



A green-skinned humanoid warrior race from another dimension, the Flaxans have great tech that they use to bring slaves into their home world. Their first attempt to raid Earth was frustrated by Omni-Man and his son Invincible.

Time passes differently in the Flaxan dimension; seconds on Earth the equivalent of hours for the Flaxan natives. This means that, although the perceived passage of time is the same in both dimensions, Flaxan natives' bodies age at an incredible rate while on Earth.

The reverse is true. Someone native to our dimension that goes into the Flaxan's will experience extremely slow passage of time in regards of their biological processes.

FLAXANS [warrior race]

First appearance: Invincible #3

Bio: A vicious warrior race that raids other dimensions for slaves, they have advanced tech to their disposal and breed in large numbers.

Flaxan Platoon (a hundred heavily armed Flaxan troopers)

Affiliations: Team **6 6 6 6**

Distinctions: Warrior Race Soldiers, Advanced Alien Tech

Alien Tech Power Set

Armour (Durability) **6** **Blasters** **6**

SFX: Strength in Numbers. Add a d6 to your Pool and keep an extra Effect die for every target after the first one.

SFX: Heavy Gear. Spend a d6 from the Doom Pool to step up or double one Alien Tech power for one action, or spend a d8 to do both.

SFX: Endless Green Tide. Spend 2d6 from the Doom Pool to bring a new Flaxan Platoon into the action.

Limit: Aging! For every Opportunity rolled by the Flaxan Platoon, remove a Team die. Heros can spend 1 PP to activate this Limit as usual, but in that case the Watcher adds a d6 to the Doom Pool for every Affiliation die removed.

Specialties: Combat Expert.

