

Character Name: **Ladyhawk**  
 AKA: Julie Dormyer  
 Genre: Superheroic  
 Campaign: **TASK FORCE**



### CHARACTERISTICS

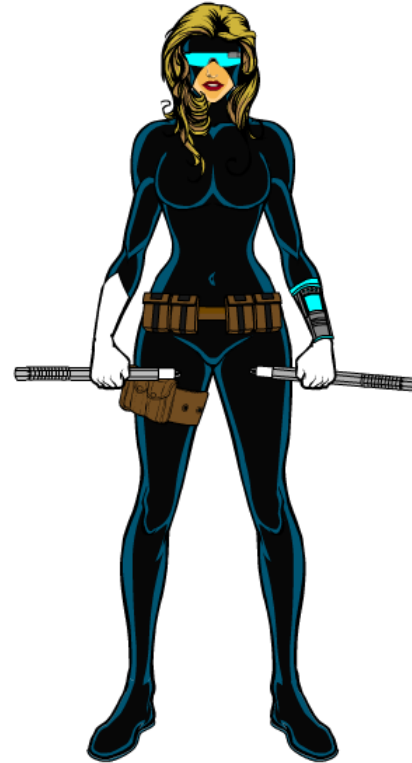
Val	Char	Base	Cost	Roll
15	STR	10	5	12-
20	DEX	10	20	13-
20	CON	10	10	13-
13	INT	10	3	12-
13	EGO	10	3	12-
20	PRE	10	10	13-
10	OCV	3	35	
11	DCV	3	40	
3	OMCV	3	0	
6	DMCV	3	9	
15/27	PD	2	3	
14/26	ED	2	2	
6	SPD	2.0	40	
10	REC	4	6	
50	END	20	6	
12	BODY	10	2	
52	STUN	20	16	
13m	Run	12	1	
6m	Swim	4	1	
44m	Leap	4	0	
<b>Total 212</b>				

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

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

15/27 PD • 10/22 Res. PD  
 14/26 ED • 10/22 Res. ED  
 Phases: 2, 4, 6, 8, 10, 12

### CHARACTER IMAGE



### EXPERIENCE POINTS

Total earned:	250
Spent:	250
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	212
Power Points:	87
Talent Points:	90
Martial Art Points:	61
Skill Points:	170
Perk Points:	130
<b>Total Points:</b>	<b>750</b>

### MOVEMENT

Type	Top Speed
Run	13m [26m NC]
Swim	6m [12m NC]
H. Leap	44m [48m NC]
V. Leap	22m [24m NC]
Swinging	40m [160m NC]
Teleport	20m [40m NC]

### INFORMATION

**Eye Color:** Gray  
**Hair Color:** Blond

**Height:** 1.70 m  
**Weight:** 60.00 kg

#### Appearance

Tracy Anne Oberman is as close as I can get to what Julie should look like. An older Artemis from "Young Justice" \*might\* be closer except Julie's hair isn't that blond or quite that long.

#### 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 Shiroi Sumomo Kempo, she seemed to have a natural 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
<b>Atemi Strike</b>	1/2	-1	+1	4d6 NND
<b>Block</b>	1/2	+2	+2	Block, Abort
<b>Disarm</b>	1/2	-1	+1	Disarm; 45 STR to Disarm
<b>Dodge</b>	1/2	--	+5	Dodge, Affects All Attacks, Abort
<b>Escape</b>	1/2	+0	+0	50 STR vs. Grabs
<b>Joint Lock/Throw</b>	1/2	+1	+0	Grab One Limb; 3d6 NND ; Target Falls
<b>Kick</b>	1/2	-2	+1	11d6 Strike
<b>Knife Hand</b>	1/2	-2	+0	HKA 3d6
<b>Punch</b>	1/2	+0	+2	9d6 Strike
<b>Takedown</b>	1/2	+1	+1	7d6 Strike; Target Falls
<b>Throw</b>	1/2	+0	+1	7d6 +v/10, Target Falls

**ATTACK POWERS**

Name	Effect	END
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**DEFENSE POWERS**

Name	Effect	Defense	END
<b>Martial Arts Mental Discipline</b>	Mental Defense	10	0

**SENSORY POWERS**

Name	Effect	END
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**EQUIPMENT**

Item	Stats	Range	END
<b>Billy Club</b>	4d6 Hand-To-Hand Attack		0
<b>Flash Pellet</b>	6d6 Flash	var.	[2]
<b>Smoke Grenade</b>	Compound Power		[1 cc]
<b>Thermite Pellet</b>	1d6 Killing Attack - Ranged	var.	[2]
<b>Shuriken</b>	1/2d6 (1d6 w/STR) Killing Attack - Hand-To-Hand	var.	[6 rc]

**COMBAT STATS**

Type	Base/Total	Current Vitals
Stunned Threshold	20	<b>STUN:</b>
Melee Damage	3d6	
Physical Defense	15/27	/52
Res. Phys. Defense	10/22	<b>END:</b>
Energy Defense	14/26	
Res. Energy Defense	10/22	/50
Mental Defense	10	<b>BODY:</b>
Power Defense	10	/12

**COMBAT VALUES**

**OCV: 10** **DCV: 11**  
**OMCV: 3** **DMCV: 6**

**Combat Skill Levels**

+3 Overall (36 Active Points); Extra Time (Extra Phase, -3/4), 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
<b>Marbles</b>	Change Environment	240m	[1 cc]
<b>Advanced Lockpick Set</b>	Lockpicking		
<b>Bomb Defusing Kit</b>	Demolitions		
<b>Rebreather</b>	Life Support		[1 cc]
<b>Linegun</b>			
<b>Swingline I</b>	40m Swinging		[1 rc]
<b>Swingline II</b>	Leaping		
<b>Swingline III</b>	Climbing		
<b>Winch</b>	(20 STR) Telekinesis	var.	[1 rc]
<b>Bola-Line</b>	3d6, 3 PD/3 ED Entangle	var.	[1 rc]
<b>Armor</b>	Resistant Protection		0
<b>Inertial Dampening</b>	0d6 Damage Reduction		0
<b>Energy Absorption</b>	0d6 Damage Reduction		0
<b>TEMPEST Hardening</b>	10 points Power Defense		0
	Life Support		0
<b>Light Amplifiers</b>	Nightvision		0
<b>Polarized Lenses</b>	(10 points) Flash Defense		0
<b>Noise-cancelling earbuds</b>	(10 points) Flash Defense		0
<b>Security Systems Analyzer</b>	Security Systems		

**Ladyhawk****POWERS**

END	Description	Cost
0	<b>Martial Arts Mental Discipline:</b> Mental Defense (10 points total) (10 Active Points); Nonpersistent (-1/4)	8
1	<b>Night's Blessing:</b> Invisibility to Sight and Hearing Groups , Reduced Endurance (1/2 END; +1/4) (31 Active Points); Only In Darkness/Shadow (-1/2)	21
3	<b>Stealth Hi Bye:</b> Teleportation 20m, No Relative Velocity, Position Shift (35 Active Points); Must Pass Through Intervening Space (-1/4), Only to places she could normally reach (-1/4), No Noncombat Multiple (-1/4)	20
	<b>Partially Four-Dimensional:</b> Multipower, 40-point reserve, (40 Active Points); all slots Unified Power (-1/4)	32
4	1) <b>Artful Dodging:</b> Desolidification (40 Active Points); Only To Protect Against Attacks that Cannot Normally Be Dodged (-1), Requires A Roll (Skill roll; Acrobatics; -1/2), Unified Power (-1/4)	1f
	2) <b>Foresight Competence:</b> +3 Overall (36 Active Points); Extra Time (Extra Phase, -3/4), Unified Power (-1/4)	2f
	3) <b>Winning Ways:</b> +10 with Interaction Skills (40 Active Points); Unified Power (-1/4)	3f
<b>Total Powers Cost</b>		<b>87</b>

**EQUIPMENT**

END	Item	Cost
	<i>Utility Belt</i> , all slots Restrainable (-1/2)	
0	1) <b>Billy Club:</b> 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) <b>Notes:</b> (x2 number of items)	\$11
[2]	2) <b>Flash Pellet:</b> 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) <b>Smoke Grenade:</b> (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) <b>Thermite Pellet:</b> 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]	5) <b>Shuriken:</b> 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]	6) <b>Marbles:</b> 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
	7) <b>Advanced Lockpick Set:</b> +5 with Lockpicking (10 Active Points); OAF (-1), Restrainable (-1/2)	\$4
	8) <b>Bomb Defusing Kit:</b> +5 with Demolitions (10 Active Points); OAF (-1), Restrainable (-1/2), Only To Defuse Bombs (-1/4)	\$4
[1 cc]	9) <b>Rebreather:</b> 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
	<b>Linegun:</b> Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1)	\$20
[1 rc]	1) <b>Swingline I:</b> Swinging 40m, x4 Noncombat (25 Active Points); 1 Recoverable Charge (-1 1/4), OAF (-1)	
	2) <b>Swingline II:</b> Leaping +40m (44m forward, 22m upward) (20 Active Points); 1 Recoverable Charge (-1 1/4), OAF (-1), Only To Carry User Upward (-1/2), no Noncombat movement (-1/4)	
	3) <b>Swingline III:</b> +5 with Climbing (10 Active Points); OAF (-1)	
[1 rc]	4) <b>Winch:</b> Telekinesis (20 STR) (30 Active Points); OAF (-1), 1 Recoverable Continuing Charge lasting 1 Turn (-3/4), Only To Pull Objects Towards User (-1/2), Limited Range (30; -1/4), Affects Whole Object (-1/4)	
[1 rc]	5) <b>Bola-Line:</b> Entangle 3d6, 3 PD/3 ED (30 Active Points); 1 Recoverable Charge (-1 1/4), OAF (-1), Lockout (-1/2), Limited Range (30m; -1/4)	

0	<b>Armor:</b> Resistant Protection (10 PD/10 ED), Hardened (+1/4), Impenetrable (+1/4) (45 Active Points); OIF (-1/2)	\$30
	<i>Armor Core Systems, all slots OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)</i>	
0	1) <b>Inertial Dampening:</b> Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$13
0	2) <b>Energy Absorption:</b> Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$13
0	3) <b>TEMPEST Hardening:</b> Power Defense (10 points) (10 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$4
0	4) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$4
	<i>Mask, all slots OIF (-1/2), Unified Power (-1/4)</i>	\$19
0	1) <b>Light Amplifiers:</b> Nightvision (5 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	2) <b>Polarized Lenses:</b> Sight Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	
0	3) <b>Noise-cancelling earbuds:</b> Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)	
	4) <b>Security Systems Analyzer:</b> +5 with Security Systems (10 Active Points); OAF (-1), Unified Power (-1/4)	

## 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 (Analyze, Discriminatory, Sense) (28 Active Points); Unified Power (-1/4) 13-	22
3) Danger Sense (immediate vicinity, out of combat, Discriminatory, Function as a Sense, Intuitional) (30 Active Points); Unified Power (-1/4) 15-	24
4) Lightning Reflexes (+10 DEX to act first with All Actions) (10 Active Points); Unified Power (-1/4)	8
<b>I'm not right-handed, either:</b> Ambidexterity (no Off Hand penalty)	3
<b>Flexible:</b> Double Jointed	4
Environmental Movement (no penalties underwater)	4
<i>Notes: She was on her high school swim team in Japan</i>	
<b>Smoking Hot:</b> +2/+2d6 Striking Appearance (vs. opposite sex)	4
<b>Strong-willed:</b> Resistance (+2 to roll)	2
<b>Total Talents Cost</b>	<b>90</b>

## MARTIAL ARTS

Description	Cost
<b>+4 HTH Damage Class(es)</b> +4 HTH Damage Class(es)	16
Martial Art: Shiroi Sumomo Kempo	
1) <b>Atemi Strike</b> 1/2 Phase, -1 OCV, +1 DCV, 4d6 NND	4
2) <b>Block</b> 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
3) <b>Disarm</b> 1/2 Phase, -1 OCV, +1 DCV, Disarm; 45 STR to Disarm	4
4) <b>Dodge</b> 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4
5) <b>Escape</b> 1/2 Phase, +0 OCV, +0 DCV, 50 STR vs. Grabs	4
6) <b>Joint Lock/Throw</b> 1/2 Phase, +1 OCV, +0 DCV, Grab One Limb; 3d6 NND ; Target Falls	4
7) <b>Kick</b> 1/2 Phase, -2 OCV, +1 DCV, 11d6 Strike	5
8) <b>Knife Hand</b> 1/2 Phase, -2 OCV, +0 DCV, HKA 3d6	4
9) <b>Punch</b> 1/2 Phase, +0 OCV, +2 DCV, 9d6 Strike	4
10) <b>Takedown</b> 1/2 Phase, +1 OCV, +1 DCV, 7d6 Strike; Target Falls	3
11) <b>Throw</b> 1/2 Phase, +0 OCV, +1 DCV, 7d6 +v/10, Target Falls	3

**Weapon Element** Weapon Element: Blades

**1**

**Weapon Element** Weapon Element: Clubs

**1**

**Total Martial Arts Cost 61**

**Ladyhawk****SKILLS**

<b>Roll</b>	<b>Description</b>	<b>Cost</b>
	Defense Maneuver I-IV	<b>10</b>
	+2 with all Agility Skills	<b>12</b>
	+2 with all Intellect Skills	<b>8</b>
<b>12-</b>	Analyze: Agility Skills	<b>3</b>
<b>12-</b>	Analyze: Style	<b>3</b>
<b>13-</b>	Acrobatics	<b>3</b>
<b>13-</b>	Acting	<b>3</b>
<b>12-</b>	Bugging	<b>3</b>
<b>13-</b>	Charm	<b>3</b>
<b>13-</b>	Climbing	<b>3</b>
<b>13-</b>	Combat Driving	<b>3</b>
<b>13-</b>	Combat Piloting	<b>3</b>
<b>12-</b>	Concealment	<b>3</b>
<b>13-</b>	Contortionist	<b>3</b>
<b>13-</b>	Conversation	<b>3</b>
<b>12-</b>	Deduction	<b>3</b>
<b>12-</b>	Demolitions	<b>3</b>
<b>12-</b>	Forgery (Documents, Credit Cards)	<b>3</b>
<b>14-</b>	Gambling (Poker)	<b>5</b>
<b>13-</b>	High Society	<b>3</b>
	Language: Japanese (completely fluent)	<b>3</b>
<b>13-</b>	Lockpicking	<b>3</b>
<b>12-</b>	Paramedics	<b>3</b>
<b>13-</b>	Persuasion	<b>3</b>
<b>13-</b>	Riding	<b>3</b>
<b>12-</b>	Security Systems	<b>3</b>
<b>12-</b>	Shadowing	<b>3</b>
<b>13-</b>	Sleight Of Hand	<b>3</b>
<b>13-</b>	Stealth	<b>3</b>
<b>12-</b>	Systems Operation	<b>3</b>
<b>13-</b>	Teamwork	<b>3</b>
<b>13-</b>	Trading	<b>3</b>
	TF: Common Motorized Ground Vehicles, Equines, Grav Vehicles/Hovercraft, Large Planes, SCUBA, Small Planes, Spaceplanes, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles, Wheeled Military Vehicles	<b>8</b>
<b>13-</b>	Ventriloquism	<b>5</b>
	WF: Beam Weapons, Common Martial Arts Melee Weapons, Small Arms, Blades, Grenade Launchers, Vehicle Weapons (group)	<b>10</b>
<b>11-</b>	PS: Corporate Tycoon	<b>2</b>
<b>12-</b>	PS: Poker Player	<b>3</b>
	Scholar	<b>3</b>
<b>12-</b>	1) KS: Corporate World (3 Active Points)	<b>2</b>
<b>12-</b>	2) KS: Forensic Accounting (3 Active Points)	<b>2</b>
<b>11-</b>	3) KS: Martial Arts World (2 Active Points)	<b>1</b>
<b>12-</b>	4) KS: Shiroi Sumomo Kempo (3 Active Points)	<b>2</b>



<b>12-</b>	5) KS: US Defense Contractors (3 Active Points)	<b>2</b>
<b>12-</b>	6) KS: VIPER (3 Active Points)	<b>2</b>
	Traveler	<b>3</b>
<b>11-</b>	1) AK: Japan (2 Active Points)	<b>1</b>
<b>11-</b>	2) CK: DFW Metroplex (2 Active Points)	<b>1</b>
<b>11-</b>	3) CK: Las Vegas (2 Active Points)	<b>1</b>
<b>8-</b>	4) CK: New York City	<b>1</b>
<b>11-</b>	5) CK: Tokyo (2 Active Points)	<b>1</b>
<b>11-</b>	6) CuK: Japan (2 Active Points)	<b>1</b>
<b>Total Skills Cost</b>		<b>170</b>

## PERKS

Description	Cost	
Fringe Benefit: Black Belt, Chairman of BoD of ProStar	<b>7</b>	
<b>PRIMUS-Sanctioned Superhero:</b> Fringe Benefit: Federal/National Police Powers, Passport, Security Clearance	<b>7</b>	
<b>Stock Options:</b> Money: Wealthy <i>Notes: We are beginning to see the effects of Ted Jameson's tenure as CEO and Bob Hawkins' ability to churn out marketable high-tech stuph.</i>	<b>6</b>	
<b>Stately Dormyer Manor:</b> 300-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>	<b>60</b>	
Equipment Points: 180 <i>Notes: Her mask, armor, and utility belt are bought this way</i>	<b>26</b>	
Well-Connected	<b>3</b>	
1) <b>Akiyama Takeshi:</b> 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-	<b>4</b>	
2) <b>Cateran:</b> 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-	<b>3</b>	
3) Contact: DARPA (Contact has access to major institutions, Contact has been blackmailed by the character, Contact has very useful Skills or resources, Contact limited by identity), Organization Contact (x3) (6 Active Points) 11-	<b>5</b>	
4) Contact: Sir Merle Campion (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact limited by identity, Good relationship with Contact) (7 Active Points) 11- <i>Notes: Secret ID of Merlin the Magician (!). She doesn't know.</i>	<b>6</b>	
5) 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-	<b>3</b>	
<b>Total Perks Cost</b>		<b>130</b>

## COMPLICATIONS

Description	Points	
Dependent NPC: Boyfriend of the Month Infrequently (Normal; Unaware of character's adventuring career/Secret ID) <i>Notes: Replace with an equal-point VIPER hunted starting with 'The City that VIPER Built'</i>	<b>15</b>	
Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Uncommonly-Used Senses)	<b>15</b>	
Psychological Complication: Thrillseeker (Common; Strong)	<b>15</b>	
Psychological Complication: Flirtatious (Common; Strong)	<b>15</b>	
Social Complication: Secret Identity Frequently, Major	<b>15</b>	
<b>Total Complications Points</b>		<b>75</b>

**Ladyhawk****INFORMATION****Powers/Tactics**

At this point in her career, she is not a front-line combatant against most of the foes that TASK FORCE faces and knows it. She will use her equipment to set up other teammates who are, however. If she has to attack, she prefers to do it from surprise, or liberate blaster rifles from agents and either snipe or lay down covering fire.

**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 (as well as being a primary contractor for PRIMUS equipment), 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.