Invincible: The Viltrumites



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The Viltrum Empire is the mightiest civilization in the Invincible Universe, a race of incredibly powerful physical gods made flesh set to dominate the known universe. And now you're one of them, whether you aid in their endless war or seek a more peaceful resolution... you'll definitely have an impact.

(+1000 CP)

Origin

Half-Viltrumite Outsider

You are a Viltrumite but you weren't born on Viltrum, like the Superhero Invincible you are a Viltrumite Hybrid from either Earth or another unique planet with a compatible population.



Viltrumite Warrior

You're a Pure-Blooded Viltrumite Warrior, born and raised on Viltrum as a cog in their war machine, perhaps you're an infiltrator like Nolan? Or a savage fighter like Conquest.



Thraxxan Viltrumite (+200)

You're a Viltrumite-Thraxxan Hybrid like Oliver, you age quickly and your Viltrumite Powers will be notably weaker than other Viltrumites due to Thraxxan's poor compatibility with Viltrum DNA.



General Perks

Viltrumite Physiology (Free)

You're a Viltrumite, and your natural physical abilities make you quite powerful indeed. You possess a utterly incredible physique capable of lifting well over 400 tons, and you're durable enough to take strikes made with roughly the same force. In addition to this you're capable of freely moving through space via flight and holding your breath for months at a time. In addition you age incredibly slowly and your combat powers are not in any way hindered by your advancing age allowing you to easily live for thousands of years.

All these wonderful abilities are only your baseline however, as you age and train you will get stronger, faster, and more durable eventually becoming strong enough to slay the 'average' Viltrumite in a single blow.

Viltrumite Mentality (Free)

Viltrumites are conditioned from birth to be warriors, and as such they do not know remorse or hesitation in battle, now you are much the same. While this will never hinder your rationality or decision making skills you are capable of turning off your empathy and fear, becoming a consummate warrior who always goes for the kill.

Viltrumite Training (Free)

You're a skilled fighter, more than capable of holding your own in a fight against an equal or slightly stronger opponent with martial skill alone. This training is flexible and will be easy to adapt to include any of your natural abilities in the future the same way Viltrumites use flight in their fighting style.

Pain's Just A Feeling (100)

And you're *very* good at pushing it aside to do what needs to be done, you may envision your overall physical health as a sort of 'HP Bar' allowing you to keep track of your body's condition without the distraction or hindrance of pain.

Child Rearing (100)

The Viltrumites consider reproduction to be an important duty for their people, an honor granted only to their most trusted as it will be their task to pass along Viltrumite Ideals to the next generation. You are uniquely suited for this particular duty, not only are you an extremely skilled parent more than capable of rearing children to match whatever ideals you set out for them, but you may also pass down any of your biological abilities to your spawn with the same level of efficacy as your own.

More Than Enough Fight (200)

Holding back is all well and good... but it can lead to pretty serious problems if you hold back for so long that a vastly inferior enemy is able to damage you to the point you aren't able to exert your full power to crush them. Don't pull a Conquest, take this Perk instead. This Perk allows you to exert 100% of your power no matter how injured you become, even with layers of skin and muscle peeled off your body you'd still be fighting as if you were healed and whole.

Tempered In War (200)

A Viltrumite's training and education is a mere speck in their millenia long lives of service to the Empire... a true Viltrumite Warrior is expected to continue learning through their missions, all in the pursuit of becoming a more valuable asset for the Empire. You live up to this Viltrumite Ideal now, for every fight you survive you'll find your combat skills improving *dramatically* this boost is proportional to the difficulty of the fight of course- but even routine conquests against weaklings will hone you to a degree.

Right Of Conquest (300)

With the Viltrumite's limited population it's not exactly feasible to leave a force of them behind to hold control over a planet, fortunately for you however this Perk makes it exceptionally easy to gain and enforce the compliance of a conquered people. Now whenever a population or an individual surrenders to you they'll find themselves compelled to abide by the terms of the surrender, not rebelling or working to undermine you. In addition your occupation will bring them benefits causing their technology and standard of living to increase by leaps and bounds the longer they consider themselves under your heel.

This Perk may only force the generation you defeated the first time to obey, their children free from the compulsion to abide by a surrender they didn't sign... but by that time things will be so good they won't even wish to rebel.

One Man Empire (300)

The Viltrum Empire has been reduced to a measly 50 Viltrumites... and yet they still manage the Galaxy, you now have a talent for paperwork and administration that could possibly explain this phenomenon. You are now capable of doing all of the major administrative work for an entire galaxy spanning Empire, you may require aids to carry out your edicts but you're fully capable of staying on top of *everything* and making decisions on every issue in a timely fashion.

Half-Viltrumite Outsider

Empathy (100)

You weren't raised on Viltrum, and so you were taught how to understand other people as well as to care about them. You have a natural talent for empathizing with other living beings, understanding what they're going through and how you can make their burdens lighter. This will also help them work towards redemption if they're the type to look for something like that.

I Have To Save Them (200)

You really are a Superhero... you're incredibly good at disaster relief and very skilled at minimizing collateral damage in a fight. This isn't supernatural, if you were up against someone like Omni Man who was determined to kill civilians there isn't much you could do to stop him... but against equal or lesser opponents it's easier than ever to engage in clean heroism.

Not Nearly Enough (400)

You have a unique trait that makes you very difficult to fight, even for warriors who should be by far your superior. As you deal damage to a foe they'll find their power level beginning to decline, with every injury they'll be a little slower, a little weaker, and a little less durable- this will last until they're fully healed. The enemy may seem insurmountable at first... but if you can make them bleed you'll be able to kill them eventually as long as you never quit.

Human Adrenaline (600)

Viltrumites don't have Adrenaline, but you aren't just a Viltrumite you're also a Human. This manifests for you as something like a 'Rage Boost' the angrier you get the stronger you'll become letting you move beyond your typical limits for a time- this is also handy when you're caught up in a surprise attack.

But by *far* the most useful part of this is *after* the fight... you see after recovering from an injury you'll come back stronger than ever- the more severe the beatdown the greater the strength increase you'll see from it.



Viltrumite Warrior

I Am So Lonely (100)

Unlike most, your extreme strength won't lead to alienation from emotional connections, no matter how much stronger than someone you get they won't be intimidated by you if that's not your intent- in fact the stronger you are the MORE respect people will have for you.

Prepare (200)

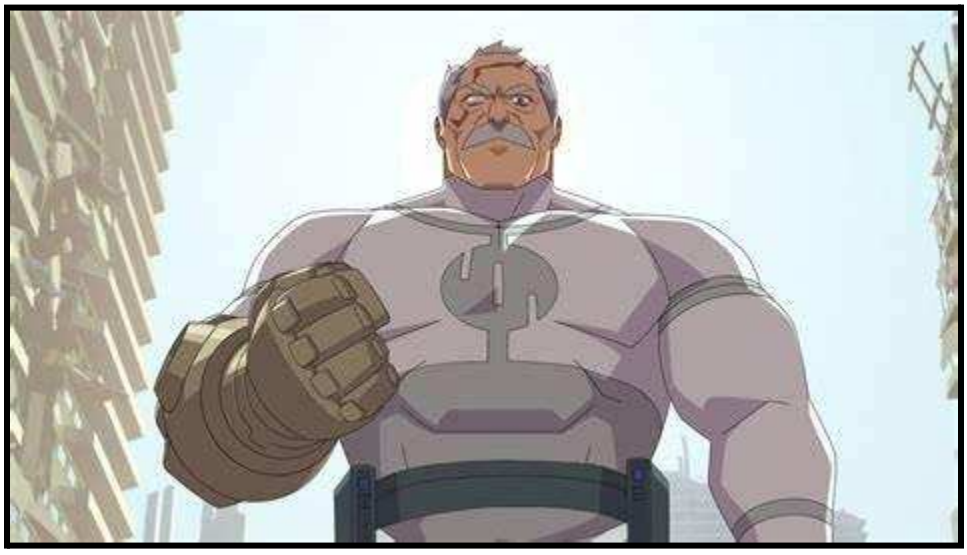
The Viltrum Empire has found great success in its war effort by sending lone agents to infiltrate planets to weaken them in preparation for the Viltrumites arrival- you are *very* capable of using this strategy. You are an excellent liar, and you'll find people are more willing to trust you than they probably should be even if they know nothing about you.

Pure-er Blood (-400)

Like Thragg you are simply *better, you* are stronger, faster, and more durable than other Viltrumites who should be your equals in terms of age and training by a substantial margin- and the only real explanation seems to be that you're built differently. This same effect applies to all your other superpowers that are biological in nature- you're simply superior to your peers and it's not even close.

Put In The Work (-600)

But the real way to get strong is the backbreaking effort that's been demanded of you every day for your entire life, now training no matter how intense will never harm you in any way as long as you can survive it. If you can endure a **500x** Gravity Chamber you won't be crippled by the experience- in fact the more brutal your training the greater the benefits you get from it, with a truly insane training method you could compress months of hard effort into a couple days or less.



Thraxxan Viltrumite

Family Matters (100)

Those with your blood in their veins will find themselves slightly more loyal than they should be, not enough to overlook a callous disregard for their lives- but enough that your children wouldn't resent you at all for raising them exclusively as soldiers without a hint of tenderness as long as they have a reason to believe you want their best interests.

One Of Many (200)

Despite being a Viltrumite and therefore an incredibly powerful being you tend to be seen as a 'weakling' or 'fodder' this allows you to slip away from fights relatively easily as long as there's someone else around who could reasonably be seen as a bigger threat.

Personal Army (400)

Are you interested in stealing the future of your children for your personal desires? Well then this is the Perk for you! From now on your children will mature at the same rate as Thraxxan Viltrumite hybrids reaching full maturity within a year. They will also be unfailingly loyal and obedient to you, essentially acting the role of drones dutifully obeying their parents every whim.

Fast Growing (600)

As a Thraxxan Hybrid you age fast, this means that any of your powers that grow with age will grow at **20x** the normal rate for you and any of your children, this only applies for passive boosts based on nothing but time... but it can serve as a major advantage for you.



Items

You have an additional **200 CP** to spend on items in this section.

Viltrumite Bodysuit (100)

This is a self-repairing Viltrumite Bodysuit that lets you rock your race's traditional look throughout your chain. This suit will repair itself within 24 hours if damaged in any way.

Universal Living (100)

There's no poverty on Viltrum, everyone who's considered strong enough to be of value is provided for- and for the low cost of **100 CP** you'll find that you receive free housing, food, and other utilities wherever you go nobody will find this odd. You can buy this item multiple times to be able to give this benefit to others and revoke it at will.

Travel Guides (100)

This is how Nolan Grayson earned his living and it'll work out for you as well- now as you explore new environments you'll find a new book forming in your home detailing all your observations in a concise and entertaining fashion serving as a great guide for any travelers headed the same way.

Unnecessary Transportation (200)

A Viltrumite can hold their breath for months at a time making it almost completely unnecessary for them to use starships for interstellar travel. However if you want to enjoy that luxury it will be made available for you. This is a large star cruiser capable of holding yourself and hundreds of passengers during interstellar travel. It is also a fully outfitted Viltrumite Prison capable of holding beings on that level when fully staffed.

Cybernetic Replacements (200)

Occasionally in the thick of battle you'll suffer injuries, some of them even a Viltrumite can't come back from completely- on those occasions when you lose a limb or organ and manage to survive you'll receive a cybernetic replacement that's somehow good enough to match what you had originally, regardless of how strong you already were.

Warship (200)

A Slightly more useful form of space travel, this Viltrumite Warship has enough weapons to glass whole planets while also carrying armies between battles- this is one of the few vehicles advanced enough to make a genuine contribution to the war effort.

Viltrum (300)

A Copy of the seat of the empire itself, this planet is a post-scarcity utopia filled to the brim with incredibly advanced technology... sadly it doesn't come with its superhuman inhabitants- you'll have to handle that.

Companions

New Friends (Free)

Anyone from this world who chooses to come with you may for no additional cost, this benefit is considered a perk and can be carried with you into future jumps.

Old Friends (Free)

You may import any and all of your companions into this world with a **600 CP** stipend for no additional cost, this benefit is considered a perk and can be carried with you into future jumps.

Expy Companions

None of the following characters will exist within this world if not purchased here, though they resemble existing characters from other media they do not have the same history as those characters essentially being variants from this universe.

The Superman (Free With Half-Viltrumite Outsider/100)

A lost child of Viltrum, this young man was sent away from a doomed colony by a pod arriving on earth where he was raised by a kind farm couple. When he awakened to his Viltrumite Powers he immediately began to work on improving his new home, becoming a true Superhero and eventually perhaps a rival to Omni Man for the title of strongest hero in the world.



The Compassionate Soldier (Free with Viltrumite Warrior/100)

A Viltrumite Warrior with a pair of unfortunate weaknesses, Compassion and Curiosity- despite her intense belief in the Viltrumite Empire's cause this warrior will find herself shaken after every mission requiring affirmation that what she's doing *really* is right... if you give her the opposite? Well... who says Viltrumites never defect?



The Beast (Free With Thraxxan Viltrumite/100)

A Hybrid much like yourself... only this one doesn't talk much, he's got all the strength of a Viltrumite but seemingly only enough intelligence to take and execute your orders. I say seemingly as he's been known to express cunning in the line of duty- and take satisfaction in his work... but it seems that he's a simple man, perfect as an enforcer.



Drawbacks

Compassion (100)

You feel compassion for all living creatures, you don't like to kill and will feel very guilty when you are forced to.

Curiosity (100)

You like to learn about other people and cultures... This wouldn't normally be a bad thing, however you'll inevitably find something you like about any culture you study that will fundamentally change your world view permanently. This can be removed by perks or effort post jump... but it won't happen automatically after all these are genuine opinions you're developing not the product of mind control.

Holding Back (100)

You'll start every fight in this Jump operating at roughly 10% of your overall power level, each time you're hit by something strong enough you can feel it you'll gain access to an additional 1%... careful not to lose everyone you care about before you finally lock in.

Takes Pleasure In Killing (200)

Viltrumites don't kill for pleasure, but some... especially you, take pleasure in killing. You love to fight and will often self sabotage to ensure you get a fair fight, coaching your opponent and holding back significantly.

'Pet' Problems (200)

You've developed an attachment to a lesser being, this could be anything from a romantic partner to an honest to god pet animal but whatever the case you truly love this creature and would be absolutely distraught if they were killed. You'll feel compelled to do everything in your power to prevent that for the entirety of your time here, if you succeed they may come with you as a companion.

Marked For Execution (200)

The Viltrum Empire wants you dead, they'll send hit squads after you *semi* regularly and if you kill too many of them Thragg himself may even make an appearance to end your troublesome life.

Scourged (300)

Like the troublesome virus that gave the Viltrum Empire so much trouble you've found yourself stripped of your might... all your out of Jump perks and powers will be removed for the duration of this Jump.

The Great Purge (300)

Your time in this Jump will stretch from the Viltrumite Purge to the end of the canon story, as a Viltrumite you won't die of old age... but there's plenty of other things out there that could end you prematurely.

Notes

This is part ¼, the other Jumps in the Invincible Series will be:

- The Coalition Of Planets
- The Heroes Of Earth
- The Villains Of Earth

Once all four of these Jumps are completed I will be combining their content into one large Invincible Jump- so this one can be considered a teaser.