

Character Name: **Ladyhawk**

AKA: Julie Dormyer

Genre: Superheroic

Campaign:

**CHARACTERISTICS**

Val	Char	Base	Cost	Roll
15	STR	10	5	12-
20	DEX	10	20	13-
20	CON	10	10	13-
13	INT	10	3	12-
13	EGO	10	3	12-
20	PRE	10	10	13-
10	OCV	3	35	
10	DCV	3	35	
3	OMCV	3	0	
4	DMCV	3	3	
5/17	PD	2	3	
4/16	ED	2	2	
6	SPD	2.0	40	
10	REC	4	6	
40	END	20	4	
10	BODY	10	0	
40	STUN	20	10	
13m	Run	12	1	
6m	Swim	4	1	
4m	Leap	4	0	
Total 191				

Summary

Lift: 200.0kg
 Initiative: 40
 Stun Threshold: 20
 Perception Roll: 12-

PRE Attack: 4d6
 STR Dmg: 3d6
 STR END: 1

5/17 PD • 0/12 Res. PD
 4/16 ED • 0/12 Res. ED
 Phases: 2, 4, 6, 8, 10, 12

CHARACTER IMAGE**EXPERIENCE POINTS**

Total earned:	0
Spent:	0
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	191
Power Points:	16
Talent Points:	80
Martial Art Points:	36
Skill Points:	84
Perk Points:	93
Total Points:	500

INFORMATION

Eye Color: Gray
Hair Color: Blond

Height: 1.70 m
Weight: 60.00 kg

Background

Julie's father Frank was the son of legendary pulp-age adventurer Nathan Dormyer and a white jungle girl he found in the 1920's (Cimba Janakatti, FRed "Masterminds and Madmen"). After serving his hitch in the USAF during the Korean War, Frank founded ProStar with big investments from Ferris 'Air Boss' Drake III, Theodore Jameson, Sr, and Clan Ishikawa from Japan. ProStar grew explosively enough as a second-tier supplier to NASA during the Apollo years to repay those initial loans and become a fixture in American high-tech and defense contracting.

There was a reason for the investment from Clan Ishikawa. Frank married the daughter of a Japanese industrial magnate who was important in that clan's affairs in the 1950's. In May 1962, they had their first child, a daughter. She was named Julie, after a grandmother of Frank's.

Julie was 9 when her parents were killed by assassins hired by VIPER in the early 1970's. When no one competent could be found from her father's side of the family to serve as foster parents, she was spirited away to her mother's family in Japan to be raised to adulthood. When she enrolled at the local Kempo dojo, the sensei could feel something... different... about her. She didn't just have a natural aptitude for Shiroy Sumomo Kempo, she seemed to have a natural

MOVEMENT

Type	Top Speed
Run	13m [26m NC]
Swim	6m [12m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Swinging	20m [40m NC]
Teleport	20m [40m NC]

affinity for the exotic kiai-based abilities Kempo masters would take a lifetime to perfect.

Her arrival back in America and introductory vigilante spree started in the summer of 1982 during Duchess Industries' hostile takeover attempt of ProStar which was taking full advantage of VIPER ("You All Meet in a Lab"). After some initial confusion with thinking Bob Hawkins was the VIPER mole in ProStar, she teamed up with Bob and Tara Lemick to defeat VIPER. When the US government put Ted Jameson, Jr. in charge of ProStar to keep its technical secrets out of VIPER's hands Julie and Bob joined up with him to form the original TASK FORCE.

Personality

Secretly has a crush on Bob, though she will vehemently deny it at the top of her lungs if you call her on it.

Sometimes comes across as overconfident, but isn't really. She's an adrenaline junkie AND the only woman on the team.

Quotes

"I'm a ninja, boys. That's all you need to know."

Ladyhawk**COMBAT MANEUVERS**

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone
Atemi Strike	1/2	-1	+1	2d6 NND
Block	1/2	+2	+2	Block, Abort
Disarm	1/2	-1	+1	Disarm; 25 STR to Disarm
Joint Lock/Throw	1/2	+1	+0	Grab One Limb; 1d6 NND ; Target Falls
Kick	1/2	-2	+1	7d6 Strike
Knife Hand	1/2	-2	+0	HKA 1 1/2d6
Punch	1/2	+0	+2	5d6 Strike
Takedown	1/2	+1	+1	3d6 Strike; Target Falls
Throw	1/2	+0	+1	3d6 +v/10, Target Falls

ATTACK POWERS

Name	Effect	END
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DEFENSE POWERS

Name	Effect	Defense	END
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SENSORY POWERS

Name	Effect	END
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EQUIPMENT

Item	Stats	Range	END
Billy Club	4d6 Hand-To-Hand Attack		0
Flash Pellet	6d6 Flash	var.	[2]
Smoke Grenade	Compound Power		[1 cc]
Knockout Pellet	1 point Drain	30m	[2]
Thermite Pellet	1d6 Killing Attack - Ranged	var.	[2]
Shuriken	1/2d6 (1d6 w/STR) Killing Attack - Hand-To-Hand	var.	[6 rc]
Marbles	Change Environment	240m	[1 cc]
Advanced Lockpick Set	Lockpicking		
Bomb Defusing Kit	Demolitions		

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	20	STUN:
Melee Damage	3d6	
Physical Defense	5/17	/40
Res. Phys. Defense	0/12	END:
Energy Defense	4/16	
Res. Energy Defense	0/12	/40
Mental Defense	0	BODY:
Power Defense	0	/10

COMBAT VALUES

OCV: 10
OMCV: 3

DCV: 10
DMCV: 4

Combat Skill Levels

+3 Overall (36 Active Points); No Conscious Control (-2), Extra Time (Extra Phase, -3/4), Costs Half Endurance (-1/4), Unified Power (-1/4)

Initiative and Action Phases

DEX: 40 **Action Phases: 2, 4, 6, 8, 10, 12**

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

Targeting Shot	OCV	Hit Location
Head Shot (Head to Shoulders)	-4	1D6+3
High Shot (Head to Vitals)	-2	2D6+1
Body Shot (Hands to Legs)	-1	2D6+4
Low Shot (Shoulders to Feet)	-2	2D6+7*
Leg Shot (Vitals to Feet)	-4	1D6+12

*Treat a 19 as the Feet location

HIT LOCATIONS

3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

Item	Stats	Range	END
Laser Torch	1 point Killing Attack - Ranged		0
Rebreather	Life Support		[1 cc]
Swingline	20m Swinging		1
Flashlight	Images	var.	[1 cc]

Ladyhawk**POWERS**

END	Description	Cost
	Partially Four-Dimensional: Multipower, 40-point reserve, (40 Active Points); all slots No Conscious Control (-2), Unified Power (Partially Four-Dimensional [Talent]; -1/4)	12
4	1) Artful Dodging: Desolidification (40 Active Points); No Conscious Control (-2), Only To Protect Against Attacks that Cannot Normally Be Dodged (-1), Requires A Roll (Skill roll; Acrobatics; -1/2), Unified Power (Partially Four-Dimensional [Talent]; -1/4)	1f
2	2) Foresight Competence: +3 Overall (36 Active Points); No Conscious Control (-2), Extra Time (Extra Phase, -3/4), Costs Half Endurance (-1/4), Unified Power (-1/4)	1f
1	3) Night's Blessing: Invisibility to Sight and Hearing Groups, Reduced Endurance (1/2 END; +1/4) (31 Active Points); No Conscious Control (-2), Only In Darkness/Shadow (-1/2), Requires A Roll (Skill roll; Stealth; -1/2), Unified Power (Partially Four-Dimensional [Talent]; -1/4)	1f
3	4) Stealth Hi Bye: Teleportation 20m, No Relative Velocity, Position Shift (35 Active Points); No Conscious Control (-2), Requires A Roll (Skill roll; Stealth; -1/2), Must Pass Through Intervening Space (-1/4), Only to places she could normally reach (-1/4), No Noncombat Multiple (-1/4), Unified Power (Partially Four-Dimensional [Talent]; -1/4)	1f
Total Powers Cost		16

EQUIPMENT

END	Item	Cost
	<i>Utility Belt</i> , all slots Restrainable (-1/2)	
0	1) Billy Club: Hand-To-Hand Attack +4d6, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), Restrainable (-1/2), Hand-To-Hand Attack (-1/4) <i>Notes: (x2 number of items)</i>	\$11
[2]	2) Flash Pellet: Sight Group Flash 6d6, Area Of Effect (5m Radius Explosion; +1/4) (37 Active Points); 2 Charges (-1 1/2), OIF (-1/2), Restrainable (-1/2), Range Based On Strength (-1/4)	\$10
[1 cc]	3) Smoke Grenade: (Total: 28 Active Cost, 9 Real Cost) Darkness to Sight Group 4m radius (20 Active Points); 1 Continuing Charge lasting 1 Turn (-1 1/4), Restrainable (-1/2) (Real Cost: 7) plus Drain PRE 1 point, Area Of Effect (4m Radius; +1/4), Constant (+1/2), Penetrating (x2; +1) (8 Active Points); 1 Continuing Charge lasting 1 Turn (-1 1/4), Linked (Darkness; -1/2), Restrainable (-1/2) (Real Cost: 2)	\$9
[2]	4) Knockout Pellet: Drain END 1 point, Area Of Effect (4m Radius; +1/4), Penetrating (+1/2), Damage Over Time (6 damage increments, damage occurs every Segment, can be negated by impermeable forcefield or self-contained breathing; +4) (17 Active Points); 2 Charges (-1 1/2), OIF (-1/2), Restrainable (-1/2) <i>Notes: An anesthetic-type gas made by her grandfather's companies in Japan</i>	\$5
[2]	5) Thermite Pellet: Killing Attack - Ranged 1d6, Armor Piercing (+1/4), Area Of Effect (6m Radius Explosion; +1/4) (22 Active Points); 2 Charges (-1 1/2), OIF (-1/2), Restrainable (-1/2), Range Based On Strength (-1/4)	\$6
[6 rc]	6) Shuriken: Killing Attack - Hand-To-Hand 1/2d6 (1d6 w/STR), Autofire (3 shots; +1/4), Range Based On STR (+1/4), Penetrating (+1/2) (20 Active Points); OIF (-1/2), Restrainable (-1/2), 6 Recoverable Charges (-1/4)	\$9
[1 cc]	7) Marbles: Change Environment (-6 DEX Roll and all Skill Rolls based on DEX), Area Of Effect (4m Radius; +1/4) (30 Active Points); 1 Continuing Charge lasting 1 Extra Phase (-1 1/2), OIF (-1/2), Restrainable (-1/2)	\$8
	8) Advanced Lockpick Set: +5 with Lockpicking (10 Active Points); OAF (-1), Restrainable (-1/2)	\$4
	9) Bomb Defusing Kit: +5 with Demolitions (10 Active Points); OAF (-1), Restrainable (-1/2), Only To Defuse Bombs (-1/4)	\$4
0	10) Laser Torch: Killing Attack - Ranged 1 point, Reduced Endurance (0 END; +1/2), Penetrating (x2; +1) (12 Active Points); OAF (-1), No Range (-1/2), Restrainable (-1/2)	\$4
[1 cc]	11) Rebreather: Life Support (Self-Contained Breathing) (10 Active Points); OAF (-1), 1 Continuing Fuel Charge lasting 5 Minutes (refueled through recharging system, easy to obtain; -1/2), Restrainable (-1/2)	\$3
1	12) Swingline: Swinging 20m (10 Active Points); OAF (-1), Restrainable (-1/2)	\$4
[1 cc]	13) Flashlight: Sight Group Images, +4 to PER Rolls (22 Active Points); OAF (-1), Only To Create Light (-1), Restrainable (-1/2), Limited Range (20m; -1/4), 1 Continuing Fuel Charge lasting 1 Hour (refueled by recharging, easy to obtain; -0)	\$6

TALENTS

Description	Cost
<i>Partially Four-Dimensional, all slots Unified Power (-1/4)</i>	
1) Combat Luck (12 PD/12 ED) (24 Active Points); Unified Power (-1/4)	19
2) Combat Sense (Discriminatory, Sense) (24 Active Points); Unified Power (-1/4) 14-	19
3) Danger Sense (self only, out of combat, Discriminatory, Function as a Sense, Intuitional) (24 Active Points); Unified Power (-1/4) 14-	19
4) Lightning Reflexes (+10 DEX to act first with All Actions) (10 Active Points); Unified Power (-1/4)	8
I'm not right-handed, either: Ambidexterity (no Off Hand penalty)	3
Flexible: Double Jointed	4
Environmental Movement (no penalties underwater)	4
<i>Notes: She was on her high school swim team in Japan</i>	
Smoking Hot: +2/+2d6 Striking Appearance (vs. opposite sex)	4
Total Talents Cost	80

MARTIAL ARTS

Description	Cost
Martial Art: Shiroi Sumomo Kempo	
1) Atemi Strike 1/2 Phase, -1 OCV, +1 DCV, 2d6 NND	4
2) Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
3) Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 25 STR to Disarm	4
4) Joint Lock/Throw 1/2 Phase, +1 OCV, +0 DCV, Grab One Limb; 1d6 NND ; Target Falls	4
5) Kick 1/2 Phase, -2 OCV, +1 DCV, 7d6 Strike	5
6) Knife Hand 1/2 Phase, -2 OCV, +0 DCV, HKA 1 1/2d6	4
7) Punch 1/2 Phase, +0 OCV, +2 DCV, 5d6 Strike	4
8) Takedown 1/2 Phase, +1 OCV, +1 DCV, 3d6 Strike; Target Falls	3
9) Throw 1/2 Phase, +0 OCV, +1 DCV, 3d6 +v/10, Target Falls	3
Weapon Element Weapon Element: Blades	1
Total Martial Arts Cost	36

Ladyhawk**SKILLS**

Roll	Description	Cost
13-	Acrobatics	3
13-	Acting	3
13-	Charm	3
13-	Combat Driving	3
13-	Combat Piloting	3
13-	Contortionist	3
13-	Conversation	3
12-	Deduction	3
12-	Demolitions	3
12-	Forgery (Documents, Credit Cards)	3
14-	Gambling (Poker)	5
	Language: Japanese (completely fluent)	3
13-	Lockpicking	3
13-	Persuasion	3
12-	Security Systems	3
12-	Shadowing	3
13-	Sleight Of Hand	3
13-	Stealth	3
12-	Systems Operation	3
13-	Teamwork	3
13-	Trading	3
	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles	3
12-	Ventriloquism	3
	WF: Common Martial Arts Melee Weapons, Small Arms	4
12-	KS: Forensic Accounting	3
11-	KS: Martial Arts World	2
11-	CK: Tokyo	2
11-	CuK: Japan	2
Total Skills Cost		84

PERKS

Description	Cost
Fringe Benefit: Black Belt, Chairman of BoD of ProStar <i>Notes: She has just been placed into this position because her father founded the company. No one believes she is anything but a figurehead. Also, note she doesn't have any money perks yet -- ProStar has just survived a hostile takeover attempt from Duchess Industries and the company is not in a good financial situation.</i>	7
PRIMUS-Sanctioned Superhero: Fringe Benefit: Federal/National Police Powers, Passport, Security Clearance	7
Stately Dormyer Manor: 314-point Base <i>Notes: Located in Lakewood Village, TX on the shore of Lake Lewisville. Shina Arikawa (Julie's Alfred) is bought through the mansion at this point in her career.</i>	60
Utility Belt: Equipment Points: 100 (10 Active Points); Restrainable (-1/2), Extra Time (Delayed Phase, to switch active gadgets; -1/4)	6
Well-Connected	3
1) Akiyama Takeshi: Contact: Shiroy Sumomo Shinden (Temple of the White Plum) (Contact has significant Contacts of his own, Contact has useful Skills or resources, Good relationship with Contact) (5 Active Points) 11-	4

2) Cateran: Contact: Heather McGowrie (Contact has extremely useful Skills or resources, Contact has significant Contacts of her own, Contact limited by identity) (4 Active Points) 8-	3
3) Contact: The Countess (Contact has extremely useful Skills or resources, Contact has significant Contacts of her own, Contact limited by identity) (4 Active Points) 8-	3
Total Perks Cost	93

COMPLICATIONS

Description	Points
Dependent NPC: Boyfriend of the Month Infrequently (Normal; Unaware of character's adventuring career/Secret ID)	15
Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Uncommonly-Used Senses)	15
Psychological Complication: Thrillseeker (Common; Strong)	15
Psychological Complication: Flirtatious (Common; Strong)	15
Social Complication: Secret Identity Frequently, Major	15
Total Complications Points	75

Ladyhawk**INFORMATION****Powers/Tactics****Campaign Use**

Chairman of the Board for ProStar -- she's not responsible for day-to-day company operations, but otherwise has significant input on what it does. Since her company does defense and space reserach for the US government, she is a possible contact for gadgeteers and tech-minded heroes. If her company can't do it, she can point you to someone who can.