

## Summary

Chud: The Aryan Heaven is a vast, ambitious, and darkly satirical comic project envisioned as an alternate-universe sequel to *\*Invincible\**—one that fuses far-right ideological cosmic fantasy, superhero brutality, internet meme culture, and genre deconstruction into a dense, multilayered narrative. The story follows Chud, a politically radicalized, self-aware, and ironically suave teen, who is granted superpowers via his interdimensional father—Vater, the Viltrumite embodiment of Neo-Nazi ideology (an Aryanized Hitler from another reality).

After the departure of Mark Grayson (Invincible) from Earth, society spirals into what Chud sees as a liberal dystopia—a world managed by globalist overlords and rife with what is termed as degeneracy. Under Vater’s guidance and using Aryan pills, Chud awakens a power rooted not just in genetics but in the metaphysics of ideological certainty. He transcends mere violence, eventually constructing a global—then cosmic—Aryan Heaven: a technocratic, meritocratic, racially segregated utopia marked by brutal efficiency, absolute order, selective multiculturalism, and relentless technological and biological optimization.

The comic’s narrative is consciously meta, sometimes deploying meme archetypes as living characters (Moonman, Nate Higgers, Gigachad) and weaving in real/fake right-wing extremist figures as lieutenants in Chud’s inner circle. Key arcs feature his covert Pentagon infiltration, violently efficient overthrow of world governments, confrontation with global elites, world-scale genocide through cleansing campaigns, and symbolic battles with superhero and conceptual adversaries, including cosmic beings who feed on irrelevance (Nophono), multiversal threats, and vestiges of the “woke” world order.

As the story progresses, Chud evolves beyond internet Nazism, learning from meta-ironic beings like Gigachad to trade self-defeating rage and hate for self-aware, post-ironic, cold engineering of perfection. He builds alliances with select non-Aryans, institutes mindful multiculturalism (cultural separation with controlled exchange), and even seeks to outgrow his father’s outdated vision. His regime exterminates or quarantines those deemed degenerate, but perfects meritocracy across races. Key episodes intersperse brutal action with moments of introspection, satire, and philosophical horror, culminating in Chud ceding governance to trusted Archons and, with Gigachad, exploring the cosmos for new, interesting projects.

Despite the extreme and transgressive content—often blending intentional aesthetic glorification of fascism with satirical self-parody—the work is declared a fiction that does not promote real-world violence or hate, but serves as a vehicle for examining, amplifying and ultimately critiquing the logic and aesthetics of extremist ideologies. The comic is marked by savage world-building, genre-savvy storytelling, layered irony, and a persistent question: what happens when the will to order and optimization is given limitless power?

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## Highlights

### - Utopia Engineered Through Violence\*\*

The Aryan Heaven is not a conventional dystopia but a rigorously constructed utopia—achieved through systematic cleansing, genetic meritocracy, and enforced order. The chilling vision is that of a paradise built by precise, deliberate violence and cold logic.

### - Metaphysical Power Scaling\*\*

The comic's power structure fuses superhero traditions with cosmological and memetic mechanics—ideological purity, viral memes, and cosmic patronage become literal sources of power, leading to confrontations with gods of irrelevance and abstract threats like Nophono.

### - Post-Ironic Character Evolution\*\*

Chud's journey from reactionary “edgelord” to sovereign architect demonstrates ideological evolution: learning to discard inherited hate for self-derived, hyper-rationalized order, with lessons from meme-entities like Gigachad and psychological defeats by trolls like Pepe.

### - Brutal Satire of Modern Superheroics and Celebrity Extremism\*\*

Incorporates “internet famous” right-wing archetypes (Moonman, Groypers, TempleOS's Terry Davis), blending them with traditional superhero allies and enemies, showing the blurring of satire, villainy, and heroics in online-age narrative construction.

### - The Use of ‘Bad Ends’ and Adaptive Genius\*\*

The structure repeatedly foreshadows Chud's possible defeats (“Diving Bad Ends”) followed by precise, tactical pivots—demonstrating that his core power is not just brute force, but cold, adaptable reasoning, flipping certain death into victory.

### - Complex World-Building and Geopolitical Realism\*\*

The Aryan regime's expansion involves global and even cosmic alliances, includes plausible collaborations with military, intellectual, and pragmatic actors, and imagines a world where ideological extremism wins by outcompeting existing systems in cold efficiency.

### - Mindful Multiculturalism over Racial Monolith

Chud evolves from Nazi monomania to a chillingly “rational” policy: separation and optimization of cultures/races in “preservation zones,” with controlled exchanges for the scientifically exceptional—making the system less about hate, more about design.

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## Multi-Angle Analysis

### Political and Ideological Satire

The comic takes the tropes and aesthetics of fascist ideology—racial purity, strength worship, aestheticized violence—and amplifies them to cosmic scale. It uses post-ironic, internet-borne meme culture to both glorify and subvert its own narrative: Chud’s campaign is seen as the “logical endgame” of reactionary thought, but also as a meta-commentary on how the allure of “order” and “efficiency” can seduce and destroy.

### Narrative and Structural Experimentation

Chud’s journey mirrors the monomyth—hero’s journey—but intentionally perverts it, making his rise and “apotheosis” a reflection of villainy made sublime. The comic frequently interrupts its “serious” tone with acid satire, reader Q&A, alternate endings, and meta-textual commentary, undercutting any straightforward celebration of its narrative “victory.”

### Power and Metaphysics

Power systems are intricate: not only do powers scale with ideological conviction (Aryan Projection, Psychic Barriers), but the comic literalizes the concept of “narrative power”—meme magic, cosmic patrons, reality-bending through belief—which is both a parody of superhero logic and a commentary on social reality’s “war of stories.”

### Character Psychology and Growth

Chud is not a static villain. His initial, cartoonish racism is contrasted with later self-awareness—he uses data, betrayal, pragmatic alliances, and evolves toward a system that is terrifyingly rational, dropping the aesthetics of hate for the calculus of optimization (sometimes called “racial stewardship” or “cultural gardening”).

### Genre and Aesthetic Choices

Visually, the comic is described as fusing brutalist propaganda with vaporwave and synthwave, using meme iconography within a serious narrative—thus refusing to let readers settle into comfortable categories of either edgy satire or straightforward dystopia.

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## Technical Terminology

- Aryan Power/Projection\*\*: Superpowers derived from ideological purity and genetic “Aryan” lineage, including psychic attacks, barriers, and persuasive vision projection.
- Nophono: Abstract entity that consumes and weaponizes irrelevance and obscure information, representing the narrative threat of nihilism and cosmic boredom.
- P.Q. Scanner: Phenotype and Cognitive Aptitude Scanner—fictitious device for instantaneously rating individuals by genetic fitness, intelligence, and “purity” per regime standards.
- Mindful Multiculturalism\*\*: The regime’s policy of racially/culturally separated but “optimally curated” societies, allowing controlled exchange under strict selection criteria.
- Gigaverse: The multiversal cluster of Gigachad variants—each embodying exaggerated aspects of perfection, absurdity, or philosophical archetype.
- Bad Ends: A narrative device showing Chud’s defeat in plausible, logical fashion, followed by rewinding the story to show his actual successful strategy.
- Patron: Cosmic-level embodiment of a specific ideology (Aryanism, Liberalism, Islam), acting as benefactor and power source for its followers.

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## Key Insights

### Critical Evaluation:

The Chud comic is both a monumental power fantasy and an ambitious exercise in deconstruction: it stretches fascist aesthetics and logic to their conclusion and asks, “What if this worked perfectly? What then?” The comic neither absolves nor simply condemns its anti-hero: by making Aryan Heaven genuinely successful (in its own logic), it exposes utopian brutality not as an aberration but as a systematic, purportedly rational choice. That deliberately, the horror is not accidental but a core feature—Chud, as architect, is at his most dangerous when he ceases to be angry and becomes surgical.

### Reflection:

Metafictional elements—like interaction with meme entities, recursive plot lines, and frequent acknowledgment of audience expectations—serve to keep the reader self-aware, always aware of the gap between fictional fantasy and the real-world consequences and resonances of such thought patterns. The inclusion of “good Chud” universes in the Invincible War analog reveals the fragility and contingency of ideological “inevitability”: it problematizes the narrative of destiny.

## FAQs

Q3: How does ‘mindful multiculturalism’ differ from classic fascism?

A: Instead of monolithic ethnic supremacy, Chud evolves his vision into rationalized, segregated zones—venturing collaboration and innovation only under strict, data-driven criteria; still oppressive, but less about race hatred, more about systemic optimization.

Q4: What is Moonman’s real role in Aryan Heaven?

A: Moonman is propaganda minister, morale officer, and chief executioner—a folk hero who embodies the violent id of the regime, enabling Chud’s colder, more clinical persona to operate unimpeded.

Q5: Why does the comic focus so much on memes and online culture?

A: The story deliberately fuses real-world meme paradigms, online “edgelord” culture, and traditional comics to satirize and critique the power of viral, detached ideology in shaping identity and even reality itself.

Q6: Is the story a genuine endorsement of fascism?

A: (((*No*))). While the narrative is presented from the perspective of “victorious” fascist logic, the form and content are deeply self-satirizing and critical: by making the ideology succeed, the horror of its logic is laid bare.

Q7: How does Chud’s ideology change over time?

A: From childish, meme-Nazism, he evolves—under tutelage from both adversaries (Pepe) and post-ironic mentors (Gigachad)—into a diagnostic, world-engineering mindset. His racism becomes one aspect of total optimization, though he never becomes compassionate or sentimental.

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## Conclusion

Chud: The Aryan Heaven offers an unprecedented, meta-ironic synthesis of far-right epic, superhero deconstruction, and meme-era satire. It pursues every question about where order, power, and certainty can lead, if allowed to run unopposed and unshrinking from their consequences. Aesthetically and narratively extreme, the comic is ultimately a mirror—inviting readers to be both seduced and repelled by the allure of absolute order, and to question the narratives that make such futures possible. As Chud and Gigachad ascend to cosmic adventure, the story concludes its arc not with destruction, but with the unsettling triumph of a utopia built on both cleverness and chilling will.

## Political Compass Framework

The comic's ideological depth is enhanced by a character classification system that maps each figure's relationship to Chud's politics:

Category	Definition	Core Belief
<b>NORMIES</b>	Non-political but manipulated. Go with flow. Don't think deeply.	"I just work here." / "Seems fine to me."
<b>GRIFTERS</b>	<b>Generally pro-Chud but for wrong reasons. Profit, attention, personal agenda. Their support harms ideological purity.</b>	"This is good for my brand." / "I'm with him but my way."
<b>OUR ELEPHANTS</b>	Truly understand Aryan Heaven. See beyond surface hate to core principles of order, optimization, merit. Ideologically pure.	"The system is the point. Hate is just a tool."
<b>ZIONISTS</b>	Unconsciously or consciously align with Global Elites. Believe current system right. Stand against Chud—or pretend to support while serving elites.	"The system works." / "I'm helping from inside."
<b>CHAOS</b>	Uncontrollable. Non-political but in destructive way. Follow impulses, whims, instincts. Cannot be predicted or contained.	"This seems fun." / "Why not?"
<b>MERCENARIES</b>	"It's just a job." Choose winning side. No ideology, only survival and profit.	"I go where paycheck is." / "Winners write history."
<b>MORALISTS</b>	Stereotypical heroic kind. Extreme morals of "no harm" and "greater good." Easily manipulated because predictable. Hard to change.	"Heroes don't kill." / "Save everyone."

Characters often belong to multiple categories and may evolve through the narrative. Key evolutions include:

- **CHUD:** Grifter (using hate) → Elephant (transcended hate)

- **MOONMAN:** Grifter (revenge motive) → Elephant (true believer) + Chaos (inherent)
- **VALKYRIE:** Moralist → Elephant
- **NIGHTFALL:** Mercenary → Elephant
- **VATER:** Elephant (original) → Grifter (obsolete)
- **PEPE:** Grifter → Zionist (revealed as falseflag honeypot)
- **ADAMANT:** Elephant (self-image) → Grifter (reality)

## **CHUD: THE ARYAN HEAVEN - COMPLETE CHARACTER DATABASE**

### **CORE PROTAGONISTS**

#### **1. CHUD (Maxim "Chud" V.)**

- **Age:** 17 at start, early 20s by series end
- **Origin:** Bullied high school student in hyper-liberal Earth, son of interdimensional Adolf Hitler
- **Appearance:** Russian hair, light skin, glasses (discarded after transformation but he wears a rubber copy because of old habits). In series start Wears slick thin super hero costume with blood red outline, black and white along other body parts, behind calves and the back, a section on the body in a center with black "+" sign and a vaguely swastika looking white outline, when the series progress and Chud is Enlightened by Gigachad to become a sovereign he changes his costume to be more white, still with small black and red sections like blood red outline, but now white is the primary color, on his body in the center now is a huge half-swastika sign to show that chud doesn't hide anything now and that it's not actually a nazi swastika.
- **Powers:** Aryan Power - Flight, super-strength/speed, minor psychic barriers and abilities, Aryan Projection (shows visions of Aryan heaven utopia). Psy-powers are minor, all powers progress with the story.
- **Key Relationships:** Son of Vater, leader of Nate/Moonman/MGE brothers, Gigachad's friend, eventual ruler of Earth
- **Character Arc:** From powerless 4chan /pol/ stereotypical nazi bullied teen to a revolutionary sovereign society architect to cosmic wanderer
- **Role in Story:** Protagonist/anti-hero hybrid. Builds Aryan Heaven through brutal revolution
- **Major Actions:**
  - Kills Marky Grayson (Invincible's son) in events of pentagon coup
  - Befriends MGE brothers
  - Companion of Gigachad
  - Destroyed Mecca and defeated Warrior-Z twice
  - Destroyed all of the religions in the world
  - Overthrew Pentagon
  - Overthrew global elites in a prolonged war

- Enacted global terraforming-cleansing event “TND” (total nigger death/ the new dawn)
- Won against the new Viltrumite Empire (under emperor Mark Greyson)
- Established Aryan Heaven utopia
- Defeated Gigaverse invasion
- Defeated invasion of 16 “Good” chuds
- Defeated rogue viltrumite-purist-renegade Adamant aka Valtor with heavy losses
- Ultimately left perfected Earth to explore cosmos with Gigachad

## 2. NATE HIGGERS

- **Age:** 17 at start
- **Origin:** Chud's best friend, home-schooled, internet radical turned super-genius
- **Appearance:** Blonde hair, glasses, wears "1 year on bald man with glasses website" t-shirt
- **Powers:** Super-intelligence (post-Aryan pill), technological genius
- **Inventions:** P.Q. Scanner, data viruses, Aryan Eclipse Engine, decoded secret pentagon files.
- **Role:** Strategic mind of the revolution, head of technology and logistics
- **Key Relationships:** Chud's right hand, Soyjanya's friend (mourns her death)
- **Major Actions:**
  - Designed regime's surveillance/classification systems
  - Defeated Nophono with data warfare
  - Coordinated Pentagon takeover
  - Became Archon of Logic & Data in final utopia

## 3. MOONMAN (Formerly Mac Tonight mascot)

- **Age:** somewhere around 50
- **Origin:** Discarded McDonald's mascot for a more degenerate advertisement (like fried chicken and nigger rap), radicalized online
- **Appearance:** Classic Mac Tonight suit with Aryan armband, crescent moon head with a cheeky smile
- **Powers:** Enhanced by Aryan pills - perfect rhythm, predator's grace, charismatic aura and +superhuman speed, endurance, strength that Aryan pill gives to everyone. But he voluntarily chooses to not use his powers and he sticks to “the old ways” of lynching.
- **Weapons:** Thompson submachine gun, pearl-handled revolver, pump-action shotgun and other ballistic and lynching weapons.
- **Role:** Minister of Cultural Purity, chief propagandist and executioner
- **Personality:** Vaporwave aesthetic, unironically racist, sees cleansing as performance art
- **Major Actions:**
  - Worldwide Tour of ethnic cleansing
  - Wrote numerous racist albums like the hit “crank that nigger” “slay ride” “49 faggots and 1 dune koon” “niggers (stomp on them)”

- Killed Giga-Screamer in Gigaverse War
- Sacrificed himself to defeat Adamant
- Became Archon of Cultural Purity in final government

#### 4. GIGACHAD

- **Origin:** Native of planet Gigagartha, most powerful being in universe
- **Appearance:** 7ft tall, perfect grey-skinned muscular physique
- **Powers:** Post-meta-ironic psychology, Giga-Quoting (mirrors statements and transfers power), incomprehensible multiverse+ power level.
- **Personality:** Transcendentally goofy, finds most conflict "cringe," values perfect execution and meaningful purpose
- **Role:** Unpredictable ally, cosmic observer, eventual traveling companion
- **Key Relationships:** Companion to Buzzington (Giga-Fly), finds Chud "interesting"
- **Major Actions:**
  - Defeated Muscular Giga and wide giga in Gigaverse War
  - Helped a little in pentagon coup
  - Was in US president place sometime after pentagon coup and white house take over
  - Helped defeat Nophono twice
  - Arbitrated Viltrumite War conclusion
  - Left Earth with Chud to explore multiverse

#### 5. VATER (Interdimensional Adolf Hitler)

- **Origin:** Viltrumite (plot twist) from another universe who perfected Aryan ideology but it was too late to build Aryan heaven in his universe so he came to chud
- **Appearance:** Classic Hitler appearance but with Viltrumite physique
- **Powers:** Source of Aryan power, cosmic patron of ideology
- **Role:** Chud's father and mentor, ideological foundation. Gives Chud transmitter and a supply and a recipe of "Aryan pills" for awakening Aryan powers of anyone.
- **Revelation:** His "Aryan Heaven" is actually perfected Viltrumite society
- **Fate:** Remains as cosmic patron after Chud's victory

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### MAJOR ALLIES/RECRUITS

#### 6. SOYTANYA

- **Age:** 17 at start
- **Origin:** Chud's friend who doesn't fully share ideology but enjoys the group
- **Appearance:** Wears white dress and light brown t-shirt, glasses, dark hair
- **Fate:** Killed during Pentagon takeover when she showed mercy
- **Impact:** Her death hardens Chud and proves his "mercy is weakness" ideology

#### 7. MAKSIM "THE SIBERIAN WOLF" MARCINKEVICH

- **Origin:** Russian neo-Nazi MMA fighter and "pedophile hunter"
- **Role:** Head of Internal Security and Moral Purity
- **Appearance:** Muscular, mohawk, covered in nationalist tattoos

- **Actions:** Leads secret police, defeated Gigas with sonic weapons

## 8. TERRENCE "THE PROPHET" DAVIS

- **Origin:** Schizophrenic creator of TempleOS
- **Role:** Court Technomancer
- **Powers:** "Divinely inspired" coding that can alter reality
- **Quirk:** Sees "glowies" (CIA) as literal auras

## 9. THE GROYPERS (Nick Fuentes Archetype)

- **Role:** Ministry of Propaganda and Youth Indoctrination
- **Function:** Provide intellectual framing for regime's policies

## 12. THE MGE BROTHERHOOD

- **Origin:** Failed Russian super-soldier program "Project Muzhchina"
- **Appearance:** Hyper-muscular (almost grotesquely) TF2 character lookalikes
- **Numbers:** 20-40 members
- **Hierarchy:** Biggest/strongest lead, middle are scouts, smallest are initiates
- **Methods:** Ritualistic violence ("Parovozik" "train" rape assaults), use "Kvas" white substance-serum to convert others, liquidate degenerates: furies, anime-fans, liberals, too curious people.
- **Powers:** superhuman strength and endurance, rapidly regenerate, super speed for some of them if their tf2 class is speedy. Половой орган выступает основным инструментом для охоты за сосунками он может переменятся как : дубина , лосо , буровой инструмент , пушка , кнут ,вертолёт бл@ть ну и так далее ,также нельзя не забыть и о выделяемой половым органом белой субстанцией которой мге обильно пользуется для отметки своей территории , субстанция так же имеет резкий запах и свойства схожие с супер клеем быстрого застывания.
- **Language:** Speak Russian, constantly quote TF2 Russian dub lines
- **Locations:** Remote Russian towns (Zhopodryshchinsk, Bukhalovo, Krivohuevo etc.)
- **Role in Story:**
  - First encountered by Chud during Pentagon employment
  - Initially fought to standstill in Siberia
  - Later recruited as shock troops for Pentagon takeover
  - Specialized in clearing sub-levels and causing psychological terror
  - Became "Untergangkommando" (Demolition Command) in new regime
  - Contributed to chaotic environment that led to Soyjanya's death
  - Defended Slavic block in Gigaverse war and "good" chuds invasion with heavy loses
- **Key Members:**
  - Konchadryshchev (Spy): Intelligent leader, stealthy, deadly, pedant
  - Yaitsekhurst (Heavy): Largest, drinks kvas constantly, strongest, loudest.
  - Zhoporev (Soldier): Aggressive, barks orders, jak of all trades, very durable
  - Sisykodav (Scout): Fast, manic energy, yapping,

- Dozdrospermiy (Medic): Administers Kvas serum, crazy scientist, genius
- Artem (demoman): explosions expert, afro-russian from Siberian village, always on loose, explosive manners
- Gennadiy (engineer): pragmatic, genius but not crazy like Dozdrospermiy, master of engineering, weapons, building etc. personality like regular Russian zavod worker.
- Huyaiper (Sniper): master marksman, superhuman accuracy with any weapon including shooting white liquid from his genitals. Calm, strategic but with explosive personality
- Yaiteskrip (pyro): creepy, silent but only mumbling can be heard from his gas mask, wears teared firefighter fireproof costume. Pyromaniac

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## MAJOR ANTAGONISTS

### 13. THE GLOBAL ELITES

- **Factions:** Majestic-12, BlackRock, Vanguard
- **Leader:** Moloch (ancient transhumanist with Jewish roots)
- **Methods:** A head of a huge conglomerate, Control through liberal ideology, propagandized armies, nanotechnology, cyborgs, army of reanimen.
- **Fate:** Defeated after protracted war

### 14. WARRIOR-Z

- **Origin:** Icelandic mixed-raced brown Muslim fanatic who believes he's Kratos/Punisher/Spawn fusion
- **Powers:** Initially LARPer, later actually fuses with the powers
- **Battles:**
  - First fight: Lost in Mecca before Chud destroyed Kaaba, used chained of torment on chud.
  - Second fight: Returned as actual demigod, lost arms to Chud and bleeds out in Iceland. Almost beats chud.
- **Final Fate:** Left freeze to death

### 15. NOPHONO

- **Origin:** Cosmic entity, subproduct of gigartha, that feeds on obscure knowledge
- **Appearance:** Looks like gigachad, Tall, grey, faceless, wears cheap blue suit, have black tentacles from his back and other parts.
- **Powers:** Consumes (not actually erase, in a form of knowledge, but also can erase if powerful enough) "shit nobody cares about" to grow stronger, no limit to his power level, the more obscure shit he knows the more he becomes stronger. Can summon himself anywhere (like teleport but slower), can become intangible, can erase objects/concepts if they are insignificant enough on a global scale if he powerful enough. Super strength, endurance.
- **Battles:**
  - First: Defeated by memetic virus containing "A Mother's Love"
  - Second: Returned stronger, defeated by Aryan pill poisoning
- **Nature:** chotic evil, a cosmic librarian and a devourer of irrelevance

## 16. MARK GRAYSON (INVINCIBLE) & VILTRUMITES

- **Role:** Final antagonists
- **Conflict:** Return to find Earth transformed, son dead
- **Outcome:** Defeated after Gigachad arbitrates, accept Aryan Heaven's dominance

## 17. MARKY GRAYSON (Mark's son)

- **Role:** chud's antithesis
- **Conflict:** marky is the embodiment of a classic hero, can accept any unnecessary violence, protects all people no matter how "degenerate" they are.
- **Outcome:** During pentagon coup, tragically killed by chud, therefore making an end of the coup, making other superheroes team with chud or go away.
- **18. Adamant (aka Vorlag)**
- **Origin:** Rogue Viltrumite purist that left Mark's liberal empire long ago, distant son of thragg. Was building his own empire and planning on humiliatingly beat Mark, first step in his plan – obliterating Mark's most beloved planet that he protected and put it above viltrumite empire. When comes to the earth he sees Chud's Aryan heaven in progress, still decides to destroy it.
- **Appearance:** Very huge, same size as thragg, wears old viltrumite suit but in black, also wear some kind of black-obsidian armor. His body is his weapon. Sinister, angry, arrogant.
- **Fate:** Deal a deadly blow to the earth and Aryan heaven, sloughed millions, almost killed chud but chud escaped. Was defeated in a brutal long lasting combat brawl.
- **Impact:** Crippled Nate, Moonman sacrificed himself to beat Adamant. His material was used to make viltrumite-genetical enhanced humans.

## 19. "Good hero" 11 Chuds (*From Invasion Episode*)

CHuds from other worlds where the fate made them in a form of a more classical hero archetype.

1. **Comrade Chud** (or anarchist chud, fights everyone and the majestic-12) Communist variant, fights for workers' revolution. Zionist-Moralist (inverted)
2. **KIPPAH CHUD (CHUD-12):** Discovered Jewish heritage, dedicated life to fighting neo-Nazis. Israeli defender. Pure Moralist. Killed by MGE brothers in Siberia after killing twelve of them.
3. **Tranny Chud** (or just a woman version of chud)
4. **Lone Chud** (long hair, not caring let it go but in cringe way)
5. **INVINCIBLE CHUD (CHUD-09):** Trained by Mark Grayson, genuine hero. Pure Moralist. Killed by Chud at Capitol.
6. **Giga Chud** (hybrid of chud and gigachad, grey skinned more muscular slightly stronger)

7. **NO-GOGGLES CHUD (CHUD-08):** Simple straightforward hero, no ideology. Normie-Moralist. Killed by Nightfall and Crimson Echo
8. **SINISTER CHUD (CHUD-00):** The one who won in his universe, but never met Gigachad, never evolved beyond hate. Empty. Grifter-Zionist who thought he was Elephant. Did not fight. Returned to his universe
9. **PRISONER CHUD (CHUD-13):** Tortured by Global Elites, escaped broken. Killed by Chud during final confrontation. Grateful for it.
10. **GDF chud** (stayed working for pentagon, wears High-Tec suit with invisibility) Chose GDA career over ideology. High-tech stealth armor, low Viltrumite powers enhanced by tech. **Zionist-Mercenary-Moralist.**
11. **VILTRUMITE CHUD (CHUD-01):** Embraced Viltrumite heritage, seeks empire. Grifter-Mercenary. Killed by Gigachad

**Summoner:** Majestic 12 in a last-ditch effort, using tech of Levy JR., summons chuds, manipulate and lie to them and ask for help.

**Outcome:** Most of them, weaknesses exploited, surviving ones change their views in their world.

## 20. GIGAVERSE 16 (*From Invasion Episode*)

12. **Gigaboy** - N64 game powers, cartoony appearance
13. **Gigarape** - Conceptual and physical rape violation, shadow form
14. **Gigahipster** - Hyper-critique deconstruction
15. **Gigaphono** - Nophonon hybrid, data consumption
16. **Muscular Giga** - Overdeveloped, pure strength
17. **Giganeck** - Long neck, hyper-observation
18. **Giga Ghost of Opera** - Dramatic reality warping
19. **Gigafly** - Insect swarm control
20. **Gigatard** - Tard-rage unlimited strength
21. **Young Giga** - Veteran warrior, switches sides
22. **Giga-Screamer** - Sonic/psychic dissonance
23. **Giga-Thinker** - Hyper-strategy, probability manipulation
24. **Wide-Giga** - Immovable object, area denial
25. **Traiso Rig** - Conceptual inversion, identity warping
26. **Giga-Shooter** - Absolute marksmanship
27. **Sinister Giga** - Paranormal predation, fear feeding

**Summoner:** Dr. Lysander Cage, bored physicist

**Outcome:** All defeated, weaknesses exploited (flawed copies of perfect Gigachad)

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## SUPPORTING CHARACTERS

### 21. IOONA (TROONELLA)

- **Role:** First major enemy
- **Origin:** Degenerative Trans classmate who steals Aryan pills
- **Fate:** Brutally killed by Chud, murder is staged as suicide. ChUD gains Pentagon attention

## 22. MARKY GRAYSON (NEW INVINCIBLE)

- **Role:** Tragic foil
- **Interactions:**
  - Bank heist: Chud meets him
  - Factory fire: Chud lets workers die, saves "high-IQ" neighborhood
  - Final: tragically dies from chud while pentagon takeover accrues for not wanting to side with him.
- **Impact:** His death brings Mark Grayson back for vengeance

## 21. LEVY JR. (Angstrom Levy's Son)

- **Role:** Multiversal asset
- **Initial Goal:** Wants to be "true nemesis of Invincible"
- **Recruitment:** Chud befriends/recruits him as useful tool
- **Actions:** Helps in Gigaverse War, traps Thinker in sun

## 22. DED MOROZ & SNEGUROCHKA

- **Role:** Restore true New Year celebration
- **Episode:** Christmas Special - defeat commercialized Santa Claus
- **Outcome:** Become honored figures in Aryan holiday tradition

## VARIOUS IN-WORLD SUPERHEROES

23. **BREPSI MAN (Kevin Pemberton)** : Former Pepsi delivery driver struck by hyper-caffeine meteorite. Possesses super-speed, carbonation blasts, and minor reality-warping when "refreshed." Requires constant hydration. Personality: Desperate for approval, genuinely friendly, completely oblivious to ideology. Serves as the quintessential Normie—non-political, easily manipulated, goes with the flow. Sends Chud holiday cards years after the coup. Receives automated responses. Treasures them.

24. **CAPTAIN CONTACT (Marcus Webb)** : Military contractor who acquired GDA license through lobbying. No innate powers; uses advanced power armor and extensive military/business contacts. His name reflects dual abilities: "contact" explosives (contact-5 style detonation) and "contracts" (networking, dealmaking, invoicing). Personality: Talks like LinkedIn influencer, calls everyone "champion," has never saved anyone without liability waiver. Spans multiple categories: Normie (apolitical), Grifter (uses ideology for profit), Zionist (serves elite system unconsciously), and Mercenary (follows winning side). Invoices for 23 kills when Chud only made 17. Still sends holiday cards—business expenses.

25. **Sentinel (Darius Williams)** : Black superhero with enhanced strength, technopathy, limited precognition. Quiet, exhausted, genuinely good. Grandfather fought in WWII, grandmother's wisdom haunts him: "The master's tools will never dismantle the master's house." Sponsors basketball league for underprivileged kids. Complex figure spanning Our Elephant (understands Chud's critique), Mercenary (survival calculation), and Moralistic (genuine goodness). In Aryan Heaven, works in Cultural Preservation.

26. **CRIMSON ECHO (Victor Kane)** : Former Marine, dishonorably discharged. Absorbs kinetic energy, releases as concussive force. Body covered in

shifting red-black patterns. Dying—five years left. Speaks in short sentences. Serves as both Our Elephant (sees truth clearly) and Mercenary (has nothing left but function). Stood aside during coup.

27. **NIGHTSHADE (Selina Voss)** : Shadow-manipulator; can merge with darkness, become intangible, strike from within. Former intelligence operative. Dry wit, professional detachment. Pure Mercenary—job first, no ideology. Killed during coup.

28. **NIGHTFALL (Brendon Blackwood)** : Darkness control; former mortician. Grim, purposeful, gallows humor. Evolves from Mercenary to Our Elephant after witnessing Chud's vision.

29. **THUNDERBOLT (Alex Cole)** : Electromagnetic control; former firefighter. Loud, confident, genuinely believes in America. Zionist-Moralist hybrid. Never had beliefs challenged—until now, killed.

30. **BLACKWATCH (David Okafor)** : No powers; advanced tactical armor. Former Nigerian special forces. Cold, professional, utterly detached. Spans Mercenary and Chaos—follows mission, unpredictable methods. Now heads Special Operations. Still wears armor. Still watches.

31. **AEGIS (Alexandra Weiss)** : Force field generation; truly impenetrable but requires concentration. Protective, maternal, exhausted. Pure Moralist. Held field for three hours during coup. Collapsed. Woke up spared.

33. **VALKYRIE (Freja Hansen)** : Enhanced strength/speed/durability; can invoke Norse warrior spirits. Competitive, brash, secretly insecure. Grandfather fought Nazis. Evolves from Moralist to Our Elephant through proximity to Chud. Becomes his anchor. Watches sunsets. Presses flowers in books.

34. **MIRAGE (Amir Nasir)** : Perfect illusion creation; former theater director. Quiet, watchful, dark humor. Spans Our Elephant (understands performance of power) and Chaos (finds everything absurd).

35. **OBSIDIAN (Tariq Jones)** : Living obsidian transformation; razor-sharp edges, near-indestructible briefly. Stoic, introspective, deep controlled anger. Grew up rough, saw friends die. Mercenary-Moralist hybrid. Refused optimize, shattered in pieces.

36. **FROSTBITE (Yuki Tanaka)** : Heat absorption, freezing effects; youngest hero. Shy, uncertain, desperate to prove. Normie-Moralist. Saved by Chud. Confused forever.

37. **AMERIKA-MAN (Funny Armstrong)** : Super strength, flight, invulnerability, heat vision. Genuinely believes greatest hero alive. Zionist-Moralist. Died during coup protecting "America." Never understood.

39. **FIREBALL (Cain Vasquez)** : Pyrokinesis, flight; cocky, competitive, desperate to prove. Father was minor villain. Normie-Moralist. Crippled during first mge bros episode, killed in coup.

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## STORY ARC SUMMARY

### PHASE 1: AWAKENING (Issues 1-12)

- Chud gains powers, meets Vater, gains Aryan pills from Vater 1
  - Defeats Iona who stole the pills with nate's help, stages her death as a suicide, gains Pentagon attention 2-3
  - Chud's new life as a pentagon's superhero. Early clashes with Marky Grayson 4
  - Chud is digging up on some Pentagons secrets, uncovers majestic-12 secrets.
  - Cobson gang clash and rapeson defeat, other ordinary superhero routine, chud say dogwhistle on an interview, gains attention 6-7
  - MGE Brotherhood first encounter in Siberia 8-9
  - Slopjak facility destruction, fight against Raisinoko and the Jartykack (mad scientists) 10
  - Beginning of secret recruitment of far-right figures, via online forums and in person. 11
  - Nophono first battle, defeated with a memetic bait, containing a meaning of "mother's love", nophono escaped earth. 12
- PHASE 2: REVOLUTION (Issues 12-21)**
- vanguard of light and Warriot-z clash, destruction of mecca, all done in a controlled black out to make a global panic to then do a pentagon coup 17-18
  - Pentagon takeover with MGE Brotherhood, Moonman's crew, cob gand and other global right-wing assistance 13-15
  - Soyanya dies, Marky Greyson is killed by chud, white house is in panic, global elites unite to stop chud. 16
  - "Soy" Viltrumite scout "Varlag" humiliation 19
  - Moonman cleansing tours, other right wing characters time to shine, buffed by Aryan pills. 20
  - Long war with global elites just starts 21
- PHASE 3: UTOPIA CONSTRUCTION (Issues 21-32)**
- War against majestic-12 and global elites at the peak 22-23
  - P.Q. Scanner implementation, Worldwide Tour atrocities 24-25
  - Nophono returns, defeated again 26
  - Warrior-Z rematch in Iceland 27
  - TND terraforming campaign
  - Early Aryan Heaven established 28
  - "Good hero" Chuds invasion
  - Global elites are destroyed 29
  - Christmas Special (defeat Santa, restore Ded Moroz) 30
  - Adamant (aka Vorlag) comes to earth, brutally defeated with heavy loses
  - Viltrumite War conclusion 32
- PHASE 4: COSMIC THREATS (Issues 32-50)**
- Gigaverse War invasion 33-35
  - All 16 Gigas defeated 33-35
  - Aryan Eclipse Engine built 33-35
  - Chud and Gigachad leave to explore/purge other universes and multiverse 36
  - Archon government established 37
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## **KEY THEMES & LORE**

### **ARYAN HEAVEN UTOPIA:**

- **Governance:** Technocratic meritocracy
- **Society:** "Mindful Multiculturalism" - races separated but can visit and learn from each other, each race is own "Aryan heaven"
- **Economy:** Post-scarcity through advanced science
- **Morality:** Strength (moral/intellectual/artistic) = virtue,
- **Aesthetics:** Clean brutalist/modernist/avanguardist/art-deco/neo-classicism architecture, vaporwave aesthetic

### **POWER SYSTEMS:**

1. **Aryan Power:** Cosmic energy from ideological/genetic purity
2. **Ideological Patrons:** Cosmic entities (Vater for Aryanism, etc.)
3. **Gigagarthan Physiology:** Perfection through self-actualization
4. **Conceptual Entities:** Born from abstract ideas (Nophono from obscurity)

### **GIGA PHYSICS EXPLAINED:**

- Perfect Gigachad: Quantum-perfect molecular alignment = near indestructible
- Variant Gigas: 0.3% flaws in structure = exploitable weaknesses
- Defeat Methods: Sonic resonance, precision strikes, conceptual attacks

**DISCLAIMER:** This work is fiction depicting a villain protagonist's perspective. It explores extremist ideology through narrative, not endorsement.

### **Act-by-Act Character Focus**

The narrative unfolds across six acts, with character focus shifting to reflect thematic progression:

**ACT 1 (Before Pentagon) :** Chud, Nate, Soytanya, Vater, Iona. Theme: Origin. Awakening.

**ACT 2 (Trying to Blend In) :** Chud, Nate, Soytanya, Captain Contract, Crimson Echo, Brepsi Man, Marky, Valkyrie, Omni-American, Blackwatch, Nightshade, Nightfall, Aegis, Internet (as theme). Theme: Infiltration. Learning system. Building network.

**ACT 3 (Heating Up / Pre-Coup) :** Chud, Nate, Soytanya (dies), Gigachad, Pepe, Valkyrie, Marky (dies), Moonman, Nophono, Pentagon team (all colleagues), MGE brothers, Warrior-Z; Omni-American dies; Nightfall sides with Chud; Nightshade dies; Aegis spared. Theme: Tipping point. Choices made. Deaths begin.

**ACT 4 (After Takeover / Globalists War) :** Chud, Nate, Gigachad, Moonman, Valkyrie, Moloch, MGE brothers, Varlog (dies). Theme: Consolidation. Long war. Building.

**ACT 5 (Finishing Globalists / Building Heaven) :** Chud, Nate, Gigachad, Valkyrie, Moloch (dies), "Hero" Chuds (invasion), Warrior-Z (dies), Moonman. Theme: Victory. Construction. Reflection.

**ACT 6 (Aryan Will Is Unbreakable) :** Chud, Nate, Gigachad, Adamant, Gigaverse Gigas, Mark the Emperor, Nophono, Moonman (dies), MGE brothers (most die). Theme: Testing. Threats. Sacrifice. Departure.