

KID ROBOT

REAL NAME: Kid Robot

OCCUPATION: Hero

BASE: Emerald City

A graduate of the prestigious Hanover Institute of Technology, Dr. Natalie Hallemier earned a reputation as a brilliant applied physicist and engineer for ground-breaking work in networking, cybernetic systems, and quantum technology. Working for Kinettix, a high-tech development firm, she spearheaded the ambitious Kinetic Deflector project, a sophisticated system of force generation and projection. So sophisticated, in fact, that a massively parallel control system was required to manage it. Dr. Hallemier spent at least as much time working on the quantum computer prototype to control her “KiD” (as she called it) as on the kinetic systems themselves.

The prototype had just entered the testing phase when a F.O.E. team tried to steal it. The break-in wrecked the lab,

but the real surprise came when the prototype demonstrated not only a sense of self-preservation, but a desire to safeguard Dr. Hallemier. A barrage of force field and kinetic blasts made short work of the off-guard F.O.E. members, and left Hallemier with the revelation that her “KiD” had become a self-aware artificial intelligence!

Working in secret, Natalie complied with “the Kid’s” request for a more humanoid form. She built a compact robotic housing for the kinetic deflector system and quantum computer. When Kinettix learned about her secret project, they attempted to seize the robot, who fled at Dr. Hallemier’s insistence. “Kid Robot” found shelter with Emerald City mechanic Harry Faubry and used his force-projection capabilities to stop a crime in progress. The press dubbed him “Kid Robot”.

In a court case with Kinettix, precedents involving new and novel life forms awarded Kid Robot legal status as a person, not company property. However, citing the relative inexperience and immaturity of “Kid Robot” (as pointed out by Kinettix), the court did respond to the company’s request that a legal guardian be appointed for the A.I., and chose Dr. Hallemier. Without the quantum computer system to run it, the doctor’s kinetic deflector prototype was useless to Kinettix, and their parent company, Brande Management.

Now Kid Robot (just “Kid” to many of his friends) splits his time between fighting crime and protecting people in danger and learning how to be “a real boy.”

PERSONALITY

In spite of being a cutting-edge quantum-computing artificial intelligence, Kid Robot has the personality of a human ten year-old boy. He’s inquisitive, eager-to-please, and fun-loving, but also easily bored and with a thirst for adventure and excitement. He loves being a super-hero and looks up to his teammates, and chafes somewhat under the guidance of his guardian, Natalie. People are often taken aback at how emotional Kid Robot is; his personality is not at all cold or “machinelike.” Quite the opposite, in fact.

POWERS & ABILITIES

Kid Robot has a compact (boy sized) mechanical body, which is tougher and stronger than a normal human boy’s. His computer “brain” is immune to mental powers that work on living minds. His real power is the kinetic deflector system he was designed to control, now built into his robotic body. With it, Kid Robot can project various types of force, from a skintight deflector field to carefully focused force blasts and beams. He’s still learning how to control and manipulate his force projections, and has the potential for a lot of power stunts and new Alternate Effects.



KID ROBOT

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	—	4	6	2	4	2	0

POWERS

Armored Chassis: Protection 4 • 4 points
Artificial Intelligence: Immunity 10 (Mental effects) • 10 points
Force Field: Sustained Protection 8 • 8 points
Force Flight: Flight 7 (250 MPH) • 14 points
Force Generation: Array (24 points)

- **Force Drill:** Line Area 2 (60 feet) Damage 8 • 24 points
- **Force Blast:** Ranged Damage 10, Accurate 2 • 1 point
- **Force Bolts:** Ranged Multiattack Damage 7, Accurate 3 • 1 point
- **Deflection Shot:** Deflect 8 • 1 point

Kid Robot: Immunity 30 (Fortitude effects); Shrinking 4, Innate, Permanent • 39 points

SKILLS

Expertise: Science 4 (+8), Intimidation 0 (-2*), Perception 6 (+8), Stealth 0 (+8*), Technology 6 (+10)

ADVANTAGES

Improved Initiative, Power Attack

OFFENSE

INITIATIVE +8

Unarmed +2	Close, Damage 0
Force Blast +10	Ranged, Damage 10
Force Bolts +12	Ranged, Damage 7, Multiattack
Force Drill—	Close, Line Area 2 (60 feet) Damage 8

DEFENSE

DODGE	8*	FORTITUDE	Immune
PARRY	8*	TOUGHNESS	12/4**
WILL	6***		

*Includes Shrinking modifiers. **Without Force Field.
 ***Immune to Mental Effects.

POWER POINTS

ABILITIES	28	SKILLS	8
POWERS	102	DEFENSES	10
ADVANTAGES	2	TOTAL	150

COMPLICATIONS

Enemy: Although Brande Management has largely abandoned their legal case against Kid Robot, they have still invested millions in his technology and want to recoup their investment—any way they can.

Motivation—Acceptance: Kid Robot wants to be a real boy-- and thinks of himself as one most of the time, even though he knows he's not.

Quirk—Naive: Kid Robot is unfamiliar with many facets of modern life and often takes things too literally or misunderstands completely, which can lead to problems.

Relationships: Dr. Natalie Hallemier is Kid Robot's legal guardian as well as his metaphorical "parent". He also looks up to his friend, mechanic Harry Faubry, who helped him out when he was on his own. He would *really* like it if Natalie and Harry were to hit it off....

USING KID ROBOT AS A VILLAIN

The KiD system, while intelligent, had no concept of morality or sense of right and wrong. Thus the new "Kid Robot" was a prime target for manipulation by the unscrupulous Dr. Hallemier and the board of Brande Management. They saw the potential to mass-produce a robotic army, once sufficient testing was done on the prototype. What better way than to fake the destruction of Dr. Hallemier's lab and to set the "rogue" robot loose on the world?

ALLIES

Dr. Hallemier has been Kid Robot's staunchest ally since the day he was "born" and continues to look out for him, educate him, and maintain his systems. Although she finds Harry Faubry a bit uncouth, Natalie realizes the Kid likes him, and even acknowledges the usefulness of a male role model in her young charge's life. He also does have a surprising amount of insight into the mechanics of Kid Robot's systems.

ENEMIES

Brande Management has not given up on reclaiming their "property" and finding a way to put Dr. Hallemier's discoveries to work for their bottom line. That means "testing" Kid Robot in the field with various scenarios and looking for opportunities to co-opt or outright capture and reprogram the young A.I., all hopefully without damaging him beyond repair, although salvage is an option, if necessary.

MUTANTS & MASTERMINDS

THE SENTINELS

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