Invincible: Heroes Of Earth



By: PriorPossible834

Earth, home to powerful heroes and worse threats- most humans are weaklings on the grand stage, however something about Earth has led to some of its people gaining unique powers of their own that can make them quite formidable. You are one of these individuals- a Hero of Earth,

You have **1000 CP** to spend on options in this document.

Origin

Loner
You're a Hero, but you also don't play well with others, operating independently of Superhero teams and the GDA while saving lives your own way.

Guardian
You might be a member of the Guardians of the Globe or perhaps one of the other superhero teams dotted around the planet, you play well with others and have a history of cooperation with the GDA.

Government Agent
You work directly for Cecil and the GDA, maybe as a Agent or maybe as some kind of reformed villain. This is an option for those willing to make shady choices to get the job done.

General Perks

Non-Lethal (100)
No matter how hard you hit someone they won't die if you don't want them to.

Speedy Recovery (100)
You heal well, not suffering permanent damage from any injury as long as you receive proper medical treatment right away.

Unaccountable (200)
You're no longer legally culpable for any collateral damage you cause during your herowork, this allows you to do your job without restraint… but be advised that when people lose everything they may be willing to work outside of the law.

10,000 Ants (200)
When fighting the strongest sometimes all you need is sheer *volume* of bodies. Now the more of your allies are fighting a single enemy the more vulnerable they become to injuries allowing the sheer flood of humanity to potentially crush a Viltrumite.

Robotic (300)
You have a mind on par with Robot's and a similar knowledge of mechanical engineering. You can build drones on par with his and operate them remotely- and as a incredible genius you'll naturally be able to improve as you research further.

Bulletproof (300)
Some of Earth's heroes, namely Bulletproof and Immortal show that strength does not necessarily equal durability and vice versa, Bulletproof is strong enough to easily take hits from Invincible but can't do much meaningful damage in return, while Immortal is strong enough to hurt a veteran Viltrumite like Omniman but isn't durable enough to take hits from people in his own weight class. You now have this trait, not as a natural facet of your power but as an exchange you can willingly make. With one hour of focus you can transfer as much of your strength as you want to your durability and vice versa allowing you to improve one at the expense of the other.

Loner

Trustworthy (100)

As long as you genuinely mean to help… even if only for the time being the people around you will trust your outstretched hand and even the most paranoid will allow you to help them without too many restrictions. If your intentions ever change you'll be on your own- this Perk won't help you to deceive anyone.

Current Intel (200)

Doing things yourself can be hard, not only because it's hard to get to the places where the action is going down if you don't know where that is. From now on you'll always be aware of any public acts of crime or natural disasters close enough to your position for you to help.

Above The Law (400)

The more of an asset you are to an organization the more leeway they'll give you, the strongest hero on earth could commit a LOT of crimes before the authorities tried to stop them in force.

One Man Pillar (600)

As you work as a hero you'll find that crime rates as well as natural disaster figures and even social ills like poverty will begin to decline. Every threat you stop will result in the world becoming safer, more orderly, and more prosperous.

Guardian

Orator (100)

You have the Charisma for speeches, as well as a knack for snappy one liners, this makes you a media darling and great at inspiring your team… just make sure you can back your pretty words up with action.

Where Is He?! (200)

You're always able to get to the fights you want to show up for in time, events will line up so that you will always be in the right place at the right time to respond to any incidents you would have wanted to if you were given the full information and time to deliberate.

Synergy (400)

You and your teammates make each other stronger, not just with your strategy and teamwork abilities (though those are substantial) you are also simply… stronger the more members of your team there are that you can work well with.

This requires that each member of the team be in some way unique from the other members, this is a Superhero Team Perk not an Army Unit Perk.

Immortal (600)

You're a Immortal, you do not age and cannot die, though your body can be disabled if your head is removed, and if it's not reattached by the end of the Jump you'll still chain fail. All non-decapitation injuries will be able to heal with enough time.

Government Agent

Spook (100)

You wouldn't be a very good spy if you didn't know how to gather information now would you? You're now every bit Cecil's equal at running a clandestine intelligence organization knowing how to cultivate informants and use your resources intelligently to ensure you know *everything* as quickly as possible.

Taxpayer Money (200)

You are capable of accelerating scientific progress by pouring money into projects, the bigger the budget the faster the result- to the point that with billions in investment years of work could be done in months. It's expensive as hell, sure, but the taxpayer will forgive you when your research saves the world from a rampaging supervillain.

Reanimate (400)

You fully understand the 'Re-Animen' technology pioneered by D.A Sinclair, this allows you to convert living subjects or corpses into mindless and remote controllable zombies with *immense* physical abilities. A handful of these made from ordinary humans could easily kill a young Viltrumite or even give an older one pause. And of course the stronger the corpse the stronger the resulting zombie, a Viltrumite Corpse would naturally be the holy grail of this research.

What's Your Name (600)

Whenever you or some organization you have authority over suffers a failure or a setback you'll always find opportunity waiting for you in the aftermath- giving you a silver lining for the loss of life, and a chance to make sure it doesn't happen again. At minimum whatever you find will be 'worth' the same amount as what was lost in practical terms- however this scales up the faster and more effective your response was allowing you to potentially gain much greater rewards.

For example D.A Sinclair killed and experimented on at least half a dozen college kids, but due to Cecil's fast and effective response he was able to get his hands on Sinclair who *massively* increased Earth's combat potential. While the nature of your consolation prizes is largely dependent on what happened in the first place it'll often be something that requires you to be morally flexible in order to take full advantage of, you don't magically gain these assets- but it's so easy to acquire them in the aftermath in might as well be automatic.

However there's another aspect to this Perk, you may also choose to eat your dessert first- this perk boosting your ability to delay disaster and benefit from the cause of that future disaster to the same nearly magical levels as mentioned above. An example of this would be Cecil making a deal with Nolan to gain his help defending the Earth, an invaluable boon paid for by entire cities worth of lives. You won't know the exact consequences when you choose to court danger this way… but it will very often be proportional to the benefit you got from that individual or resource.

Powers

As a Superhero you naturally have some kind of Superpowers, in this section you will choose the source of your powers, these being **Magic, Technology,** or **Biology** these sources each have their own Perk Lines that you can buy from, after which you'll use the Power Customization section.

Magic

Strange Physiology (100)

Your body interacts weirdly with poisons and diseases of all kinds, you'll find yourself less affected by any of that indirect weaponry.

Premium Package (600)

You can freely add costs or drawbacks to your powers, things like Monster Girl getting younger as she uses her power. The worse these are, the more powerful the limited abilities become, as you use and train the power you may choose to make the drawbacks better or worse overtime. If the drawbacks become lighter through training you'll retain the benefits to your overall power level, if you choose to make them more severe you'll find the benefits you gain increasing dramatically.

Technology

Tech Savvy (100)

You're adept at the use of all Modern Technology and quickly learn to properly use any other pieces you're introduced to.

Perfect Subject (600)

You're somewhat of an anomaly, a universal test subject capable of surviving and benefiting from any experiment or medical procedure that's intended not to be lethal.

Biology

Hereditary (100)

Your powers purchased from this Jump will be inherited by your children when they reach physical maturity. You may toggle this Perk on or off at will.

Survival Of The Fittest (600)

By surviving in intense conditions such as life or death battles or even in hostile environments you'll find your body improving, adapting and mutating to become better suited to the strain.

Power

Esoteric effects? Hax, we both know that's not how things get resolved around here, the only thing that matters in this world is Biggatons and the ability to get more Biggatons by training for them… that's what you'll have to purchase here, raw combat potential alone. Any power with less combat viability than the **100 Point** tier is free.

Power Level

(100)

Your power is strong enough to allow you to defeat any mundane human with ease barring special equipment.

(200)

Your power is strong enough to slaughter entire groups of humans with ease, and if you push yourself do serious damage to a city.

(300)

Your power is strong enough to wipe out an entire city within an hour, however you'll require rest after that level of exertion. At this point a Viltrumite will be able to register your attacks.

(400)

Your power is strong enough to defeat entire groups of the previous tier without considerable effort and make a Viltrumite bleed.

(500)

Your power is strong enough to fully match a Young Viltrumite, you're easily one of the strongest people on the planet.

Growth Potential

(100)

Your power can grow one tier beyond its starting point.

(200)

Your power can grow two tiers beyond its starting point.

(300)

Your power can grow three tiers beyond its starting point.

(400)

Your power can grow four tiers beyond its starting point.

(500)

Your power can grow five tiers beyond its starting point. If your starting point was the power of a Young Viltrumite this would be enough to match Omni Man blow for blow.

Items

A Secret Identity (100)

You have a house, and a job. These things will be maintained even if you need to constantly leave to do Hero Work and will never in any way be negatively impacted by your heroic activities. This item serves as comforting mundanity in a confusing world.

Burgers (100)

These burgers come from a shitty fast food spot but for some reason they make difficult conversations easier when you share them with someone. Telling the second strongest man in the world how bad he is at being in a relationship? Maybe pack one of these burgers. You can always get a new Burger whenever you need one as long as nobody looks at you for at least three seconds.

Private Prison (200)

You are the proud owner of a Superhuman Prison, one designed so well with such advanced technology that it can hold most supervillains reliably, however anything on the level of a Viltrumite is well beyond its capacity.

'Severe Mental Reprogramming' (200)

You'll never see what's on the other side of this ominous door that appeared in one of your properties one day… some unfathomable compulsion always keeps you just shy of going in yourself. Anyone *else* you send in though? They'll come back within a month with all antisocial personality traits minimized and enough positive feelings towards you that they can work with you for a good cause. Basically… you send in a villain and eventually out comes a reformed asset.

The GDA (300)

Seems like Cecil took a well deserved retirement and handed the reins of the GDA over to you, you're now the Director of the Global Defense Agency and its incredible budget, brilliant scientists, troops, and black sites are yours to command.

Quantum Bombs (300)

Well these are dangerous, used by an alternate GDA to defeat Omni-Man and Invincible these incredibly powerful bombs are capable of doing significant damage to Viltrumites… However collateral damage is a serious concern, deploying these is easily enough to melt a continent. You have access to a detachment of fighter jets manned by NPCs with access to this payload, they'll appear to deliver the heaviest feasible ordinance before disappearing, you'll be able to call them again a month after they're deployed.

Companions

Old Friends (Free)

You may import any of your existing companions to this jump for free, they receive **600 CP** to spend on options of their choice as well as an Origin of their own.

New Friends (Free)

You may take anyone from this world who agrees to travel with you as a Companion for free.

Fellow Loner (100/Free Loner)

A Vigilante operating in the eternal night of Midnight City and seemingly completely uncaring of how… shall we say derivative his costume is when compared to Dark Wing. In fact he doesn't care about much beside his self appointed mission to protect his home city from crime, however a dedicated ally would quickly come to realize that he's in possession of an extremely sardonic wit.



Kindly Professor (100/Free Guardian)

This kindly wheelchair bound professor considers the current practice of allowing teens or even younger children to participate in the hero business barbaric. In fact he considers it exploitative in the extreme and founded his own school where he takes in young superhumans to prepare them better for the rigors of heroic life. The fact that he's a powerful telepath certainly has something to do with why Cecil has allowed him to remain autonomous so far.



Personal Assassin (100/Free Government Agent)

Through some miracle you managed to recruit an international superhuman assassin, the Thorn Princess to join up with the GDA, hoping lightning will strike twice. You've also been appointed her handler. Essentially acting as a liaison between the higher-ups and the dangerous assassin. Fortunately for you she's a rather kindhearted and friendly individual… except when she's drunk, in that case you should run for your life.



Drawbacks

Paranoid (+100)

Is it really paranoia when they ARE out to get you? …yes in your case definitely, you'll compulsively create security measures and countermeasures for every possible scenario and very possibly alienate a LOT of people with your obvious distrust of them.

Old Man (+100)

You're not any weaker than you were before… but you'll always find yourself thrown into fights with the most powerful threats around, you *might* be able to rise to the occasion… but Immortal was the most powerful man on the planet for centuries and couldn't, do you honestly think you're better than the first Superhero?

Self-Sacrificial (+200)

Like Donald you seem almost *eager* to throw your life away for a good cause, or at the very least you don't consider personal danger to be any kind of obstacle. This won't necessarily get you killed as you'll always try to prioritize choices that will do the most good for whatever your goals are… but heaven help you if that course of action happens to require personal loss.

Villain Of The Week (+200)

You can never catch a break, everytime you so much as *think* about putting on your costume a villain attack will occur somewhere in your vicinity- you'll always be able to quickly respond to these threats (that's what makes the Drawback) but you can expect it to be the death of your free time.

Sea-Salt Problems (+300)

Your allies are all Lawful Stupid, if you do something even slightly morally dubious around them? Expect to have your life threatened at the minimum and physically assaulted at the worst. Nobody ever considers their actions pertaining to you to be in anyway unethical either, you're officially the only acceptable target around.

Cecil Problems (+300)

But yeah… Cecil Stedman can be a real problem for people he doesn't trust, and he sure as shit doesn't trust you. You can expect to have the full force of the GDA pointed at you at all times (Yes, even if you bought it, don't ask questions) and if you slip up even a little you can expect him to throw all his resources at you to try and get you back into line. This is likely to lead to a gross over reaction from the guy closest to the leader of the world.

Stay

Go Home

Move On

Notes

Power sections my beloathed… I could have done a basic power list, but I honestly feel like that does a disservice to the source material where heroes are at least **intended** to be unique figures. Naturally any canon character's power is up for sale if you pay for it in the existing power section though.