

# VICTORIOUS

CAMPAIGN: ☐ Grand ☐ Gilded ☐ Grim

NOM DU GUERRE: Santa Claus

PROPER NAME: (many; Odin, St. Nicholas, etc.)

LEVEL: 22 ALIGNMENT: Good

SOCIAL CLASS: \_\_\_\_\_

SEX: ☒ Male ☐ Female

HEIGHT: ? WEIGHT: ?



## ATTRIBUTES

PRIME

☐ STR 22 MOD +5

☒ INT 25 MOD +7

☒ WIS 26 MOD +8

☒ CON 26 MOD +8

☐ DEX 21 MOD +4

☐ CHA 18 MOD +3

INITIATIVE: +9 MOVE: 90/240 ft

ACTIONS PER ROUND: 2

DEFENSES: N/A

HP: 300 AC: 35 (20)

VICTORY PTS: 15 EXP: \_\_\_\_\_

WEAPONS TO HAND:

DAM.

BTH

ARMOR WORN

AC






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## SUPERNATURAL POWERS

Theme: Winter Paragon rank 8

1 Psycho-Kinesis Strength 25

2 Super Movement (Fly) 240 feet

3 Lightning Speed (+6 Initiative and AC, 2 actions per round)

4 Climate Resistance (full)

5 Luck rank 4

Knack: +3 to Initiative

**Santa's Sled:** This antique sleigh appears as if centuries

old but in excellent repair. If Santa is riding in the sleigh

he can extend any of his Winter Paragon theme powers

to anyone else either in the vehicle or drawing the sleigh.

It appears to be drawn by eight reindeer, though on occasions

some have claimed it is instead drawn by a single horse with eight legs.

## SKILLS

Fine Arts: Toymaker

History/Legend: Scandinavia rank 3

Missile Weapons

Melee

Primes (INT, CON)

## SHORTCOMINGS

Enemy: Ymir the Frost Giant King

Enemy: Surtur the Fire Giant King

Fame

Phobia: Cannot lose temper

Phobia: Must always attempt peaceful solutions

Prior Engagement (rank 3 from November to January)

## AUTOBIOGRAPHY

In the world of Victorious, many mythological figures have been resurrected to again walk the world of mortals. However, they have found that they themselves are in turn shaped by the expectations and beliefs of mortals. When Odin All-Father returned to Midgard, he found that his very essence changed each winter into the avatar called "The Santa Claus"! For those wishing Odin's primary form and powers, you are directed to the C&C "Of Gods & Monsters" tome.

## EQUIPMENT

**Santa's Hat:** Santa has a magical hat that allows him to take the form of any bipedal being of any size (Count as 4 ranks of the Shrink power, the Elastic power, and the Gigantism power). It also provides Santa (and only him) a +15 to his Armor Class, and while he wears it all attacks will only do the minimum amount of damage possible. If he puts the hat onto a snowman, he creates a Snow Golem that will serve him for 1d4 days or until the terrain's snow melts.

**Santa's Bag:** This wool bag seems to be constantly stuffed with items, but upon opening it the bag actually opens a teleportation gate to Santa's lair in the Winter demesnes. His servants on the other side will hand Santa anything he requests, being able to telepathically communicate with Santa anywhere on the mortal plane. If in danger, Santa may jump into the bag and pull it in after him, which acts as the Translocation power and deposits Santa and the bag at his workshop. This part of the bag's power may only be used once a day.