



Character Name: **Invictus**
 AKA: Gov. David Sutherland (D-MD)
 Genre: Superheroic
 Campaign: **TASK FORCE**

CHARACTERISTICS

Val	Char	Base	Cost	Roll
65	STR	10	55	22-
30	DEX	10	40	15-
35	CON	10	25	16-
23	INT	10	13	14-
18	EGO	10	8	13-
30	PRE	10	20	15-
10	OCV	3	35	
10	DCV	3	35	
3	OMCV	3	0	
6	DMCV	3	9	
30	PD	2	28	
35	ED	2	33	
6	SPD	2.0	40	
20	REC	4	16	
90	END	20	14	
25	BODY	10	15	
78	STUN	20	29	
23m	Run	12	11	
4m	Swim	4	0	
12m	Leap	4	4	
Total 430				

Summary
 Lift: 204.8tons
 Initiative: 30
 Stun Threshold: 35
 Perception Roll: 17-

 PRE Attack: 6d6
 STR Dmg: 13d6
 STR END: 6

 30 PD • 0 Res. PD
 35 ED • 0 Res. ED
 Phases: 2, 4, 6, 8, 10, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	550
Spent:	550
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	430
Power Points:	355
Talent Points:	18
Martial Art Points:	52
Skill Points:	120
Perk Points:	75
Total Points:	1050

MOVEMENT

Type	Top Speed
Run	23m [46m NC]
Swim	4m [8m NC]
H. Leap	12m [24m NC]
V. Leap	6m [12m NC]

INFORMATION

Eye Color: Green **Height:** 1.90 m
Hair Color: Reddish-Blond **Weight:** 102.00 kg

Appearance

David Sutherland is a Caucasian male who appears to be in his late forties, 6'3", 225 pounds with an athletic build. He has reddish-blond hair and green eyes. He dresses in smart business suits. During his superhero career, Invictus wore a costume that resembled stylized Roman centurion's armor crossed with an American flag motif.

Background

David Sutherland was an All-American boy: great athlete, great looking, a scholar. But his father, David Sutherland, Sr., was the All-American Man: war hero, college football star, Olympic wrestler, senior Senator from Oklahoma. In short, he cast an extraordinarily long and deep shadow over everyone he closely associated with... especially his son. David Jr. responded as well as a son could in that situation. He had more than his share of high school and college triumphs, and got superb grades in law school. He also became involved in a secret society that paid homage to the ancient Syrian deity Sol Invictus ("the unconquered sun"). He thought it was a lark.

After school, Sutherland experienced bad breaks for the first time in his life. He became engaged to a congressional page, but she left him after she caught him having an affair. Infidelity was minor compared to the accusations made against

him by some of his college classmates, but he always bought them off — all except one, who mysteriously vanished before she could go to the police.

Sutherland joined one of the most prestigious law firms in the country. Unfortunately, two months after he was hired it fell apart. One of the senior partners had embezzled tens of millions of dollars from a client and another was convicted of bribing judges. The young attorney had known they weren't an ethical bunch, but who'd ever have guessed the day would come when ethics violations would actually turn into a serious problem for a law firm?

Sutherland ran for the state assembly, relying on his natural charisma to carry him through. Unfortunately, he failed to win support from the party apparatus, which was controlled by old political rivals of his father. Several of them openly supported his opponent. The defeat that followed was public and humiliating. After the election, he called his father for support. Three minutes into the conversation, he began to experience a breakdown.

"I don't support failures," his father coldly replied. "Now stop whining and grow up." The rejection nearly broke him. He contemplated suicide, but he remembered a pact he'd made in college: when things looked most dire,

he'd sacrifice something of great value to Sol Invictus. For some reason, he chose to perform the ritual, using his campaign manager as the sacrifice. To his astonishment, the sun god answered. The god told Sutherland he was destined to be the greatest man on the planet, as dominant on Earth as Sol was in Heaven. Then the alleged divinity asked Sutherland to allow him to enter his body so he might work miracles. Sutherland agreed to the bargain and — as the cliché goes — was never the same again.

The "deity" was actually the spirit of Nero Astrolabus, a third century AD outcast priest of Sol Invictus. Nero, a counselor to the emperor Constantine, had harbored ambitions of becoming emperor. He was also a sorcerer of great power who took on (some would say stole) many of the powers of his deity. Nero Astrolabus had been a merciless enemy of the rising Christian faith, and the atrocities he committed against early Christians were legion. Eventually his misdeeds were exposed; the emperor stripped him of his position and put him on trial for treason.

Nero Astrolabus was found guilty and burnt alive... but being a sorcerer of great power, he found a way to keep his soul alive for seventeen centuries in an incorporeal state. He hoped to regain physical form, but needed someone to perform a ritual of restoration. He whispered to the dull, cattle-like humans who walked the world after the Fall of Rome, but none of them paid heed. Even history's magicians ignored him in favor of more tantalizing voices. It wasn't until the late twentieth century, when David Sutherland started summoning spirits for a lark, that Nero Astrolabus finally found the appropriate vessel through which to make his return.

He and David were almost a perfect match. Uniting with a son of politics and privilege appealed to Nero Astrolabus, and David appreciated Nero's raw sorcerous power. Nero was determined to help his host by bringing David's political dreams to a glorious fruition.

Three days after his defeat, David Sutherland emerged from hiding, declaring to the world that he had obtained superpowers. With these magnificent powers at his command, he announced he would retire from law and politics and devote himself full time to "the people." What better way for a politician to be a "real man of the people" than to become their foremost superhuman champion?

As the superhero Invictus ("unconquered" in Latin), David Sutherland did a great deal of good. He battled VIPER and DEMON in the Washington DC, Maryland,

and Virginia areas, where their leaders learned to hate his glowing presence. Invictus's popularity skyrocketed. Occasionally there was scandal — one tabloid even accused him of bribing supervillains to take a cheap dive so he could look good. Sutherland ignored the rumors (publicly ignored them — privately the reporters experienced fatal "accidents"). Four years later, Invictus was ready to make his move. He announced that the political ills of the nation had grown so great that they needed a real superhero in Congress to wage the battle against America's "other supervillains." He ran for Congress and won in a landslide.

As a five-term representative from Maryland (2000-2010) and current Governor of Maryland (since 2010), Invictus is the most famous and powerful superhero-turned-politician in the world. He's already viewed by many as a potential future president of the United States. And that's certainly his goal. That — and transforming the United States into a second Roman Empire by the time he arrives in the White House.

Personality

Invictus is a fusion of two personalities, neither one pleasant. Sneaky, ruthless, self-indulgent, extremely charming, charismatic, and wildly ambitious only begins to describe this most Machiavellian of souls. The guile of Nero Astrolabus controls Invictus's actions, but the anger and hate of David Sutherland is what fuels his passions. It's an extremely dangerous combination.

Invictus's ultimate goal is to obtain the ultimate in political power. However, he doesn't just want to be President, he wants people — his people (courtesy of his "Century Corps" nonprofit identifying like-minded individuals while in High School since 2000) — installed in as many major state and city governments, financial centers, and news media outlets as possible. He'd even like to control the entertainment business. He views superheroes as a threat... especially when the public loves certain superheroes more than it loves him. He knows popular hero teams like the Justice Squadron and the Champions pose the greatest threat to his long-term goals, so he works toward their downfall whenever possible.

Invictus hides that particular part of his master plan as well as he can. While he's never joined any superteams, he's always maintained good relations with other superheroes, and can still be a helpful comrade. Of course, any superhero who allies with Invictus is asking for trouble. Several times over the past years, superheroes have privately revealed embarrassing secrets to Invictus which were later publicly exposed. Typically, Invictus arranges for the press to stumble on an appropriate clue, and the investigator then does the necessary legwork to uncover the truth. Sutherland makes sure he's three steps removed from the investigation.

Invictus may come across as overly slick, a phony, and a manipulator. In part it's because of the natural enmity some people have toward politicians, and partially it's because even Sutherland can't completely hide his true nature.

Because he's both a son of privilege, and a spirit from Roman times, Invictus has a lot of skeletons hiding in his closet. He often engages in decadent practices in his private life, and they've come back to haunt him on numerous occasions.

Quotes

"It matters not how strait the gate, how charged with punishments the scroll, I am the master of my fate, I am the Captain of my soul." (pause, aside) "I hope the little bastards appreciate the classics."

Invictus

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone
Bearhug I	1/2	+0	+0	17d6 Crush, Must Follow Grab
Bearhug II	1/2	-2	+0	Grab Two Limbs, 2d6 NND
Big Push	1/2	+0	+0	80 STR to Shove
Break Free	1/2	+0	+0	80 STR vs. Grabs
Deadly Smash	1/2	-2	+0	HKA 5 1/2d6
Deadly Throw	1/2	-2	+0	HKA 5 1/2d6 , Target Falls
Fist-Grab	1/2	+1	+1	Grab One Limb, Block
Grab	1/2	+0	-1	Grab Two Limbs, 10 STR for holding on
Legbreaker	1/2	-1	-2	Grab One Limb; HKA 5 1/2d6 , Disable
Punch	1/2	+2	+0	15d6 Strike
Slam	1/2	-1	-1	2d6 Strike; Grab Two Limbs; Target Falls
Toughness	1/2	+2	+2	Block, Abort
Wrestler's Throw	1/2	+2	+1	13d6 Strike; You Fall, Target Falls

ATTACK POWERS

Name	Effect	END
Solar Blast	20d6 Blast 8d6 Flash	7
Precision Heat Blast	3d6+1 Killing Attack - Ranged	0
White Flame	18d6 Blast	18
Prostration	6d6 (standard effect: 18 points) Drain	0

DEFENSE POWERS

Name	Effect	Defense	END
	Damage Reduction	0	0
	Power Defense	15	0
	Flash Defense	15	0
Will of Iron	Mental Defense	15	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	35	STUN:
Melee Damage	13d6	
Physical Defense	30	/78
Res. Phys. Defense	0	END:
Energy Defense	35	
Res. Energy Defense	0	/90
Mental Defense	15	BODY:
Power Defense	15	/25

COMBAT VALUES

OCV: 10	DCV: 10
OMCV: 3	DMCV: 6
Combat Skill Levels	
+1 with All Attacks+2 with Solar Attacks Multipower	
Initiative and Action Phases	
DEX: 30	Action Phases: 2, 4, 6, 8, 10, 12

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

SENSORY POWERS

Name	Effect	END
Sharp Perception	Enhanced Perception	0

Invictus**POWERS**

END	Description	Cost
	Solar Blasts: Multipower, 180-point reserve	180
	1) Solar Blast: (Total: 175 Active Cost, 158 Real Cost) Blast 20d6, Reduced Endurance (1/2 END; +1/4) (125 Active Points) (Real Cost: 125)	
7	PLUS Sight Group Flash 8d6, Reduced Endurance (1/2 END; +1/4) (50 Active Points); Linked (Blast; -1/2) (Real Cost: 33)	16f
0	2) Precision Heat Blast: Killing Attack - Ranged 3d6+1, Autofire (5 shots; +1/2), Penetrating (x2; +1), Reduced Endurance (0 END; +1) (175 Active Points)	17f
18	3) White Flame: Blast 18d6, Variable Advantage (+1/2 Advantages; +1) (180 Active Points)	18f
0	4) Prostration: Suppress 6d6 (standard effect: 18 points), Attack Versus Alternate Defense (LS: Safe in intense heat; All Or Nothing; +0), Expanded Effect (x2 Characteristics or Powers simultaneously) (STR, END; +1/2), Area Of Effect (8m Radius; +1/2), Constant (+1/2), Reduced Endurance (0 END; +1/2) (180 Active Points)	18f
	Notes: Uses Absolute Effect Rule (6E1:133); target will be at 0 STR and END while it is active	
	Solar Form, all slots Unified Power (-1/4)	
0	1) Resistant (+1/2) for up to 20 Active Points of PD (10 Active Points); Unified Power (-1/4)	8
0	2) Resistant (+1/2) for up to 30 Active Points of ED (15 Active Points); Unified Power (-1/4)	12
0	3) Energy Damage Reduction, Resistant, 50% (30 Active Points); Unified Power (-1/4)	24
0	4) Power Defense (15 points) (15 Active Points); Unified Power (-1/4)	12
0	5) Sight Group Flash Defense (15 points) (15 Active Points); Unified Power (-1/4)	12
0	6) Life Support (Immunity All terrestrial diseases; Immunity: All terrestrial poisons; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat) (18 Active Points); Unified Power (-1/4)	14
0	Will of Iron: Mental Defense (15 points total)	15
0	Sharp Perception: +3 PER with all Sense Groups	9
	Total Powers Cost	355

TALENTS

Description	Cost
Combat Sense 14-	15
Simulate Death	3
Total Talents Cost	18

MARTIAL ARTS

Description	Cost
Brick Tricks	
1) Bearhug I 1/2 Phase, +0 OCV, +0 DCV, 17d6 Crush, Must Follow Grab	4
2) Bearhug II 1/2 Phase, -2 OCV, +0 DCV, Grab Two Limbs, 2d6 NND	3
3) Big Push 1/2 Phase, +0 OCV, +0 DCV, 80 STR to Shove	4
4) Break Free 1/2 Phase, +0 OCV, +0 DCV, 80 STR vs. Grabs	4
5) Deadly Smash 1/2 Phase, -2 OCV, +0 DCV, HKA 5 1/2d6	4
6) Deadly Throw 1/2 Phase, -2 OCV, +0 DCV, HKA 5 1/2d6, Target Falls	5
7) Fist-Grab 1/2 Phase, +1 OCV, +1 DCV, Grab One Limb, Block	5
8) Grab 1/2 Phase, +0 OCV, -1 DCV, Grab Two Limbs, 10 STR for holding on	4
9) Legbreaker 1/2 Phase, -1 OCV, -2 DCV, Grab One Limb; HKA 5 1/2d6, Disable	5
10) Punch 1/2 Phase, +2 OCV, +0 DCV, 15d6 Strike	4
11) Slam 1/2 Phase, -1 OCV, -1 DCV, 2d6 Strike; Grab Two Limbs; Target Falls	3

12)	Toughness	1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
13)	Wrestler's Throw	1/2 Phase, +2 OCV, +1 DCV, 13d6 Strike; You Fall, Target Falls	3
Total Martial Arts Cost			52

Invictus

SKILLS

Roll	Description	Cost
	+1 with All Attacks	10
	+2 with Solar Attacks Multipower	10
	+4 to offset range modifiers with all attacks	12
	Accurate Sprayfire	5
	Concentrated Sprayfire	5
	Defense Maneuver I-IV	10
14-	Power: Solar Fire Power Tricks	3
	Rapid Autofire	5
	Skipover Sprayfire	5
15-	Acting	3
15-	Breakfall	3
15-	Bribery	3
15-	Bureaucrats	3
11-	CK: Washington, DC	2
15-	Climbing	3
15-	Oratory	3
15-	Persuasion	3
15-	PS: Politics	4
	Linguist	3
	1) Language: Greek (idiomatic) (4 Active Points)	3
	2) Language: Latin (idiomatic) (4 Active Points)	3
	3) Language: Spanish (idiomatic) (4 Active Points)	3
	Scholar	3
14-	1) KS: Classical Poetry (3 Active Points)	2
11-	2) KS: Football (2 Active Points)	1
14-	3) KS: Political Science (3 Active Points)	2
14-	4) KS: Roman History (3 Active Points)	2
14-	5) KS: Roman Literature (3 Active Points)	2
14-	6) KS: The Political World (3 Active Points)	2
14-	7) KS: The Superhuman World (3 Active Points)	2
Total Skills Cost		120

PERKS

Description	Cost
Fringe Benefit: Governor of Maryland	6
Money: Wealthy	10
Well-Connected	3
1) Current Mistress: Contact: US Media TBD (Contact has significant Contacts of her own, Contact has useful Skills or resources, Very Good relationship with Contact) (6 Active Points) 11-	5
2) Contact: PR Firm TBD (Contact has significant Contacts of his own, Contact has useful Skills or resources) (4 Active Points) 11-	3
3) Contact: Private Investigator (Contact has very useful Skills or resources, Good relationship with Contact) (5 Active Points) 11-	4
4) Contact: UNTIL TBD (Contact has access to major institutions, Contact has useful Skills or resources, Good relationship with Contact) (5 Active Points) 11-	4

5) Contact: US Congress TBD (Contact has significant Contacts of his own, Contact has useful Skills or resources) (4 Active Points) 11-	3
6) Contact: US DoD TBD (Contact has access to major institutions, Contact has useful Skills or resources) (4 Active Points) 11-	3
7) Contact: US FBI TBD (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has useful Skills or resources) (5 Active Points) 11-	4
8) Contact: US IRS TBD (Contact has access to major institutions, Contact has useful Skills or resources, Good relationship with Contact) (5 Active Points) 11-	4
9) Contact: US Judiciary TBD (Contact has access to major institutions, Contact has useful Skills or resources) (4 Active Points) 11-	3
10) Contact: US Media TBD (Contact has significant Contacts of his own, Contact has useful Skills or resources) (4 Active Points) 11-	3
11) Contact: US Media TBD (Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) (5 Active Points) 11-	4
12) Contact: US SEC TBD (Contact has access to major institutions, Contact has useful Skills or resources, Good relationship with Contact) (5 Active Points) 11-	4
13) Contact: US Secretary of Homeland Security (Contact has access to major institutions, Contact has useful Skills or resources) (4 Active Points) 11-	3
14) Contact: Utility (Contact has extremely useful Skills or resources) (4 Active Points) 8-	3
15) Contact: Wall Street CEO TBD (Contact has significant Contacts of his own, Contact has useful Skills or resources) (4 Active Points) 11-	3
16) Contact: Washington Law Firm TBD (Contact has access to major institutions, Contact has useful Skills or resources) (4 Active Points) 11-	3
Total Perks Cost	75

COMPLICATIONS

Description	Points
Psychological Complication: Ambitious (Common; Moderate)	10
Psychological Complication: Hates Christianity (Common; Moderate)	10
Psychological Complication: Ruthless, Fanatical Protector of His Secrets (Common; Total)	20
Susceptibility: from exorcisms/undead turning done within 20m of him 3d6 damage Instant (Uncommon)	15
Social Complication: Public Identity Frequently, Severe	20
Total Complications Points	75

Invictus**INFORMATION****Powers/Tactics**

Invictus is the host for the spirit of a priest of the ancient sun god, Sol Invictus, and that's the heart of his power. He channels the solar energies of the deity (which, to modern eyes, makes him look exactly like a superhero in action); it's telling that most of his tricks are designed to hurt people.

Invictus's standard battle tactic is to stand back at a distance of about thirty meters, blind an opponent, then hit him with an Autofire attack when he can't see what's coming. The sole exception are bricks; he enjoys weakening them with his heat prostration attack, then closing to hand-to-hand range, where he'll outmuscle them (and taunt them as he's beating on them).

Because Invictus is essentially a possessed human, he's Susceptible to exorcism attacks.

Campaign Use

Surprisingly not that many changes from his CVV1 writeup. I tweaked his background to give him a more believable political career post-superheroics.

In the TASK FORCE universe, he becomes the Democratic nominee for President in 2016 -- with Senator Arthur Bolton (VIPER council of 30 member) as his running mate. Guess what VIPER has in store for Invictus if he wins?