

PP

EXP

DATAFILES FOR THE BEST ROLE-PLAYING GAME IN THE UNIVERSE, FOR
THE BEST SUPERHERO COMIC BOOK IN THE UNIVERSE!
Invincible #01

INVINCIBLE

Markus "Mark" Sebastian Grayson [secret id]

AFFILIATIONS

Solo



Buddy



Team



DISTINCTIONS

Just learning my powers

High-School Teenager

Doing the Good Thing



or



+1 PP

(benefit for a d8 or hinder for d4 + 1 PP)

VILTRUMITE PHYSIOLOGY POWER SET

Enhanced Strength



Enhanced Durability



Subsonic Flight



Enhanced Speed



Enhanced Reflexes



Enhanced Stamina



SFX: *Invulnerable.* Pay 1PP to ignore Physical Stress or Trauma.

SFX: *Viltrumite.* You are not affected by radiation, vacuum or high-speed friction.

SFX: *Rapid Healing.* Recover two levels of Stress during a Transition Scene automatically, instead of one.

SFX: *Testing my limits.* When using a Viltrumite Physiology power, you may step up a Power or double it, or pay 1PP to do both.

Limit: *Exhausted.* Shut down one Viltrumite power and get 1PP. Recover by activating an Opportunity or in a Transition Scene.

SPECIALTIES

Combat Rookie, Tech Rookie, Psych Rookie, Menace Rookie

Rookie Specialties can be added as d6 into your Pool, but they cannot generate Resources in a Transition Scene.

MILESTONES

Reginald Vel Johnson High School Senior

Girls, Acne, Homework and Supervillains. It sure helps to be Invincible!

1 xp when you attend class during a scene, or when the action is linked somehow to your High School.

3 xp when attending class is the cause of conflict or stress.

10 xp when you graduate from High School, or fail to do so because of your superhero duty.

Newly-minted Superhero!

There is a new guy in town. This is so sweet!

1 xp when you encounter a crime in progress while on patrol.

3 xp when your patrols are the center of a conflict in your daily life.

10 xp when you gain a reputation as a superhero, either it be a good or bad one.

BIOGRAPHY

Mark is the son of Debbie, a normal human woman; and Nolan Grayson, the alien superhero from planet Viltrum, publicly known as Omni-Man. Aware of his father's powers from early age, Mark has been waiting for his own to kick in until they finally do at age 17.

After a few weeks of testing his powers he got discovered by his dad when foiling a robbery lead by the villain Titan. Nolan arranged for a costume to be made for him, and his High School principal gave him the idea of the name.

DISTINCTIONS:

Just Learning my Powers. Mark is yet an inexperienced young-age Viltrumite learning his powers. While he is still testing them and makes a rookie mistake here and there, his Viltrumite nature ensures he is already a capable and fearsome opponent.

High-School Teenager. General knowledge, trivia, and a certain naivett  that can really help Mark around... unless he has homework to do, classes to attend or books to study.

Doing the Good Thing. Mark was born son to a superhero. He has seen his father risk his life for others uncountable times. He knows right from wrong, and has a strong desire to help. Too bad the world is never black or white, right?

POWERS AND ABILITIES:

Although Mark is a Viltrumite half-breed, human DNA seems to have combined perfectly with his alien inheritance and thus displays all the traits common to them. As his powers

have just kicked in, he is only manifesting them weakly.

Viltrumite alien physiology seems to imply Smart Atoms relationships and enhanced chemical reactions that grant him enhanced resistance, endurance and strength. His atoms can also shift energy and mass quickly and seemingly unconsciously, allowing Invincible to move at incredible speeds and to fly. His body's efficient use of energy also allows him to compensate for extreme body temperature and to hold his breath for long periods of time.

Mark is an average teenager with moderate knowledge of science and tech; and although he is not the most popular boy at school he gets around with a friendly smile while trying to stay out of trouble.

