

Junior

Male; Age: 5; Height: 6' 5"; Weight: 1 lb.

Eyes: gold; Hair: gold

Power Level 5, 130 PP; Abilities -22 + Powers 129 + Advantages 6 + Skills 17 (34 ranks) + Defenses 0

Abilities

| | | | | | | | |
|----------|---|-----------|----|-----------|---|-----------|---|
| Strength | - | Agility | - | Fighting | - | Awareness | 3 |
| Stamina | - | Dexterity | -5 | Intellect | 9 | Presence | 2 |

Offense

Initiative: +9

Attack Name Attack Bonus & Resistance DC Notes

Throw -5, DC 15 Bludgeon, Crit 20

Unarmed +0, DC 15 Bludgeon, Crit 20

Powers

ü **Communicators (67 PP)**

ü **Basic Function: Radio Area Communication 4 (18 PP)**

Subspace, Technological; Area, Subtle 2: undetectable; Limited: Only with people carrying COJ Communicators (Free - Rank, Anywhere on earth - Sustained)

ü **Data Link: Radio Communication 4 (20 PP)**

Rapid 7, Subtle: encrypted; Limited: Only with computers et al. (Free - Rank, Anywhere on earth - Sustained)

ü **Locator Function: Senses 13 (13 PP)**

Detect: COJ Communicators 2: ranged, Extended: this detect 10: x10bn, Radius: this detect (Personal - Permanent)

ü **Open Signal: Radio Communication 4 (16 PP)**

(Free - Rank, Anywhere on earth - Sustained)

ü **Holographic Emitters: Illusion 2 (20 PP)**

Affects: Two Sense Types - Sight and Hearing, Area: 4 cft., DC 12; Custom 7: Holograms may only appear in CoJ bases, the Radio Ranch, Increased Duration: continuous, Independent; Limited: Junior cannot control his own "appearance" (Standard - Perception - Continuous)

ü **Immunity to Fortitude Effects (30 PP)**

(Reaction - Personal - Permanent)

ü **Linked to Libby: Senses 1 (1 PP)**

Communication Link: Subspace (Personal - Permanent)

ü **Multiprocessor: Movement 1 (1 PP)**

Space Travel 1: within solar system; Limited: Only to CoJ bases (Free - Personal - Sustained)

ü **Security System: Senses 10 (10 PP)**

Detect: People in bases/vehicle 2: ranged, Extended: this Detect 3: x1k, Penetrates Concealment: this Detect, Radius: this Detect (Personal - Permanent)

Advantages

Beginner's Luck Spend a hero point to gain 5 temporary ranks in a skill.

Benefit, Cipher Gain a significant perquisite or fringe benefit.

Connected Call in assistance or favors with a Persuasion check.

Contacts Make an initial Investigation check in one minute.

Speed of Thought Use Int for Initiative instead of Agi.

Well-informed Immediate Investigation or Persuasion check to know something.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Multiprocessor: Movement 1 - Space Travel 1: within solar system

Routine Jump Distance - Running jump: 10 ft.; standing: 5 ft.; vertical: 2 ft.; standing vert.: 1 ft.

Throwing Distance - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet



Defenses

Dodge None

Parry None

Fortitude Immur

Toughness 0

Will 3

Hero Points: 1



AI Program #10579

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Complications

Enemy Junior is arguably the most advanced, earthborn, artificial intelligence on the planet - in a field with few contenders. There are many who wouldn't mind getting their hands on him.

Relationships Junior thinks he's in love with Libby, which very well may be the case. He also sees his creator, Larry Carter, as a father and fellow Lexington Inc. AI Amorpho as a brother.

Background Information

Languages: Native Language

Skills

| | Total | Ranks | Ability | Other |
|------------------------------|-------|-------|---------|-------|
| Acrobatics | - | - | | |
| Athletics | - | - | | |
| Deception | +5 | 3 | 2 | |
| Expertise: Parahumans | +10 | 1 | 9 | |
| Expertise: Vehicles | +10 | 1 | 9 | |
| Insight | +3 | - | 3 | |
| Intimidation | +2 | - | 2 | |
| Investigation | - | - | 9 | |
| Perception | +5 | 2 | 3 | |
| Persuasion | +3 | 1 | 2 | |
| Sleight of Hand | - | - | -5 | |
| Stealth | - | - | | |
| Technology | +14 | 5 | 9 | |
| Treatment | +10 | 1 | 9 | |
| Vehicles | +15 | 20 | -5 | |

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers