

HEROICTM ROLEPLAYING

WHAT IF? ED GROSS HAD THOR'S HAMMER IN HIS COLLECTION

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The **BREAKOUT** Mini-Event in the **MARVEL HEROIC ROLEPLAYING BASIC GAME** has the New Avengers assembling to stop a prison break at the Raft, followed by an excursion to the Savage Land. Among the escaped inmates is Dirk Garthwaite AKA the Wrecker, who in *New Avengers #7* is recaptured while trying to recover his enchanted crowbar. The Wrecker's old foe, Thor, wasn't involved in this battle because he was missing at the time, presumed dead. This bonus content not only adds that Action Scene to the Mini-Event, but it asks the question: **What if Thor's hammer was in the same collection of artifacts as the Wrecker's crowbar?**

This bonus content for the Basic Game mini-event *Breakout* includes the following:

- ▶ An Action Scene based on *New Avengers #7*, with unlockables for Mjolnir and Thor
- ▶ Villain datafiles for the Wrecker and his Wrecking Crew
- ▶ A new hero datafile for Thor



ACTION: CATCHING UP WITH THE WRECKING CREW

Complications
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Scene
Distinctions
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The heroes are tracking down villains that escaped from the Raft during the Breakout event, and the Wrecker is next on their list. The Wrecker's brother sold the super villain's gear to collector Ed Gross in Long Island, so the Wrecker and his Wrecking Crew go to his mansion to recover their misplaced gear.

Ed isn't home, but his daughter is. The Wrecker plans to use her as a chauffeur and maybe a hostage if things look bleak. Spend **d10** from the doom pool to create the complication **HOSTAGE D10** that heroes have to deal with when opposing the Wrecker or any of his teammates. The heroes arrive outside the mansion just after the Wrecking Crew has geared up and is looking to cause some trouble.

The Wrecker spends his first action bragging, adding his highest die to the doom pool. Clever heroes will turn his taunts back on him, providing heroes an opening to cause emotional stress later in the fight. Any hero who does so is the Wrecker's first target. The rest of the Wrecking Crew members pick their own dance partners.

The battle doesn't immediately impact this spacious neighborhood, but escalating conflict guarantees collateral damage. If you want to represent this during the battle, example Scene Distinctions you can create with a **d8** doom die are **PANICKING BYSTANDERS**, **RAGING FIRE**, and **DEBRIS**.

Costumes and gear from a wide spectrum of super heroes and villains fill a basement in Mr. Gross's mansion. Gross collects obsessively, transforming his home into an ersatz museum for superhumans. Heroes might end up inside the mansion if they take the battle there, or if you spend a doom die to split the party through the actions of the Wrecking Crew. Inside the mansion is a lot of frivolous junk, but also some **USEFUL EQUIPMENT** and **MJOLNIR**, Thor's legendary weapon.

A player who wants to lift Mjolnir from its pedestal must prove his worth. A hero with 5 XP may take action using any traits that would prove "worthiness," opposed by the doom pool plus a **d12** because of Mjolnir's enchantment. If the action succeeds, the hero spends 5 XP and gains the Mjolnir Power Set from Thor's datafile for the remainder of the Scene. If the roll fails, that hero is not worthy, and may not make another attempt.



OPTIONS WITH CATCHING UP WITH THE WRECKING CREW

- ▶ Doctor Donald Blake, Thor's mortal alter ego, has been drawn to the location of Mjolnir. If you are introducing a new player playing as Thor, he can simply sneak around the battle to recover his signature weapon and transform into the Mighty Thor! Otherwise, Dr. Blake may approach the heroes during the battle to ask for help in getting to the hammer, though he avoids letting the Wrecking Crew know who he is.
- ▶ If you want to introduce Thor into the story without him being playable, after he retrieves Mjolnir, the heroes gain the asset **THOR'S ASSISTANCE D12** for the remainder of the Scene. A hero can spend 5 XP to switch to playing Thor for the remainder of the Scene (as his hero is knocked out), or spend 10 XP to have Thor join the group after the Scene.
- ▶ If you are playing with a smaller group of heroes you may want to leave a few of the Wrecking Crew out of the conflict. In the original comic, the Wrecker went up against Luke Cage, Spider-Man, Spider-Woman, and Wolverine, all by himself! That said, adding Thor to the mix definitely changes things.
- ▶ The presence of Mjolnir provokes the question: Who was able to lift Mjolnir and put it in Mr. Gross' mansion? This could be a side plot all its own.

IF I HAD A HAMMER...

- Wielding Mjolnir and wielding Mjolnir proficiently are separate matters. Most heroes will only get **WEAPON D10**, **GODLIKE DURABILITY D12**, the SFX: *I Say Thee Nay!*, and the Limit: *Gear*.
- Heroes with **MYSTIC MASTER** also gain access to the hammer's **EXPERT SORCERY** and the SFX: *Area Attack*.
- Heroes with **COSMIC MASTER** also gain access to **TELEPORTATION** and SFX: *Anti-Force*.
- Additional Powers and SFX can be unlocked by spending 5 XP for each power or SFX the player wishes to unlock.
- After the Scene, the hammer ceases functioning, awaiting its true owner. However, if the player wants to really change his character, consider allowing him to spend 10 XP to replace a Power Set with **MJOLNIR** to become the new God of Thunder!

THE WRECKING CREW

The Norn Queen, Karnilla, gave convicted superhuman criminal Dirk Garthwaite mystic strength and an enchanted crowbar. Though he operated alone for a while as the Wrecker, he ended up in prison with noted scientist Dr Eliot Franklin and two other inmates: Henry Camp and Brian Calusky. When lightning struck Wrecker's crowbar while he was in contact with the other three, his power transferred to them as well, transforming them into the Wrecking Crew. Despite their Asgardian-level strength, the Wrecker and his Crew are constantly breaking out of prison, being caught, and thrown back into prison again. They have clashed with Thor repeatedly, as well as the Avengers as a whole.

WRECKER

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

ARROGANT
TEAR IT DOWN!
VIOLENT

Power Sets

ASGARDIAN MIGHT

SUPERHUMAN DURABILITY 10 **SUPERHUMAN STAMINA** 10
SUPERHUMAN STRENGTH 10

SFX: *Collateral Damage.* Step back the highest die in the pool to add d6 to an attack action. Add the highest-rolling die to the doom pool before calculating the total.

SFX: *Invulnerability.* Spend a doom die from the doom pool to ignore physical stress or trauma unless caused by magic.

Limit: *Debt to Asgard.* Shutdown ASGARDIAN MIGHT when targeted by Asgardian magic or sorcery to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover ASGARDIAN MIGHT.

CROWBAR

ENERGY BLAST 8 **GODLIKE DURABILITY** 12
TELEPORT 8 **WEAPON** 8

SFX: *Energy Absorption.* On a successful reaction against an energy-based attack action, convert opponent's effect die into an ENERGY BLAST stunt or step up ENERGY BLAST until used in an action. If opponent's action succeeds, spend a doom die to use this SFX.

SFX: *Slam.* Step up or double WEAPON die for an action. If that action fails, shutdown CROWBAR. Spend a doom die to recover WEAPON.

Limit: *Gear.* Shutdown CROWBAR to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover CROWBAR.

Specs

COMBAT EXPERT 8 **MENACE EXPERT** 8

Dirk Garthwaite

Given his godlike powers by the Norn Queen, former demolitions expert and laborer Dirk Garthwaite learned that his crowbar was similarly enchanted. He took on Thor several times before recruiting three other criminals and giving them a portion of his power. Whether alone, leading his Crew, or as part of the Masters of Evil, the Wrecker has fought and sometimes even beaten many of Earth's mightiest heroes, including the Avengers.



BULLDOZER

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

EX-ARMY
HARD-HEADED
STEADFAST LOYALTY

Power Sets

ASGARDIAN MIGHT

SUPERHUMAN DURABILITY 10 **SUPERHUMAN STAMINA** 10
SUPERHUMAN STRENGTH 10

SFX: *Invulnerability.* Spend a doom die to ignore physical stress or trauma unless caused by magic.

SFX: *Mighty Charge.* Step back the highest die in an attack action pool to add a d6 and step up the effect die.

Limit: *Debt to Asgard.* Shutdown ASGARDIAN MIGHT when targeted by Asgardian magic or sorcery to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover ASGARDIAN MIGHT.

Specs

COMBAT EXPERT 8

Henry Camp

Former Master Sergeant Henry Camp was dishonorably discharged and ended up in Ryker's Island prison, where he joined the Wrecker's Wrecking Crew. He much prefers acting with the Wrecker than acting alone. He wears a specially designed steel helmet to support his charging attacks; this is typically represented by a stunt rather than a power trait or gear.



PILEDRIIVER

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

GOOD OL' BOY
HUGE HANDS
STEADFAST LOYALTY

Power Sets

ASGARDIAN MIGHT

SUPERHUMAN DURABILITY 10 **SUPERHUMAN STAMINA** 10
SUPERHUMAN STRENGTH 10

SFX: *Crushing Fists.* When attacking an asset, complication, or trait, step back the highest die in an attack action pool to add a d6 and step up the effect die.

SFX: *Invulnerability.* Spend a doom die to ignore physical stress or trauma unless caused by magic.

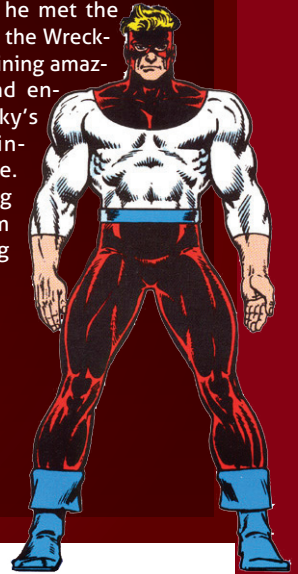
Limit: *Debt to Asgard.* Shutdown ASGARDIAN MIGHT when targeted by Asgardian magic or sorcery to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover ASGARDIAN MIGHT.

Specs

COMBAT EXPERT 8

ID: Brian Philip Calusky

Bored farmboy Brian Calusky was sent to jail for criminal activity, which is where he met the Wrecker. Joining the Wrecking Crew and gaining amazing strength and endurance, Calusky's hands also increased in size. He likes being part of a team and hates acting independently.



THUNDERBALL

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

CHIP ON HIS SHOULDER
GENIUS-LEVEL INTELLECT
UNCERTAIN CRIMINAL

Power Sets

ASGARDIAN MIGHT

SUPERHUMAN DURABILITY 10 **SUPERHUMAN STAMINA** 10

SUPERHUMAN STRENGTH 10

SFX: *Invulnerability.* Spend a doom die to ignore physical stress or trauma unless caused by magic.

Limit: *Debt to Asgard.* Shutdown ASGARDIAN MIGHT when targeted by Asgardian magic or sorcery to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover ASGARDIAN MIGHT.

BALL & CHAIN

GODLIKE DURABILITY 12

WEAPON 8

SFX: *Whirl & Hurl.* Step up or double WEAPON die for an attack action. If that action fails, shutdown BALL & CHAIN. Spend a doom die to recover.

Limit: *Gear.* Shutdown BALL & CHAIN to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover.

Specs

COMBAT EXPERT 8

SCIENCE MASTER 10

TECH MASTER 10

Dr. Eliot Franklin

World-renowned physicist Dr. Eliot Franklin was a pioneer in gamma-bomb research and technology but was swindled out of his patents by his employers. Turning to crime, he was locked away in Ryker's Island prison and joined the Wrecker's Wrecking Crew in order to pursue revenge. As the smartest member of the Crew, Dr. Franklin has challenged the Wrecker for leadership in the past and often questions the Wrecker's methods.





THOR

Affiliations	SOLO 10	BUDDY 6	TEAM 8
Distinctions	GOD OF THUNDER LEGENDARY EGO RIGHTEOUS WARRIOR		
Power Sets	SON OF ASGARD		
	ENHANCED REFLEXES 8	ENHANCED SENSES 8	
	ENHANCED SPEED 8	GODLIKE STAMINA 12	
	GODLIKE STRENGTH 12	MYSTIC RESISTANCE 8	
	SUPERHUMAN DURABILITY 10	WEATHER INFLUENCE 6	
	SFX: <i>Immune</i> . Spend 1 PP to ignore stress, trauma, or complications from disease or fatigue.		
	SFX: <i>Invulnerability</i> . Spend 1 PP to ignore physical stress or trauma results unless caused by mystical attacks.		
	SFX: <i>Second Wind</i> . Before you make an action including a SON OF ASGARD power, you may move your physical stress die to the doom pool and double the SON OF ASGARD power for this action.		
	Limit: <i>Thunderer's Guilt</i> . Step up emotional stress caused by guilt or the suffering of those you have sworn to protect to gain 1 PP.		
	MJOLNIR		
	EXPERT SORCERY 8	GODLIKE DURABILITY 12	
	SUPERSONIC FLIGHT 10	TELEPORTATION 10	
	WEAPON 10	WEATHER SUPREMACY 12	
	SFX: <i>Anti-Force</i> . On a successful reaction against an energy-based attack, add a doom die equal to the reaction effect die to inflict your attacker's effect die against your attacker.		
	SFX: <i>Area Attack</i> . Against multiple targets, for each additional target add a d6 and keep an additional effect die.		
	SFX: <i>I Say Thee Nay!</i> Double or step up a MJOLNIR power for your next action, then step back that power. Activate an opportunity or participate in a Transition Scene to recover that power.		
	Limit: <i>Gear</i> . Shutdown MJOLNIR to gain 1 PP. Take an action vs. the doom pool to recover MJOLNIR.		
Specialties	COMBAT EXPERT 8	COSMIC EXPERT 8	
	MEDICAL EXPERT 8	MENACE MASTER 10	
	MYSTIC EXPERT 8		
	[You may convert Expert d8 to 2D6, or Master d10 to 2D8 or 3D6]		
Milestones	BOTH SIDES OF THE BIFROST		
	1 XP when you tell a mortal about the glories of Asgard or tell an Asgardian about Midgard's quaint charms.		
	3 XP when you deal stress to an opponent from a world other than Midgard.		
	10 XP when you either choose to make Midgard your home as a super hero to be looked up to and applauded or decide that you are on Earth as a god to be worshipped and feared.		
	THE MIGHTY AVENGER		
	1 XP when you remark to a villain with a d12 in a Power Set that he is weak and choose him as your singular foe, a battle that will ring through the Nine Realms.		
	3 XP when you first use Second Wind SFX to recover from stress your chosen villain caused you.		
	10 XP when you either deal the blow that causes your chosen villain to be soundly defeated or see one of your allies deal that blow, pledging to sing of their mighty valor in the halls of Asgard.		

PP

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP



History

Thor, the Norse god of thunder and lightning, hails from the timeless realm of Asgard. He was born in a cave in Norway, the son of Odin AllFather and Gaea, the goddess of the Earth. Odin raised him as his heir alongside his foster brother Loki, the trickster. The two young gods forged a legendary rivalry that grew into a bitter feud as adults. Thor earned the right to wield the uru hammer Mjolnir and established his standing as Asgard's greatest warrior, much to Loki's chagrin. The Norse sagas are filled with Thor's epic deeds, tales passed on by those who once worshiped him on Earth.

In recent years, Odin determined that his son needed to learn a lesson of humility and caused Thor to be bound to the mortal form of Dr. Donald Blake. When Blake struck his walking stick upon the ground, a stroke of lightning transformed the stick into Mjolnir and Blake into the mighty Thor. For many years, Thor fought evil and defended humanity, confronting many dangerous foes, including Loki. Indeed, it was Loki who caused Thor to ally with Iron Man, Ant Man, the Wasp, and the Hulk to found the Avengers. Thor has been a stalwart member of that team throughout its history, with only occasional breaks from its roster.

While Midgard draws much of Thor's attention, his destiny as heir to Odin's power is the driving force behind many of his adventures in other realms. He has reigned in his father's stead on several occasions, but always finds a way to return this responsibility to his father or another worthy successor. Thor has lived out a future in which he takes his father's place but, horrified at how unjust he became, strove to venture back in time and prevent this timeline from happening.

Personality

Thor's courage, confidence, and temper are the stuff of legends. While not as cunning or clever as his foster brother, Loki, the God of Thunder has a clear sense of righteous action and never falters in the face of great challenge or crisis. At times comes across as arrogance or bravado, but it is not; Thor can back up his boastful declarations with actual competence and power. His speech is formal and archaic, exemplified by challenges—"Have at thee, knave!"—or by colorful oaths—"By Odin's beard!" Thought fierce and wrathful in battle, he is otherwise friendly and in good humor, especially around his friends and companions.

Abilities & Resources

Like all Asgardians, Thor is superhumanly strong, impervious to most forms of physical injury, and gifted with keen senses and reflexes. Due to his atypical parentage and godly stature, Thor is even stronger than other Asgardians, rivaling such heroes as the Hulk and Hercules in sheer power. He's been known to employ mystic artifacts such as a Belt of Strength and dwarf-crafted armor, but even without these items he's literally a force of nature.

Thor is never without his hammer Mjolnir, forged by the dwarven blacksmith Eitri out of uru metal, the material at the core of a dying star. Blessed with multiple enchantments, Mjolnir returns to Thor's hand when hurled, may only be lifted by those who are worthy to do so, and allows the Thunder God to master the elements. It's capable of projecting powerful blasts of energy, bearing its wielder aloft in flight, and deflecting attacks when spun with great force. Thor has used Mjolnir to perform amazing feats of a mystic or supernatural nature, including opening portals to other dimensions or traveling forward and backward in time.

As a founding Avenger, an Asgardian prince, and a friend to many in the super hero community, Thor has almost limitless wealth and resources should he need it. He rarely makes use of this affluence, however, preferring to make do with his own powers and talents. He is a close friend and companion of the other founding Avengers, including Steve Rogers, Tony Stark, and Hank Pym. He's also close to Jane Foster, a medical professional and former love interest. Away from Earth, Thor can count on Asgardians such as the Lady Sif, Lord Balder, and the Warriors Three should he need them.

