Invincible: Coalition Of Planets



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The Coalition of Planets is an alliance of numerous alien species against the aggressive expansion of the Viltrumite Empire. You are a member of this Coalition and will labor for the protection of freedom throughout the galaxy. You have **1000 CP** to spend on options in this Jump.

Origin

Planetary Surveyor

You're a planetary surveyor for the Coalition of Planets or a similarly hands-on role, you're the boots on the ground for the Coalition and often a member of a physically powerful species in case of trouble.



Scientist

You're a scientist for the Coalition, it's your job to develop new technologies to aid the recovery of planets and peoples ravaged by Viltrumite aggression, and to look for new weapons to hopefully turn the tide.



Statesman

You're a statesman, perhaps a council member or a general. It's your task to manage the resources of the Coalition for the maximum effect in this long, brutal war.



General Perks

Alien Physiology (Free)

Innumerable races have joined the coalition, you are one of them however your species is relatively on par with humanity. You are either a weak race with no clear weaknesses- or you can gain superpowers in exchange for adding weaknesses or limitations to your biology. The more severe the weakness the greater the advantages to be gained.

Robust Immune System (100)

If you're going to be traveling between planets with a variety of climates and life forms you can expect countless diseases that your body is less than adapted to- this Perk is some minor insurance against these hazards. Now you'll be immune to any non-Bio Weapon or otherwise apocalyptic diseases you come across on your travels to at least the same level as a planetary native.

Universal Currency (100)

For someone dealing with multiple space faring civilizations it can be difficult to determine what has value and what doesn't. And your money is honestly more likely to be worthless than not. This perk changes that, now as long as you pay someone with something that has monetary value somewhere they'll take it as payment (and so will anyone else who receives it in the future)

Corruption Repellent (200)

If there's one critique of democracy that holds water it's that it can become bloated and inefficient- granted this applies doubly so to dictatorships and monarchies (despite the beliefs of Kirkman to the contrary) but I digress. You are a natural repellent to this kind of corruption, being adept at rooting it out through whatever tools you have at your disposal and once it's out it stays out.

Last Target (200)

You and yours are the lowest priority for whatever threats you face, as long as there's anyone else who's opposed to them you'll be the last on the hit list giving you plenty of time to come up with a plan- however this only works as long as you don't give them a reason to reassess your threat level.

Consensus Builder (300)

Tyranny isn't strength, tyranny is easy. You are adept at compromise and building consensus even amongst people with extremely different viewpoints. You may not like your counterparts... and you definitely won't agree with them about everything but you're able to work together for the common good and don't let anyone tell you that isn't strength.

Ingenuity Of The Weak (300)

You're David against the unstoppable Goliath that is the Viltrum Empire and the Universe seems determined to throw you a bone whenever possible. When engaged in conflict with someone who outclasses you in some way you'll find yourself stumbling upon all their secret weaknesses and strategic abilities. If there's even a *chance* of a weapon that can kill a Viltrumite odds are good you'll find it on routine patrol.

Planetary Surveyor

By Astonishing Coincidence (100)

Everyone speaks English, well.... Most civilized species at least, this perk serves as something of a universal translator, letting you communicate properly with anyone without needing to learn any new languages.

Find The Strong (200)

Allen's Job is in simple terms finding people who can kick his ass so that they can hopefully find someone able to fight Viltrumites- you're really good at naturally stumbling across people stronger/equal to your Power wherever they may be found. If you out-power a universe completely you'll instead be guided to the closest runner ups.

Superior (400)

You're the product of Gene Manipulation and Selective Breeding, this puts you on par with a Young Viltrumite, either through raw physical stats or through one or more superpowers as described in the Alien Physiology perk. Be advised that with this perk alone any actual Viltrumite could manhandle you without much effort.

Die Hard (600)

Allen The Alien only unlocked his true power by risking death, allowing him to ascend to the level of a Veteran Viltrumite. You have a similar property. Now as you recover from your injuries you'll get stronger, the better the odds that the damage will kill you the more you'll benefit. If you're at no risk of death you'll receive negligible benefits- while a 1% chance of survival could allow you to truly shatter your preconceived limits.

Scientist

Available Data (100)

The Viltrumites tend to destroy everything and kill everyone after an engagement, this makes it pretty hard for Coalition Scientists to learn *anything* about their enemies. As a small courtesy you'll always receive full and complete after action reports from your allies that contain all information you'd be authorized to know- giving you a slight advantage in studying threats.

Mechanics (200)

You are a master of the advanced technology available in this setting. Everything from laser guns to faster than light travel, you're an expert in the 'generic' tech- or in other words the stuff that doesn't make anyone a superhero.

The Genetic Sciences (400)

You're a master of Biological Science, particularly modifying living beings to give them superpowers (at this point you're limited to enhanced physiology) with time and training you'll be able to improve the power and scope of the abilities you can grant.

Blood, Sweat, And Tears (600)

The True Essence of Comic Book Science is available to you now, you are capable of adding some kind of 'bug' to any scientific discovery you make- enhancing their effects but making them in some way more unstable or dangerous. If you for example learned to make a Super Soldier Serum that could enhance any normal human off the street to the level of a peak human you'd be able to modify the serum so that it would only work on 1 in every 100 people, this would allow the lucky compatible recipient to become as strong as one of the Re-Animen and so on. The better the initial product you're capable of producing the more benefits you gain from adding these kinds of snags.

Statesman

Policy Maker (100)

You're educated in all matters of public service making you a capable leader and legislator- it wouldn't be out of your reach to govern a whole planet by yourself, or the galaxy if you were willing to delegate and share your power.

Economics (200)

You are a true master of macroeconomics… and I mean macro. The larger the area you govern the more prosperity your policies bring. This Perk also grants a certain level of insurance giving you plenty of time to see warning signs and course correct long before a poorly thought out economic policy

Progress (400)

There's strength in numbers, and the Coalition has a great number of planets. The richer/larger the nation you control the faster its tech level and culture will progress. This improves standard of living first and then military might allowing your nation to quickly grow into a force to be reckoned with.

Rational Self Interest (600)

You're a special kind of person because you can actually make people act with this in mind- when you're talking to another person matters of pride and bias don't apply, they simply consider whatever you propose on its own merits and decide whether or not to follow you. This spirit of rationality spreads throughout your own nation as well as its allies, removing prejudice and pride from all levels of society allowing civil servants on all levels to actually use their brains to their fullest for the betterment of society.

Items

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

Data Pad (100)

This small cell phone sized device has access to pretty much all widely available information in the galaxy and the ability to scan anything and analyze it to add to the database instantly. Technology or Magic sufficiently beyond your understanding can't be analyzed by the Data Pad.

Space Food (100)

You have a full pantry full of the exotic foods found in deep space- most of it isn't alive but the stuff that is isn't sentient at least. Anything that isn't to your taste can be excluded from future restocks.

Planet (200)

You have your own planet, it's populated by Aliens of your species from this Jump and has enough technology to be a spacefaring civilization. You're the leader of this planet and its inhabitants are unfailingly loyal to you.

Tech Jacket (200)

Your very own Geldarian Tech Jacket, this advanced suit enhances your physicality in proportion to how strong you already were- allowing an ordinary human to match the power of a Viltrumite, and allowing those stronger than that level to go even further beyond.

Space Racer's Gun (300)

An incredibly powerful ray gun, capable of firing energy beams that can shatter planets and destroy stars, this is easily the most powerful weapon ever devised.

Scourge Virus (300)

The Scourge Virus was capable of killing 99.9% of the Entire Viltrumite Population and dramatically weakening the ones who remained, you have a sample on hand making you the person most capable of dealing the Viltrum Empire its death blow. In future Jumps you can 'tune' the virus to new species making this just as potent of a weapon against them.

Companions

Old Friends (Free)

Any of your existing companions can be imported for free with **600** points to spend and an Origin of their Choice along with the Alien Race Perk.

New Friends (Free)

Anyone who agrees to travel with you may be taken as a Companion for free.

Captain (-100/Free Planetary Surveyor)

A determined captain and incredibly skilled pilot- this green skinned alien woman is a survivor of a Viltrumite Conquest who learned to pilot the Coalition's ships hoping to take the fight to them. You're one of the few people she trusts to watch her back. (Even if you have a desk job like a Scientist or a Statesman... and if you're the latter she might actually listen to your orders every once in a while).



Masterpiece (-100/Free Scientist)

A Fellow Scientists ultimate creation, this strange lifeform is capable of teleportation and energy manipulation- and strong enough to give a Viltrumite a good fight even if he'd ultimately lose as he is now. He was close with his creator's granddaughter and her death devastated him, but deep down he's an empathetic soul.



Princess (-100/Free Statesman)

The Princess of one of the Coalition's foremost planets, despite her species' remarkable similarities to humans physically they couldn't be more different culturally having achieved world peace centuries ago. Despite this there are those like this princess who still haven't lost their fire, she'll prove a natural general and diplomat and one of the Coalition's most valuable assets.



Drawbacks

You may take any number of Drawbacks you like to gain more **CP**

Extended Stay (100)

Each time you select this Drawback you may extend your stay in this world by 10 years. This Drawback only provides **CP** the first 3 times it's taken.

Poor Judge Of Character (100)

You're a suspicious person, every year you're here you'll become convinced that a perfectly trustworthy individual is *in fact* a traitor and deal with them as you would if that was a confirmed fact. You may not ever find out the truth as you'll forget you took this Drawback until the end of the Jump.

Suspected Traitor (200)

People seem to keep suspecting you as a traitor to your cause- they won't take action against you without hard proof... but they also won't share vital information with you, and you'll be regularly investigated which could potentially put you in danger.

Physically Weak (200)

Like the Geldarian's you're extremely weak. Unable to operate in normal gravity without some form of technical support. All the awesome power of a Tech Jacket would only allow you to physically match a human.

On The Backfoot (300)

You have no access to your out of context Perks, Items, or powers- you're forced to rely exclusively on things purchased from the Invincible Setting.

Priority Target (300)

The Viltrumites are hunting for your head specifically, they'll send their slave empires after you first... but if you prove resilient enough they'll come personally, and your life will most likely be forfeit.