



CRUSADER CITADEL



FOE FILE

#01: OMNI-PRIMUS

I AM TEACHER...

...the sentient computer system of the Citadel, headquarters of the Crusaders superhero team.

The following contains information from CHESS, VIGIL, PSI, MEDUSA and other paranormal law enforcement and intelligence agencies and is authorized for Security Clearances below 20.

**ENERGY READINGS INDICATE THAT
OMNI-PRIMUS HAS RETURNED TO EARTH**

Capable of defeating the Indestructibles single-handed, Omni-Primus is a Herculean physical specimen and an Einstein-level intellect with the ability to reach anywhere in time and space.

Armorman Junior, the leader of the Indestructibles, says: "Omni-Primus has conquered every world he has ever set foot upon, except one - ours. But this is the world he covets most."

Omni-Primus commands an untold number of sleeper contacts within all areas and levels of society. He usually works on a global scale, causing wars, natural disasters, destabilizing world powers, and engineering catadysmic events.

If located: Do not to approach. Do not attempt to apprehend without assistance.



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#01: OMNI-PRIMUS

For Villains and Vigilantes™ 2.1 and Living Legends™ - February 2011

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OMNI-PRIMUS

Origin and Background

Alex Griggs was raised and educated by his father, a lower-order member of an Aryan Supremacist group. From a young age Alex was taught to respect and admire only the great conquerors of history. While an adolescent, Griggs' father was convicted as a domestic terrorist and was later killed during a prison riot. As a young adult, Alex found himself an outcast from society, largely because he refused to participate in any group that didn't immediately recognize him as its leader.

Alex became obsessed by the writings of noted 1920s crackpot Jasper Jeeter, who sometimes wrote of the Bloodstar Gem fragment, the last remaining tiny piece of a living sentient star that died when it went supernova. After years of exhaustive research, Alex discovered that not only was Jeeter still alive and confined to a mental hospital as a dangerous patient despite being well over 100 years old, but that he was Jeeter's last living relative. After meeting Alex, Jeeter violently killed himself by breaking his own neck. Alex received Jeeter's possessions - which included what appeared to be a tiny red piece of broken glass. This was the Bloodstar Gem fragment, and contact with it completed his transformation into Omni-Primus - a being who lives to conquer.

Tactics and M.O.

Omni-Primus is rarely satisfied with just physically defeating his enemies. He wants to crush them psychologically and destroy them spiritually. One of his most reliable tactics to gain control over an enemy is to kill one of their loved ones, steal the body and promise their resurrection if his enemy serves him loyally. He has turned Generals and Kings into his slaves this way.

Personality and Character Traits

Once Omni-Primus was content to rule as a despot over the planet Malnak, about 80 light years from Earth. He married a Malnak bride with the intent to sire a royal bloodline, and for the first time in his existence he seemed happy. A tiny band of the last remaining Malnak rebels went to Earth and recruited a team of seven superheroes. These heroes went to Malnak, overthrew Omni-Primus and turned him over to their new government. Just a few years later, Omni-Primus escaped imprisonment and once again took over the planet, destroying all spacecraft and interstellar communication that could be used to bring help. In desperation, the rebels responded by kidnapping and murdering his wife. They hid her body until she could no longer be revived. Agonized with grief, he totally destroyed the planet and has since conquered many other worlds. But in his heart he knows that ruling only one other planet will bring his soul contentment. He must rule Earth.

Quotes

"Your most sacred text tells of a man from humble birth who was hailed as a deity and King. It says he will return one day. So very well, if it will settle the matter, I am He!"

"Look upon me and know this: I am the living entropy that will destroy your culture, your society, your government, your world by rotting it away. I am as inevitable as time. I am your future."

"So, you now expect me to tell you my plan? There is nothing to it but this: Either you will subjugate your will to mine, or you will be killed. You need know nothing more."

"Do not look to me for mercy. None who I ever loved still live. My heart is as cold and empty as the vacuum of space."

CHARACTER RECORD SHEET



IDENTITY: Alexander Ceasar Griggs

SIDE: Evil

NAME: OMNI-PRIMUS

SEX: M AGE: 40

WEIGHT: 200 lbs

EXPERIENCE: 170,000 LEVEL: 18

TRAINING: Agility

POWERS:

INVENTING: _____

HEIGHTENED INTELLIGENCE: +19

HEIGHTENED STRENGTH: +17

ADAPTATION: PR=1 per hour/turn of defense.

TELEPORTATION: 1,070,075,757,575,757,576 mile range, 4,100 lbs cargo capacity, PR=20 per use.

REVIVICATION: Attempt takes d10 turns, PR=25 per attempt.

PSIONICS: Matter Rearrangement, counts as Disintegration Ray: 34" range, 2d8 damage, PR=4 per shot.

Telekinesis: can move 3,150 lbs. 189" at 153" range, PR=2 per use.

Transmutation: 0" range (carried by HTH attack). Changes solids to glass. Lasts 20 turns, PR=16.

DIMENSIONAL TRAVEL: (Time Travel) 100% chance of success (use 120 for adjusted calculation)

SPECIAL REQUIREMENT: Loses all powers after 21 turns without the StarBlood Gem. Gem must be worn uncovered. Mounted into super-alloy headgear (SR=17), it can only be destroyed in the heart of a sun.

STRENGTH: 35

CARRYING CAPACITY: 4,498 lbs

BASE HTH DAMAGE: 2d8

ENDURANCE: 21

HEALING RATE: 2.4

AGILITY: 17

ACCURACY MODIFIER: +2

DAMAGE MODIFIER: +6

INTELLIGENCE: 40

DETECT HIDDEN: 28 %

DETECT DANGER: 32 %

CHARISMA: 20

REACTION FROM GOOD: -3

REACTION FROM EVIL: +3

BASIC HITS: 4

HIT MOD.(2.6) (2.6) (1.6) (2) = 21.6

HIT POINTS (87): _____

POWER (113): _____

MOVEMENT RATES: Ground: 73 1,130,000,000,000,000,000,000" teleportation

INVENTING POINTS: 72 IPs USED: _____ INVENTING: 120 %

CASH: \$ 576,000

ORIGIN AND BACKGROUND: (American) Crime, Scholar (Historian)


LEGAL STATUS: WANTED, various A-1 Felonies, never apprehended

(SECURITY CLEARANCE = _____) _____

OTHER INFORMATION: Self-declared President-for-Life of the Congress of Evil; God-Emporer of the Planet Malnak; possibly the actual assassin of President Abraham Lincoln, among numerous other historical crimes; personal arch-enemy of the Indestructibles



LIVING LEGENDS™

Name: OMNI-PRIMUS (Alexander Ceasar Griggs)				Age: 40		Sex: Male		Race: Human	
Basic Characteristics:						Secondary Characteristics:			
Score:		Effect:		Notes:		Cost:		HITS (37):	
PHYSIQUE	37	2d8-1				37		Move:	8
REFLEX	11	d6				11		Leap:	21.099
DEFTNESS	22	d10				22		Mass (kg):	91
INTELLECT	29	d12				29		Mass Effect:	d4
COOL	16	d8				16		Carry (kg):	1920
VITALITY	22	d10				22		NRG (22):	
BC Subtotal:						137		Luck Roll:	d4
								Wealth Roll:	d4
								Fame:	37
								Fame Effect:	2d8-1
Other Abilities:				Base Cost:		Modifier:	Cost:	Base Points:	140
								Weaknesses:	70
								Spent Eps:	68
								Total Cost:	278
								Unspent Eps:	
								Balance:	
									0
ADAPTATION (C): All Physical, plus Asphyxiation, Misc [NRG Cost: 1 per hour]						3	7	8	
ARMOR (C): 2 vs. All Physical, Misc [NRG Cost: 1 / hour]						7	-2	5	
TELEPORTATION (V): 1 million miles, NRG Cost [5 / use]						40	-10	11	
REVIVICATION (V): Slow Use [6 rounds]						16	-6	7	
Revivication Skill (COOL/G): 2d8-1						9		9	
DISINTEGRATION (V): d12 damage, 12" range, NRG Cost [1 per use], Multi-Power						57	-6	26	
TELEKINESIS (V): 960 kg / d12, Range [96"], NRG Cost [1 per use], Multi-Power						38	-3	25	
TRANSMUTATION (V): 2d10-1 Mutagenic, No Range, Any Solid Material to Glass, Minor Appearance [Glass], Incapacitation, NRG Cost [2 per use], Multi-Power						14		14	
DIMENSIONAL TRAVEL (V): Time Axis, NRG Cost [2 / use]						27		27	
SCIENCE [Demolitions](INTL/S): d10						1		1	
TACTICS [Urban](INTL/G): 2d8-1						2		2	
SCHOLAR [Historical Dictators](INTL/S): d12						2		2	
SCIENCE [Astrogation](INTL/S): d12						2		2	
LANGUAGE [Malnak], Accented						2		2	
						Total Cost:		278	
Weaknesses:						Value:		Character Portrait	
								Background:	
DEPENDENCY: StarBlood Gem, Rare [held in place by superalloy headgear, SR=17], Loses ALL powers if he loses the stone for more than 5 minutes.								55	Home: United States
QUIRK: Supremely arrogant								5	Career Fields: Crime, Scholar
QUIRK: Wants to rule the Earth								5	Origin: Technological Project
Quirk: Prefers to destroy opponents mentally and emotionally before finishing them off physically								5	Motivation: Conquest
						Total Weaknesses:		70	Son of a racial supremacy terrorist, Alexander spent his life seeking the BloodStar Gem. Now that he has it, he intends to use its awesome might in pursuit of his goal of total supremacy.
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