Thor



Alignment : Chaotic Good Race : Asgardian (God) Class : God,Hero

1. Mjolnir - attack in melee for 25 Physical and 10 Thunder damage(one attack 2 damage sources) or Throw Mjolnir dealig 20 damage this damage can not be absorbed . If you throw Mjolnir it does not recharge normally at the end of the Round but at the start of the 2nd turn after it was used.While sealed this way you may use Thors might you loose it when the hammer is returned.

\*Only Good Aligned characters can wield Mjolnir others can not use the ability.

Melee/Ranged

1.B. Thors Might - deals 20 damage to the target and Grapples them regardless of damage. Melee

2. Hammer Spin - Requires Mjolnir non-Exausted.You spin your hammer buffing your hammer throw by 20 and Thunder by 20 during the next throw/usage stacks with itself but dissapears after use. This ability can not Exaust.Shield

If Thor spins for an entire Round without stopping instead of the text above he creates a cyclone , all characters gain Flying and can not loose it during the next Round. While in the cyclone and do not use a naturall Fly ability that Turn they take 10 damage at the end of that Turn (Thorn doesnt take damage). All Thunder and Lightning based abilitied deal 2x damage more while Cyclone is in effect. Field

3. Thunder ! - Requires Mjolnir non-Exausted dealing 35 thunder damage that can not be ignored to a single target , if you spun your hammer Hits First. Ranged

4. Hammer Shield -Thor spins his hammer absorbing natural energy around him and protectig him as a shield . Absorb 30 damage from all sources this Turn then from all damage sources from Non-Weapon attacks ,Hammer shield gives +5 to the next attacks dmg per source of damage absorbed. Requires Hammer. Shield

5. Hammer Fly -gains Flying this and the next Turn . Requires hammer. Shield

6. Thunder God - Thor is immune to Thunder / Electric damage , if used activelly Thor discarges the Electricity in his body dealing 25 thunder damage to all characters.The active version of this ability requires Mjolnir to be non-Exausted. Melee,Pass

\*Alternate : Godly Healing - Thor heals 25 HP of himself. Shield



Ultimate : Berserker rage - If Thor takes 50 or more damage from a single source this ability is triggered. Thor goes berserk gaining + 25 to the damage he deals , is immune to the abilities that would take controll of his character..Thor must attack each Turn if able and his target must first be the one who damaged him. Trigger , Mode