

PP

EXP

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

OMNI-MAN

Nolan Grayson [known to authorities]

AFFILIATIONS

Solo



Buddy



Team



DISTINCTIONS

Full Grown Viltrumite
Travel Books Writer facade
24/7 superhero on call



or



+1 PP

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

VILTRUMITE CHAMPION POWER SET

Godlike Strength



Godlike Durability



Supersonic Flight



Superhuman Speed



Godlike Reflexes



Godlike Stamina



SFX: Versatile. You may use more than one Viltrumite Champion Power stepping down each power by one for every power after the first one.

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

SFX: Viltrumite. Nolan is not affected by radiation, vacuum or high-speed friction.

SFX: Back to Life. Recover two levels of Stress during a Transition Scene automatically, instead of the normal level. All the times to recover Trauma are greatly reduced (Watcher discretion).

SFX: Undefeated Champion. Pay 1PP to perform a Recovery Roll during an Action Scene.

Limit: Exhausted. Shut down one Viltrumite power for 1PP.

Limit: Property Damage. Add your Effect Dice to the Doom Pool after resolving your action and gain 1PP.

SPECIALTIES

Combat Master, Cosmic Master, Menace Master, Crime Expert, Psych Expert, Science Expert, Tech Expert

Master (d10) may be broken down to 2d8 or 3d6. Expert (d8) may be broken down to 2d6

MILESTONES

Viltrumite Agent

You were sent to Earth with a mission. The might of Viltrum must be preserved, the Viltrumite Empire should be your first concern.

1 xp When you take steps to ensure your identities on Earth are preserved (both Omni-Man and Nolan Grayson's personas).

3 xp When you decide to take steps to forward the real plan behind your visit on Earth.

10 xp When you reveal your true plans and decide to pursue them; or forfeit them and become a traitor to the Viltrumite Empire.

On Call

As Omni-Man, you have made arrangements to be on-call by the Global Defense Agency and the Guardians of the Globe. They need you, they beep you, you solve it.

1 xp When you express your feelings about being on call, or describe a situation you recently resolved because you were on call..

3 xp When your superhero duty keeps you from staying with your family, or you decide to ignore a call for personal motives.

10 xp When someone close to you is badly hurt and you were away on duty; or when catastrophe happens when you decide to ignore a call from the GDA.

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BIOGRAPHY

Nolan is a two-millenia-old member of the Viltrum race. Already at birth formidable by earth standards, Viltrumites only get stronger as they age, what makes Nolan the most powerful super-hero on Earth.

Stationed on Earth for observation, he took a human wife, birthed Mark and has agreed to work alongside the US-Government Global Defense Agency and Earth's prime superhero team, the Guardians of the Globe, to defend and protect our planet from internal and external threats. As a human, he has adopted the personality of a travel-book writer using his super-speed to churn out complete books in only a couple of days.



DISTINCTIONS

Full Grown Viltrumite. Omni-Man is a Viltrumite with full control of his powers, which have been trained to incredible levels. His millennia of training make him an unparallel combat force as well. Part of his long life and superior breed manifest from time to time, however, in his detachment from humans or other inferior people.

Travel Books writer facade. Nolan has been masquerading as a writer for a long time, due to his ability to tour the world in seconds. He is also a person knowledgeable about the human race and Earth.

24/7 superhero on call. As part of his deal with the GDA, Omni-Man is permanently on call to solve crisis on our planet. The GDA also provides intel on the threats he faces, if already known by them.

POWERS AND ABILITIES

A pure, full grown Viltrumite champion, Nolan is a paragon of his race. Completely developed and extensively trained in combat, survival and exploration, this deep-space ranger and conqueror from Viltrum displays almost unparalleled endurance and strength. His physiology rejects most toxins and his skin is invulnerable to Earth weapons and technology. His atoms can also shift energy and mass quickly and seemingly unconsciously, allowing Omni-Man 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.

In short, Nolan is one of the most powerful, resourceful and dangerous people in the Galaxy.