

## ODIN

God of death, magic, war and poetry.

The All-Father, God of death, decides the fate of warriors and leads the Æsir with his skills in magic, prophecy and governance. Odin knows that all will be lost at Ragnarok and constantly seeks ways to forestall it.

Symbols: Triple horn, three interlocking drinking horns. The Valknut, three interlocking triangles.

Abilities: Cunning, Lore, Spear

## THOR

God of the sky

A good-natured warrior, forthright and quick to act, relying on brute strength to solve his problems and defend the Æsir. However he is sometimes foolish and gullible.

Symbols: Mjolnir, Thor's hammer.

Abilities: Might, Spirit, Aim

## LOKI

God of trickery and fire

Beautiful to look at, but possesses an evil nature and is undependable. A cunning God, he is treacherous in all matters. He constantly places the Æsir in difficulties and then solves their problems with guile.

Symbols: Intertwined snakes

Abilities: Cunning, Orate, Sword

## NJORD

God of the sea, abundance and well-being

Njord is the god of wind, fertile land along the seacoast, as well as seamanship, sailing and fishing. The he has the power to calm the sea or fire.

Symbols: A Footprint

Abilities: Hunt, Spirit, Spear

## FREY

God of the bounty of the earth and pleasure.

A phallic fertility god, Frey bestows peace and pleasure on mortals. He rules over the rain, the shining of the sun and the produce of the fields.

Symbols: Phallus

Abilities: Hunt, Heal, Aim

# FREYJA

Goddess of sex, battle, and pleasure.

She delights in love and songs, most beautiful and desirable of white-armed women. Freyja had an agreement with Odin, for they divided the heroic dead amongst themselves. Half went to live eternally in Odin's hall, and half in Freyja's hall Sessrumnir- and the goddess got first pick.

Symbols: Hildisvini, her boar

Abilities: Athletics, Grace, Aim

# heimdALL

A guardian God

The son of nine different mothers, he is the watchman of the gods and guards Bifrost, the only entrance to Asgard, the realm of the gods. His hearing is so accurate that no sound escapes him: he can even hear the grass grow or the wool on a sheep's back.

Symbols: The horn, Gjallar, and the ram.

Abilities: Athletics, Cunning, Sword

# TYR

God of single combat and heroic glory

The boldest of the gods, who inspires courage and heroism in battle. Tyr has with one hand, because his right hand was bitten off by the gigantic wolf Fenrir.

Symbol: Spear

Abilities: Spirit, Insight, Spear

# BALDR

God of light, joy, purity, beauty, innocence, and reconciliation.

Loved by both gods and men and was considered to be the best of the gods. He has a good character, is friendly, wise and eloquent.

Symbol: Mistletoe

Abilities: insight, Grace, Shield

# BRAGI

God of eloquence and poetry

The patron of skalds. Runes were carved on his tongue and he inspired poetry in humans by letting them drink from the mead of poetry.

Symbol: the Braggarfull, a large pitcher of mead.

Abilities: Orate, Music, Shield

## FORSETI

God of justice, peace and truth

Considered the wisest and most eloquent of gods of Asgard. Forseti presided over disputes resolved by mediation. He sat in his hall, dispensing justice to those who sought it, and was said to be able to always provide a solution that all parties considered fair.

Symbols: Has none, just the purity of justice.

Abilities: Insight, Orate, Shield

## VIDAR

God of vengeance

called the silent god who wears a thick shoe, is almost equal in strength to Thor, and can always be counted on to help the Aesir in their struggles. Destined to avenge Odins death by Fenris

Symbols; Leather shoe

Abilities: Wrestle, Might, Sword