazing (50), The Hulk is capable of regenerating damaged or destroyed areas of his entire body with much greater speed and efficiency than an ordinary human. In fact, the Hulk was able to systematically regenerate his internal organs and tissues.

EQUIPMENT

Hammer of Nul: The Hammer of Nul was one of the seven mystical war hammers the Serpent summoned to awaken the Worthy.

- **Material Strength:** CL 1000, the hammer is made of Uru metal.
- **Possession:** The hammer allows the Worthy to take over the bodies of others and become home for the spirits of the deceased.
- **Damage:** Shift X (150) blunt damage.
- **Flight:** Amazing (50) air speed
- **Throw and return:** The hammer can be thrown 10 areas and return to the owners hand the next Round.
- **Worthiness:** Only someone deemed "worthy" by the God of Fear can lift the hammer.
- **Electrical bolt:** Unearthly (100), the hammer can unleash a great bolt of electricity.

ADDITIONAL NOTES

TALENTS: Weapons Specialist - Hammer

CONTACTS: The Worthy

HISTORY

When the Serpent was freed by Skadi, he called seven hammers to Earth. The Hulk was transformed by one of these hammers, becoming one of the Worthy: Nul, Breaker of Worlds. Rampaging through South and Central America, which led to a conflict with the Avengers. Nul was eventually transported to New York City where, teaming with the Angrir-possessed Thing, the two began battling a lonesome Thor.

After defeating the Thing, Thor stated that he never could beat the Hulk, and instead removed him from the battle by launching him into Earth Orbit, after which Thor collapsed from exhaustion. Landing in Romania, Nul immediately began heading for the base of the vampire-king Dracula. Opposed by Dracula's forces, including a legion of monsters, Nul was seemingly unstopp-able. Only after the intervention of Raizo Kodo's Forgiven was Nul briefly slowed. Ultimately, Nul made his way to Dracula's castle where the timely arrival of Kodo and Forgiven member Inka, disguised as Betty Ross, was able to throw off the effects of the Nul possession. Throwing aside the hammer, the Hulk regained control, and promptly left upon realizing "Betty's" true nature.

STATISTICS

F: UN(100)
A: MN(75)
S: AM(50)
E: CL 1000
R: RM(30)
I: RM(30)
P: UN(100)

Health: 1225

Karma: 160

Resources: Am (50)

Popularity: -50

BACKGROUND

Real Name: Cul Borson

Occupation: God of Fear, Royal Inquisitor, Minister of Justice; former ruler of Asgard

Legal Status: Citizen of Asgard

Identity: Secret

Other Known Aliases: All-Father, God of Fear, Serpent

Place of Birth: Asgard

Marital Status: Single

Known Relatives: Buri (Tiwaz, grandfather); Bor Burison (father, deceased); Bestla (mother); Mimir, Njord (paternal uncles); Vili (brother, deceased), Ve (brother, deceased), Odin (brother); Frigga (sister-in-law); Skadi (daughter); Thor, Vidar, Balder, Tyr, Hermod Odinson, Hoder Vilison (nephews); Angela, Laussa Odinsdottir (nieces); Loki (adoptive nephew)

Base of Operations: Asgard

Past Group Affiliations: Asgardians, Thunder Guard, Formerly Worthy (founder, leader); Draumar (founder, leader)

Present Group Affiliation:

KNOWN POWERS

Asgardian Physiology: Cul possesses all the conventional attributes of an Asgardian God. However, as the son of Bor, many of these attributes are significantly superior than those possessed by the majority of his race.

- **Invulnerability:** Excellent (20), Cul's body is considerably more resistant to physical injury than the body of a human being, or even most other Asgardians for that matter.
- **Resistance** – cold, corrosives, disease, fire, toxins: Cl 1000.
- **Long Lived:** Uearthly (100), Cul, like all Asgardians, is extremely long-lived, although not truly immortal as some other god pantheons. However, Cul still ages at a pace much slower than human beings.



Magic: Cul can manipulate vast quantities of magic for nearly any effect. He may use any listed Power as a spell. He uses these abilities at the Uearthly (100) level, unless otherwise noted as Power stunts. If he casts a spell outside of his established power stunts, he must pay a cost in Karma equal to the rank of the effect he wishes to simulate.

- **Flight:** Uearthly (100)
- **Force Field:** Monstrous (75) protection from harm.
- **Eldritch Beams/Bolts/Flames:** Uearthly (100)

Fear Vampirism: CL 1000, As the God of Fear, Cul can feed upon the fears of others to empower himself. The fear of an entire world is necessary for him to be at full power. It is unknown if he needs to feed constantly or if periodic feedings are enough when he is not using his powers. The more fear he consumes the younger and more vigorous his body becomes.

Allspeak: Thanks to the Allspeak, Asgardians can communicate in all of the languages of the Nine Realms, Earth's dialects, and various alien languages.

LIMITATIONS

Lack of Fear: If Cul is deprived of fear to feed upon, he will revert to a withered state. The full details are unknown, but it appears that if Cul himself feels fear, if the person he is fighting is not afraid of him, or if the masses he is feeding upon cease to fear him, his powers weaken.

EQUIPMENT

Battle Armor: In battle situations, Cul wears armor that provides him with Amazing (50) protection from physical and energy attacks.

Hammer: A mystical gnarled staff that transforms into a hammer with properties similar to the Worthy hammers.

- **Material Strength:** CL 1000, the hammer is made of Uru metal.
- **Damage:** Unearthly (100) blunt damage, it's pointed side did Unearthly (100) edged damage.
- **Flight:** Amazing (50) air speed
- **Throw and return:** The hammer can be thrown 10 areas and return to the owners hand the next Round.
- **Worthiness:** Only someone deemed "worthy" by the God of Fear can lift the hammer.
- **Electrical bolt:** Unearthly (100), the hammer can unleash a great bolt of electricity.

TALENTS: Arcane Lore; History; Leadership; Tactics & Strategy; Weapons Master

CONTACTS: The Worthy, the Draumar

ADDITIONAL NOTES

HISTORY

Cul Borson was born to Bor Burison and to the Giantess Bestla, and was the older brother of Odin, Vili and Ve.

In his youth, while riding during the time that Earth was known as Aesheim, Cul was attacked by Giants and thrown off a peak. Breaking most of his bones, tormented by thirst, Cul splintered both his legs and belly-crawled to the camp of the slumbering giants, where he sucked the blood of all save for one. For this one remaining giant, Cul left a message in blood stating, "Gods do not live in the sky. We live on the Earth. And you do so at our pleasure." Thus, he instilled fear in the giant, which would spread giving birth to the god of fear.

After returning home to Asgard, Cul was watched over by a young girl with green eyes. Cul grew to have feelings for the girl, but after he healed her, she had completely disappeared, which left Cul bitter. After the death of his father, Bor, a still young Cul proclaimed that he would be King, as he was the eldest son, and promised to keep his brothers, Odin, Vili, Ve, as his trusted council.

However, Cul did not keep his word and his Worthy became his closest aides. Cul used them and his Draumar to spread fear all over the Nine Realms. Cul's brothers worked to stop the beasts that Cul released on Aesheim, but Cul confronted them, telling them to go home and allow him to rule.

Many centuries later, Cul ruled over Aesheim, spreading fear, until his brothers approached his citadel. Odin slaughtered all of Cul's followers on his way to the main chamber. Locked away in the main chamber, Cul began to experience a new sensation, fear, for the first time in his life. As Odin drew near, Cul reassured himself that Odin would not kill him, as the ancient rules prevented it. He transported his Worthy away, telling them to await his call. As Odin entered the chamber, Cul proclaimed himself the Serpent and stated that Odin could not kill him due to ancient rules. Odin then stated that Yggdrasil, the World Tree, had given him a vision that stated, "In anger smites the warder of Earth, forth from their homes must all men flee; nine paces fares the son of Odin, and slain by the serpent, fearless, he sinks." Unable to kill his brother, Odin defeated Cul and sealed him deep beneath the ocean. In order to end Cul's hold on the mortals, Odin began to kill them off, in the hope that with them and the memory of the Serpent gone, their fear would not empower Cul. Odin renamed Aesheim Midgard but spared the remaining who

were unaware of Cul's existence on their world.

Many thousands of years later, Cul was freed from an ancient prison by his daughter, possessing Sin after she found and took the Hammer of Skadi. Looking extremely old and frail, and now called the Serpent, Cul prepared Sin's forces and called the hammers of his Worthy, to spread chaos and fear across the globe.

The hammers of the Worthy found suitable hosts and possessed them and, as the Worthy wreaked havoc and destruction around the world, the Serpent gained strength, transforming himself into a more youthful version, in addition to his staff transforming into a hammer. Almost immediately after gaining his new form, he transformed a patch of Antarctica into Dark Asgard, a darker, hellish version of Asgard with its own version of Heimdall, a creature with thousands of eyes.

Following Dark Asgard's creation, Thor arrived back on Earth and on the warpath to find the Serpent. The all-seeing creature alerted the Serpent to the coming of Thor and Cul dispatched his forces to greet the Thunder God, after which the Serpent revealed to Thor that a prophecy stated that it was indeed Cul who Thor slays and dies as a result, not the Midgard Serpent. Further revealing the relation to Odin, as his brother, and Thor, as his nephew, Cul tried to convince Thor to join him in his cause, which Thor promptly refused, forcing the Serpent to teleport Thor away to where two of his Worthy, Nul: Breaker of Worlds (possessing the Hulk) and Angrir: Breaker of Wills (possessing the Thing) were waiting to battle the Thunderer.

Teleporting himself there shortly after, Cul joined Skadi in battle against the Avengers, where the Serpent easily pushed back the team and even intercepted an attack from Captain America's shield, breaking it a moment after. The Serpent then raised his hammer high and slammed it upon the Earth, obliterating the city in a devastating attack and disappearing amid the blast's wake.

Attempting to destroy Odin for stealing the right to the Asgardian throne, Cul and his new Asgard, full of his followers, journeyed to Broxton, Oklahoma, home to Thor's fallen Asgard, in an attempt to use Heimdall's Observatory to journey to the true realm eternal, Asgard. After Thor was healed and returned from Asgard, Cul switched to a giant serpent form and battled his nephew, while the Avengers fought the Worthy. At the end, Thor slew his uncle with Odinsword, revealed to be Ragnarok,

and died in the arms of his father, thus fulfilling the prophecy.

The day after the battle, while the Avengers prepared Thor's funeral, Odin took his brother's corpse to Asgard, cast-out all the other Asgardians, and locked himself alone with the body to guard it until the end of times, while blaming himself for not saving his son from death.

Cul was later seen reborn alongside Odin during his self-exile, when the All-Father was reached by Loki. He repented from his sins, was pardoned by Odin as a reformed god, and made Royal Inquisitor and Minister of Justice.

One of his first tasks was to retrieve the mystical hammer Mjolnir from the new Thor. He later confronted her while possessing the Destroyer Armor. Cul briefly managed to take Mjolnir from her, but Thor was able to summon it back to her hand. Thor struggled against Cul until aid came in the form of Odinson, Freyja, and an army of the women Odinson had suspected to be the new Thor. After a fierce battle, Freyja convinced Odin to order Cul to end his attack by mocking the All-Father.

Following the disappearance of the Odinson and the beginning of Malekith's War of the Realms, Odin became a tyrant and began to rule Asgardia with an iron fist. He created the Thunder Guard to protect his sovereignty and appointed Cul to lead it. When Odin took his wife Freyja with him to the Odinsleep to help her recover from poison administered by Loki, Cul ruled Asgardia in Odin's place as regent. Later, after finding Loki, Cul told him to warn the Dark Council that Asgardia was off-limits to them. During his time as ruler of Asgardia, Cul was forced to fend off an invasion from the Shi'ar Empire instigated by the Shi'ar gods K'ythri and Sharra.

Odin eventually emerged from the Odinsleep and reprimanded Cul for being an incompetent ruler. When the Mangog attacked Asgardia in its mission to kill all the Asgardians, Cul took Queen Freyja to the Destroyer Armor so she could pilot it to fight Mangog. Cul also watched as Mangog ripped the armor apart and left Freyja in pain. Cul fled Asgardia along with the other Asgardians for the safety of the Moon.

When the War of the Realms approached its zenith, Odin sent Cul on a mission to Svartalfheim to find out how Malekith's forces traveled undetected to Heimdall. This weeks-long quest had Cul discover the existence of the Black Bifrost. After informing Odin of its location, Cul stayed behind to learn as much as he

could about Malekith's plan and the workings of the Black Bifrost.

Cul eventually decided to raid the mines where the Dark Elves mined magical crystalized mushrooms that powered the Black Bifrost in order to use them as ammunition to destroy it. In the mines, Cul came upon children Dark Elves that were being enslaved to mine the explosives. He initially intended to leave them behind despite their begging, but he changed his mind after reinforcements arrived. Cul unshackled the children and had them flee while he held the soldiers back. In battle, Cul was mortally wounded and used his last moments to reflect on his life, and came to renounce his previous way of thinking, embracing the power of love. As he detonated a pile of explosives to destroy the mine, Cul cherished that he had finally proven worthwhile. Following Cul's death, the children that he had liberated would fight against their kin to stop Malekith's war in Cul's name.



STATISTICS

F: AM(50)
 A: EX(20)
 S: AM(50)
 E: AM(50)
 R: EX(20)
 I: RM(30)
 P: EX(20)

Health: 170
 Karma: 70
 Resources: TY (6)
 Popularity: 30

BACKGROUND

Real Name: Skadi Culsdottir
Occupation: Servant of Cul
Legal Status: Citizen of Asgard
Identity: No dual identity
Other Known Aliases: Sin, Sinthea Schmidt
Place of Birth: Asgard
Marital Status: Single
Known Relatives: Cul Borsson (father, deceased); Odin Borsson (uncle, deceased); Thor Odinson (cousin)
Base of Operations: Asgard
Past Group Affiliations: The Worthy
Present Group Affiliation:

KNOWN POWERS

Asgardian Physiology: Skadi is a member of the Asgardian race:

- Resistance – heat, cold, radiation, toxins, disease, aging: Amazing (50)
- Invulnerability: Good (10) protection from physical and energy attacks.

EQUIPMENT

Hammer of Skadi: The Hammer of Skadi was one of the seven mystical war hammers the Serpent summoned to awaken the Worthy.

- Material Strength: CL 1000, the hammer is made of Uru metal.
- Possession: The hammer allows the Worthy to take over the bodies of others and become home for the spirits of the deceased.
- Damage: Monstrous (75) blunt damage.
- Flight: Amazing (50) air speed
- Throw and return: The hammer can be thrown 10 areas and return to the owners hand the next Round.
- Worthiness: Only someone deemed “worthy” by the God of Fear can lift the hammer.
- Electrical bolt: Unearthly (100), the hammer can unleash a great bolt of electricity.
- Teleportation: Amazing (50)



TALENTS: Acrobatics; Detective/ Espionage; Edged Weapons; Firearms; Repair/Tinkering; Martial Arts: A, B, C; Thief; Vehicles; Weapon Specialist - hammer

CONTACTS: Cul, The Worthy

ADDITIONAL NOTES

HISTORY

The Hammer of Skadi fell to Earth after a ritual was done under the orders of the Red Skull. Traveling to Antarctica, the Skull found the Hammer but was unable to lift it. He had it sealed away and put under the guard of Hitler's Thule Society.

Sin and her henchmen went to the stronghold of the Thule Society housing the hammer, invaded it and killed everyone who crossed her path. After finding the hammer and being deemed worthy by it, Sin, now as Skadi, went to set her new master, the Serpent, free.



At her father's order, Skadi led an assault on Washington D.C., during which, she almost killed Bucky Barnes. Skadi soon reached New York, where she faced off against Steve Rogers, who had returned as Captain America. There, she summoned the Serpent. When the Avengers tried to take him down, he broke Rogers' shield and knocked out the team.

By her father's side, Skadi and the other Worthy went to the fallen Asgard, in Broxton, Oklahoma, where they battled the Avengers once more. Sin was taken down by Rogers, who was wielding the mystic Mjolnir.

After the Serpent was killed by Thor, the hammer was confiscated by the Avengers, but was shortly thereafter stolen by Valkyrie.

STATISTICS

F: EX(20)
A: GD(10)
S: MN(75)
E: MN(75)
R: GD(10)
I: GD(10)
P: GD(10)

Health: 180
Karma: 30
Resources: TY (6)
Popularity: -10

BACKGROUND

Real Name: Skirn
Occupation: Breaker of Men, servant of the Serpent
Legal Status: Citizen of Asgard
Identity: No dual identity
Other Known Aliases: Titania
Place of Birth: Asgard
Marital Status: Single
Known Relatives: None
Base of Operations: Asgard
Past Group Affiliations: The Worthy
Present Group Affiliation:

KNOWN POWERS:

Body Armor: Titania's augmented body grants her Monstrous (75) physical and Amazing (50) energy protection.

Resistances: Titania has Amazing (50) resistance to cold, corrosives, disease, fire, heat, and toxins.

EQUIPMENT:

Hammer of Skirn: The Hammer of Skirn was one of the seven mystical war hammers the Serpent summoned to awaken the Worthy.

- **Material Strength:** CL 1000, the hammer is made of Uru metal.
- **Possession:** The hammer allows the Worthy to take over the bodies of others and become home for the spirits of the deceased.
- **Damage:** Unearthly (100) blunt damage.
- **Flight:** Amazing (50) air speed
- **Throw and return:** The hammer can be thrown 10 areas and return to the owners hand the next Round.
- **Worthiness:** Only someone deemed "worthy" by the God of Fear can lift the hammer.
- **Electrical bolt:** Unearthly (100), the hammer can unleash a great bolt of electricity.

TALENTS: Weapon Specialist - hammer



CONTACTS: The Worthy, The Serpent

ADDITIONAL NOTES

HISTORY

When the Serpent was freed by Skadi, he called seven hammers to Earth. Titania was transformed by one of these hammers, becoming one of the Worthy: Skirn, Breaker of Men. She then set off with the Absorbing Man to find the Hammer destined for him.

Following the final battle with the Serpent, the hammer of Titania was taken from her as well as the hammers of the other Worthy.

