



SUPER AGENT: ROB

Pitch Packet

Basics, evolution, main characters, and episode ideas.

Super Agent: Rob

Basics:

- Pitch: Nerd is recruited to fight super-villains because his years of watching movies, playing video games, and reading comic books have made him the ultimate authority on their weaknesses.
- In each episode, Rob (the nerd) must endure an extremely dangerous mission to disarm a fantastical adversary (ex. werewolves, giant robots).
- Rob is the average American kid. When thrown into these life-threatening situations, he does not approach them with action hero bravado but with real human emotions (ex. fear, anxiety, excitement).
- Rob's geek knowledge often pays off, but sometimes it doesn't work at all and catches him off guard. This forces him to improvise in this new world.

Evolution:

- Main Theme: Identity. Rob is so accustomed to being considered nothing by everyone. Now, he must adjust to the great admiration of his new co-workers.
- Secondary Theme: Contrast between work life and real life. Rob now leads two lives and is forced to constantly keep secrets from those he has always known.
- After being secluded for his whole life, Rob not only has to adjust to battling evil, but also to working in an office, complete with office politics and female co-workers.
- After some time in his new position, Rob begins to find himself disenchanted with the nerdy entertainment he has always enjoyed (now that he faces the villains of those mediums at work everyday).

Main Characters:

Rob - Tall, thin, and bespectacled, Rob exudes sarcasm and a vast knowledge of all things nerdy. He is the last person on earth you would expect to be a super agent. It's taking a lot for Rob to realize that for once, he's considered somebody special. Reluctantly, Rob spearheads the fight against evil in a most befuddled way.

Brandon - Rob's condescending roommate. Brandon takes an obscene amount of pride in the fact that he is the manager of a local photocopy store. He is disgusted by Rob's interests, and cannot stand the fact that Rob is seemingly jobless. Rob returns home from saving the world everyday only to be ridiculed. He wants nothing more than to silence Brandon by telling him about what he really does. However, Rob always reluctantly maintains his new oath of secrecy.

Julie - Blessed with beauty, but cursed with the voice of a 65 year-old man, Julie quickly becomes Rob's love interest. She likes Rob, but is afraid he will be killed off like his Super Agent predecessors. Meanwhile, Rob repeatedly attempts to awkwardly hit on Julie. He knows she's self-conscious about her voice, so he does everything in his power to try and ignore it without her knowing (ex. talking and leaving before she has a chance to speak; wearing ear plugs to work).

Michelle – Rob's real world love interest. After becoming a Super Agent, Rob meets Michelle who shares his same nerdy likes and dislikes (much to his surprise). As the two get to know each other, Michelle becomes frustrated as she realizes that Rob is not telling her the whole truth about himself. Equally frustrated, Rob scorns destiny for finally bringing him such an amazing girl at the worst possible time . . .

The Boss - Rob's superior and the main man in the office, the Boss was the first to recruit "nerds" as Super Agents, a highly controversial decision. While the Boss is happy that Rob is now on board, he remains secretly hesitant; for he knows that Rob was tapped before his covert agents had a chance to thoroughly monitor their subject. Little to Rob's knowledge, the future of the Agency (and of the Boss) will

be determined by Rob's success or failure. Finally, like any good superior, the Boss will organize a department mixer moments after sending an agent into certain doom.

Agent Martinez and Agent Chang - These two bumbling, strangely Caucasian interns serve as Rob's guides during his integration into the Agency. Martinez secretly harbors jealousy towards Rob's position and often attempts to subtly sabotage his plans. On the other hand, Chang greatly admires Rob and spends most of his time shielding him from Martinez's ill will.

The Agency - The Agency itself has a deep-rooted history dating back to 1819. For it was then that this secret bureau was founded in response to an assassination attempt made on President Monroe by the Headless Horseman. Since then, the Agency has been at the forefront of the battle against "mysterious evils". Despite its almost two century-long history, the concept of the "Super-Agent" is relatively new to the Agency, the first Super-Agent emerging in the early 50's to battle an atomic reptilian behemoth. From that point on, the position of Super-Agent has been the most coveted in the Agency. The turn around is often high as few Super-Agents actually survive to retirement. While there are many agents, there is only one Super-Agent and he/she is given the most dangerous of missions. Only under the newest Boss has the Agency recruited its Super-Agents from civilian territory, searching for those regarded as "geeks" (a highly controversial decision to say the least). The offices of the Agency are a clash of high-tech bunker and British private school: powerful electronic equipment set against old brick and stone. All of the agents, with the exception of the Boss and the current Super-Agent, wear the same sweater, shirt, tie, and slacks. There is an undeniable sense of tradition in the halls of the Agency.

Possible Episode Ideas (and Villains):

Rob vs. Vampires - Rob's first assignment is revealed when the Boss simply lays wooden stakes and a crucifix in front of him. Much to Rob's utmost horror, he is charged with the daunting task of infiltrating and defeating a coven of ultra-sexy, rave-loving vampires. He of course must go undercover for such a mission, and is gothified accordingly (eye liner, leather, etc.) Ironically, Rob has to act cool and dark, take part in horrifying S&M vampire activities, and ultimately execute the vampire queen, Fantazir.

Captain Power - Rob must team up with the mighty superhero, Captain Power, to topple a typical comic book supervillain: the evil Prof. Twinkles. Once at the villain's headquarters on Skull Island, the duo discovers that the only operation at work is a telethon to raise money for starving children. Captain Power refuses to believe that this is all legitimate, and goes on a murderous rampage, killing everyone in the name of "justice." Rob is horrified and must figure out how to stop his killing machine partner. After Rob's victory, Captain Power confesses his hidden love for Rob, the only person who ever stood up to him. Rob feels flattered, yet very concerned that now he has acquired a superhero stalker.

Rob vs. Nazi Germany – Rob travels back in time to 1941 Berlin to prevent mustached madman Bruno Von Senek from aiding the Nazis. Bruno's goal: arm the Nazis with a modern weapon so powerful, it will help the Axis win the war. If he succeeds, the future will be changed forever. With the help of a beautiful French Underground agent, Rob must brave fascism to save the future, all the while trying to discern the difference between blood and chocolate syrup in the black and white past. Upon defeating Senek, Rob must return to his own time, leaving behind his gorgeous partner, who only spoke French and really had no idea what he was saying anyway.

Dungeons and Dragons and Rob – A posh dragon has plundered all of the gold from Fort Knox. Rob leads a group of stock fantasy characters (a burly

barbarian, wily magician, Amazon warrior, and headstrong dwarf) through the beast's mighty labyrinth armed with only a 20-sided die to decide their actions. Throughout, Rob tries to conceal that his party's lives are controlled by a set of rules and dice tosses in order to preserve their illusion of free will. Rob alone enters the dragon's "den", which is fully furnished with bookshelves and a wingback chair. The Dragon emerges, 5'9" and fully decked out in a smoking jacket and slippers. He reveals that he is simply an expert safe cracker, who just happens to be a dragon. Can Rob retrieve the treasure before the world's economy collapses?

I Want My Rob TV - A disgruntled former VJ has created a device that forces innocent people to become participants in music videos. She films the results and sells the videos on eBay for unbelievable amounts of money. Once a video appears of the President and his cabinet performing a Hall and Oates song, action must be taken. Before Rob can act, the Agency itself is invaded as the Boss, Julie, and the rest are brutally forced to sing and perform seemingly choreographed moves. Can Rob destroy the device before becoming a back-up dancer?

The Tiniest Villain - Rob embarks on his most difficult mission yet: he attempts to take Michelle on a date. Problems arise in the office when Julie becomes strangely jealous and snappy. More difficulties surface when the evening is interrupted by a new super villain, Nanoman, who can shrink himself down to microscopic size! During dinner and the movies, Rob battles this miniscule menace while trying to keep Michelle safe, entertained, and ultimately oblivious (even though he is furiously swatting the air and experiencing an inner ear invasion). In the end, Rob and Nanoman have a time-out and resolve their differences. The two even become friends when Rob gets Nanoman a job fixing the insides of computers at the Agency.