

Aeskil Ragnarson

Character created with [Hero Designer](#), version 2006122902

Alternate Identities :

Player Name : Torben Vang

Genre :

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
50	STR	10	10	19-	HTH Damage 10d6 END [10]
23	DEX	10	12	14-	OCV 8 DCV 8
20	CON	10	20	13-	
20	BODY	10	20	13-	
13	INT	10	3	12-	PER Roll 12-
13	EGO	10	6	12-	ECV: 4
21	PRE	10	3	13-	PRE Attack: 4d6
18	COM	10	4	13-	
16/26	PD	10	8		16/26 PD (6/16 rPD)
8/18	ED	4	4		8/18 ED (6/16 rED)
4	SPD	3.3	7		Phases: 3, 6, 9, 12
15	REC	14	2		
80	END	40	35		
55	STUN	55	0		
7"	Running	6	2		
2"	Swimming	2	0		
10"	Leaping	10	0		

136 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **0**

Spent: **33**

Unspent: **0**

Base Points: **140**

Disad Points: **100**

Total Points: **273**

POWERS

Cost	Name	END
20	+30 STR (30 Active Points); Extra Time (Full Phase, Only to Activate, -1/4), Incantations (By the mighty power of Thor!; -1/4)	6

Cost	Name	END
6	Flight 10" (20 Active Points); Increased Endurance Cost (x3 END; -1), OIF (Hammer; -1/2), Gestures, Requires Gestures throughout (-1/2), Linked (STR; Lesser Instant Power can be used in any Phase in which greater Constant Power is in use; -1/4)	6
7	Damage Resistance (6 PD/6 ED), Hardened (+1/4) (7 Active Points)	0
14	Regeneration 2 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (40 Active Points); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Self Only (-1/2)	0
13	+9 DEX (27 Active Points); Limited Power Not for skills (-1)	

60 Total Powers Cost

SKILLS

Cost	Name
25	+5 with HTH Combat
4	WF: Common Melee Weapons, Common Missile Weapons

29 Total Skills Cost

PERKS

Cost	Name
3	Fringe Benefit: Priest

3 Total Perks Cost

TALENTS

Cost	Name
7	Deadly Blow: +1d6 (Only versus monsters)
10	Divine Favor
10	Follow-Through Attack
15	Combat Sense 12-
3	<i>I can drunk just as good fight:</i> Environmental Movement (while drunk)

45 Total Talents Cost

EQUIPMENT

Cost	Equipment	END
	Heavy, Ornate, Full Plate: (Total: 38 Active Cost, 16 Real Cost) Armour (10 PD/10 ED) (30 Active Points); Independent (-2), OIF Durable (-1/2), Real Armor (-1/4) (Real Cost: 8) plus +8 PRE (Real Cost: 8)	0
	Axe, Battle: Killing Attack - Hand-To-Hand 2d6, Reduced Endurance (0 END; +1/2) (45 Active Points); STR Minimum 18 and higher (-1), OAF (-1), Required Hands One-And-A-Half-Handed (-1/4), Real Weapon (-1/4) [Notes: 1 1/2H]	0

Cost	Equipment	END
	Hammer, War: (Total: 40 Active Cost, 12 Real Cost) Killing Attack - Hand-To-Hand 1d6+1, +1 STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2) (35 Active Points); STR Minimum 18 and higher (-1), OAF (-1), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 10) plus +1 with HTH Combat (5 Active Points); OAF (-1), Reduced Endurance (0 END) (-1/2) (Real Cost: 2) [Notes: 1 1/2H]	0

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

DISADVANTAGES

Cost	Name
0	Normal Characteristic Maxima
5	Klutz: (Infrequently, Slightly Impairing) [Notes: The character is clumsy, either because of inattention or nervousness. He tends to trip a lot, bang his head on low-hanging objects, drop things, etc. He's at -1 to any Dexterity-based roll that is non-critical; klutzes tend to lose their clumsiness when their lives are at stake.]
10	Crushing Grip: (Infrequently, Greatly Impairing) [Notes: Under stressful situations the character unconsciously applies his casual strength to whatever he is doing. Shaking hands with the President for a shy character might result in crushed bones. Opening a door when he's about to meet the girlfriend he stood up earlier might result in ripping it off its hinges. Trying to avoid a small girl in the road while driving might result in wrenching the wheel off. Gripping the arm of his seat at a very scary movie might result in crushing plastic and steel into a paste. This does not apply to situations where the character is trying to apply force greater or equal to his casual strength, of course. What is considered stressful to a character is up to that specific player and the GM.]
15	Stunningly Beautiful: (Very Frequently, Minor) [Notes: The character is extremely visually attractive by the standards of the campaign society. He turns heads, stops traffic, silences loud rooms, etc. just by being visible. The character is not necessarily sexually attractive; it may be chaste or even inhuman beauty.]
5	Sucker For A Sob Story: (Uncommon, Moderate) [Notes: This character can't help himself from helping someone in distress, even if the person is not actually in distress. All that is necessary is that the person have a story portraying themselves in distress. Even when the character knows that the person in distress isn't actually in trouble, he will still want to help. This is not the same as Charitable. While the two Disadvantages are very similar, this one implies that the character has no common sense regarding his feelings of charitability. At the Moderate level he can suppress this urge when necessary. At Strong, the character must make an Ego Roll to do so, and at the Total level he cannot do so except in the most dire of circumstances.]
10	Truthful: (Uncommon, Strong) [Notes: This character always tells the truth, and always keeps his word. In addition, he does his best to get others to act in the same way. He assumes that those around him are honest (but will not necessarily allow those who aren't to take advantage of him - he's not Naive). The character isn't necessarily honest in other things: the character could be a thief, for instance, but he's a thief who never breaks his word. At the Strong level the character must make an Ego Roll is he actually wishes to speak an untruth or to break his given word. At Total, the character wouldn't ever consider such actions except in the most dire of circumstances.]
15	Prefers the Direct Approach: (Common, Strong) [Notes: This character does not believe in subtlety when dealing with a problem. The best way to deal with problems is to meet them head on, the strong or righteous will overcome any problem. When presented with a choice on how to deal with an issue, the character will always pick the most direct manner to completing the task, and must make an EGO Roll to agree to any other method.]

Cost	Name
15	Prejudiced against non-warriors and non-priests: (Very Common, Moderate) [Notes: The character holds a negative opinion of a group (those of a different skin tone, different political beliefs, belonging to a different species, etc.) and applies it to everyone in that group, regardless of their actions. Generally, the character believes that the object of these feelings is inferior, or engages in behavior that he finds repulsive. Note that this Disadvantage is not quite the same thing as Hates (Group), since many prejudiced people can be quite amiable towards the object of their prejudice, so long as it “knows its place.”]
15	Brash: (Common, Strong) [Notes: The character is overconfident in social situations. As such, he treats everyone as his equal, regardless of social standing, and speaks his mind without fear (or tact). The character often comes across as being cocky or arrogant.]
10	Justice, not law: (Common, Moderate) [Notes: This character believes that it is more important that “justice is done” than the letter of the law be followed. He is willing to go out of his way to ensure this quality of justice, and will often break laws to achieve the desired result. He is generally willing to let the law take its course in matters where justice is not at stake, however.]

100 Total Disadvantages Cost

APPEARANCE

Hair Colour: Blonde

Eye Colour: Blue

Height: 2.00 m

Weight: 100.00 kg

Description:

BACKGROUND

Aeskil has had his powers for slightly less than a year. Once, he was merely a young farmhand, though a faithful devotee of Thor who desired to escape the life of the farmer into the more glorious one of warriorhood. Unfortunately, his foster parents were unsupportive of this, wanting his strength to stay on the farm-especially given the local Baron (not Alden) was a rapacious and angry man who squeezed his peasantry quite tightly. However, last year in this barony a great beast appeared, apparently courtesy of Loki, who was at that time mocking Thor-again/as usual. It swung hammers from four arms and its voice hollowly echoed the hearty laugh of Thor himself. Thor was unamused. Thus, Thor felt the need to stamp down hard on Loki this time. Unfortunately, he was distracted by the upcoming alien invasion and another of Loki's irritating thefts. Worse, no members of Thor's Hammer were near this beast, which was soon running amuck, ruining villages and desecrating temples. So Thor acted unilaterally and empowered the most likely candidate he could find-Aeskil. Unfortunately, distracted as he was, he overdid the power feed a bit (he's a god, not infallible), and so, while Aeskil took care of the beast, the power was infused within him permanently, not temporarily as Thor had intended. However, not one to pass up an opportunity, Thor decided to make use of Aeskil, given he already existed and no longer needed more power from his god. Thus, he has ordered him to the invasion frontline. The priests of Thor who found Aeskil after he had fixed the first little problem for Thor were not sure how to handle him, as, while he was a believer, he was really an untrained peasant, not a true Hammerite. Yet, something obviously had to be done to retain some form of control over such a powerful man-especially one so obviously stamped with the favour of Thor. Thus, they proclaimed him a Fist of Thor-a subset of the Hammer of Thor, designed in ages past

as a place for such semi-avatars of the god. They are rare, but not unknown.

PERSONALITY

Aeskil has no great fears, but neither is he fearless. His life under the Baron-a puffed up merchant more than a true noble who used the letter of the law to get everything he could from people-made him wary of those who proclaimed 'law' greater than 'justice'. He immensely dislikes people screaming orders at him. However, he loves to drink and make merry with friends. His bluff nature means he makes friends easily-although it earned him a few beatings in his youth from his 'betters' who he had unintentionally offended-but his honesty can sometimes lose them just as quickly. As a sudden hero, he is unsure of his role in the world, but from the stories he heard about the warriors of the Hammer of Thor he knows hero fighters help those who need help, and ensure there is justice in the world-not blind following of idiotic laws. Indeed, the next time the Baron of Aeskil's province goes to his hunting lodge, he may be irritated to find the foundations have 'given way' over winter, causing the majority of the building to collapse.

QUOTE

POWERS/TACTICS

CAMPAIGN USE

As a Fist of Thor (3 points in Religious Rank), Aeskil is technically a member of the priesthood, but he has the right to bear the symbol of the Hammer of Thor in battle. He works with them, not for them, responsible more to the God himself and the highest priests of Thor than to the military orders. He is, in many respects, a wandering agent of Thor, able to impose on the Church for assistance-in return for his when the situation demands.

Character created by @NAME@

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