

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



CHARACTERISTICS

Val	Char	Base	Cost	Roll
25	STR	10	15	14-
30	DEX	10	40	15-
30	CON	10	20	15-
23	INT	10	13	14-
23	EGO	10	13	14-
20	PRE	10	10	13-
9/12	OCV	3	30	
10/13	DCV	3	35	
3	OMCV	3	0	
6/11	DMCV	3	9	
16/28	PD	2	4	
16/28	ED	2	4	
8	SPD	2.0	60	
14	REC	4	10	
60	END	20	8	
15	BODY	10	5	
60	STUN	20	20	
15m	Run	12	3	
6m	Swim	4	1	
8m	Leap	4	2	

Total 302

Summary

Lift: 800.0kg

Initiative: 40

Stun Threshold: 30

Perception Roll: 14-

PRE Attack: 4d6

STR Dmg: 5d6

STR END: 2

16/28 PD • 10/22 Res. PD

16/28 ED • 10/22 Res. ED

Phases: 2, 3, 5, 6, 8, 9, 11, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	500
Spent:	497
Unspent:	3
Base Points:	500
Complication Points:	75
Characteristic Points:	302
Power Points:	228
Talent Points:	86
Martial Art Points:	60
Skill Points:	186
Perk Points:	135
Total Points:	997

MOVEMENT

Type	Top Speed
Run	15m [30m NC]
Swim	6m [12m NC]
H. Leap	8m [16m NC]
V. Leap	4m [8m NC]
Swinging	40m [80m NC]
Teleport	20m [40m NC]

INFORMATION

Eye Color: Gray

Hair Color: Blond

Height: 1.70 m

Weight: 60.00 kg

Appearance

This is how she was from "The Battle of Detroit" to "Return of the Destroyer". Picture was taken 10/8/1991 in NYC before her date with Bob ("Operation Phoenix")

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.

She secretly had a crush on Starforce during the TASK FORCE years, not helped by Tara (Lady Blue) being a supervillainess and still having a reciprocated attachment to him. By 1991, they got over their differences and started dating. The adventures on the Varanyi homeworld during Tlokou's coup ("The Varanyi Civil War") convinced Starforce to propose to her, and after their return to Earth ("The Battle of Detroit"), they quit active superheroing and got married.

Julie is quite the card shark when she isn't helping to raise children or running a company. She won half of Necker Island in the BVI from Sir Richard Branson during a very memorable poker match during her honeymoon with Bob in 1992, and made the final table at the 1999 World Series of Poker.

Personality

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	4d6 NND
Block	1/2	+2	+2	Block, Abort
Disarm	1/2	-1	+1	Disarm; 55 STR to Disarm
Dodge	1/2	--	+5	Dodge, Affects All Attacks, Abort
Escape	1/2	+0	+0	60 STR vs. Grabs
Joint Lock/Throw	1/2	+1	+0	Grab One Limb; 3d6 NND ; Target Falls
Kick	1/2	-2	+1	13d6 Strike
Knife Hand	1/2	-2	+0	HKA 3 1/2d6
Punch	1/2	+0	+2	11d6 Strike
Takedown	1/2	+1	+1	9d6 Strike; Target Falls
Throw	1/2	+0	+1	9d6 +v/10, Target Falls

ATTACK POWERS

Name	Effect	END
	4d6 Hand-To-Hand Attack	0

DEFENSE POWERS

Name	Effect	Defense	END
	Mental Defense	10	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Power Defense	10	0
Armor	Resistant Protection	20	0
Inertial Dampening	Damage Reduction	0	0
Energy Absorption	Damage Reduction	0	0
TEMPEST Hardening	Power Defense	10	0

SENSORY POWERS

Name	Effect	END
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EQUIPMENT

Item	Stats	Range	END
Flash Pellet	6d6 Flash	var.	[2]

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	30	STUN:
Melee Damage	5d6	
Physical Defense	16/28	/60
Res. Phys. Defense	10/22	END:
Energy Defense	16/28	
Res. Energy Defense	10/22	/60
Mental Defense	10	BODY:
Power Defense	20	/15

COMBAT VALUES**OCV: 9/12****DCV: 10/13****OMCV: 3****DMCV: 6/11****Combat Skill Levels**

+4 Overall (48 Active Points); Extra Time (Extra Phase, -3/4), Unified Power (-1/4)

Initiative and Action Phases**DEX: 40****Action Phases: 2, 3, 5, 6, 8, 9, 11, 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
Marbles	Change Environment	240m	[1 cc]
Knockout Pellet	1 point Drain	30m	[2]
Smoke Grenade	Compound Power		[1 cc]
Thermite Pellet	1d6 Killing Attack - Ranged	var.	[2]
Shuriken	1/2d6 (1d6+1 w/STR) Killing Attack - Hand-To-Hand	var.	[6 rc]
Advanced Lockpick Set	Lockpicking		
Bomb Defusing Kit	Demolitions		
Laser Torch	1 point Killing Attack - Ranged		0
Rebreather	Life Support		[1 cc]
Linegun			
Swingline I	40m Swinging		0
Swingline II	Leaping		
Swingline III	Climbing		
Winch	(20 STR) Telekinesis	var.	[1 rc]
Bola-Line	3d6, 3 PD/3 ED Entangle	var.	[1 rc]
Destreum Katana	2d6+1 (3d6 w/STR) Killing Attack - Hand-To-Hand		0
Psionic Cloak	Compound Power		0
Light Amplifiers	Nightvision		0
Polarized Lenses	(10 points) Flash Defense		0
Noise-cancelling earbuds	(10 points) Flash Defense		0
Now with Bluetooth (TM)	High Range Radio Perception		0
Security Systems Analyzer	Security Systems		

Ladyhawk**POWERS**

END	Description	Cost
	<i>Martial Arts Mental Discipline</i> , all slots Unified Power (-1/4), Nonpersistent (-1/4)	
0	1) Mental Defense (10 points total) (10 Active Points); Unified Power (-1/4), Nonpersistent (-1/4)	7
	2) +15 PRE (15 Active Points); Only to defend against PRE attacks (-1), Unified Power (-1/4), Nonpersistent (-1/4)	6
	<i>Medical Nannies</i> , all slots Unified Power (-1/4) Notes: <i>Varanyi medical tech, implanted 1992 when injured on their homeworld</i>	
0	1) Physical Damage Reduction, Resistant, 25% (15 Active Points); Requires A Roll (CON; Must be made each Phase/use; -1), Unified Power (-1/4)	7
0	2) Energy Damage Reduction, Resistant, 25% (15 Active Points); Requires A Roll (CON; Must be made each Phase/use; -1), Unified Power (-1/4)	7
0	3) Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: 200 Years) (11 Active Points); Always On (-1/2), Unified Power (-1/4)	6
0	4) Really deep breath: Life Support (Self-Contained Breathing) (10 Active Points); Time Limit (5 Minutes; -1 1/2), Extra Time (Extra Segment, Only to Activate, -1/4), Can only activate in an environment where she can breathe (-1/4), Turns off if stunned, knocked out, or speaks (-1/4), Unified Power (-1/4)	3
0	5) Power Defense (10 points) (10 Active Points); Does not protect powers bought with "Only in Alternate ID" or "Focus" limitations (-1), Always On (-1/2), Unified Power (-1/4)	4
0	6) Regeneration (1 BODY per Hour) (8 Active Points); Always On (-1/2), Unified Power (-1/4)	4
0	7) Reduced Endurance (1/2 END; +1/4) for up to 25 Active Points of STR (6 Active Points); Unified Power (-1/4)	5
0	Night's Blessing: Invisibility to Sight and Hearing Groups, Reduced Endurance (0 END; +1/2) (37 Active Points); Only In Darkness/Shadow (-1/2), Requires A Roll (Skill roll; Stealth; -1/2)	18
1	Stealth Hi Bye: Teleportation 20m, No Relative Velocity, Reduced Endurance (1/2 END; +1/4) (37 Active Points); 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)	16
	Partially Four-Dimensional: Multipower, 50-point reserve, (50 Active Points); all slots Unified Power (Partially Four-Dimensional [talent]; -1/4)	40
2	1) Artful Dodging: Desolidification, Reduced Endurance (1/2 END; +1/4) (50 Active Points); 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)	2f
	2) Foresight Competence: +4 Overall (48 Active Points); Extra Time (Extra Phase, -3/4), Unified Power (-1/4)	5v
	3) Winning Ways: +12 with Interaction Skills (48 Active Points); Extra Time (Extra Phase, -3/4), Unified Power (Partially Four-Dimensional [talent]; -1/4)	5v
0	Armor: Resistant Protection (10 PD/10 ED), Hardened (+1/4), Impenetrable (+1/4) (45 Active Points); OIF (-1/2)	30
	<i>Augment Reflexes</i> , all slots Linked (Armor; -1/2), OIF (-1/2), Unified Power (-1/4)	
0	1) Hand-To-Hand Attack +4d6, Reduced Endurance (0 END; +1/2) (30 Active Points); Linked (Armor; -1/2), OIF (-1/2), Hand-To-Hand Attack (-1/4), Unified Power (-1/4)	12
	2) +3 OCV (15 Active Points); OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)	7
	3) +3 DCV (15 Active Points); OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)	7
	<i>Armor Core Systems</i> , all slots OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)	
0	1) Inertial Dampening: Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)	13
0	2) Energy Absorption: Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)	13

0	3) TEMPEST Hardening: Power Defense (10 points), Hardened (+1/4), Impenetrable (+1/4) (15 Active Points); OIF (-1/2), Linked (Armor; -1/2), Unified Power (-1/4)	7
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 (Armor; -1/2), Unified Power (-1/4)	4
Total Powers Cost		228

EQUIPMENT

END	Item	Cost
	<i>Utility Belt, all slots Restrainable (-1/2)</i>	
[2]	1) 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]	2) 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), Restrainable (-1/2)	\$10
[2]	3) 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), Restrainable (-1/2) <i>Notes: An anesthetic-type gas made by her grandfather's companies in Japan</i>	\$6
[1 cc]	4) 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]	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+1 w/STR), Autofire (3 shots; +1/4), Range Based On STR (+1/4), Penetrating (+1/2) (20 Active Points); OAF (-1), Restrainable (-1/2), 6 Recoverable Charges (-1/4)	\$7
	7) Advanced Lockpick Set: +5 with Lockpicking (10 Active Points); OAF (-1), Restrainable (-1/2)	\$4
	8) Bomb Defusing Kit: +5 with Demolitions (10 Active Points); OAF (-1), Restrainable (-1/2), Only To Defuse Bombs (-1/4)	\$4
0	9) 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]	10) 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
	Linegun: Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1)	\$20
0	1) Swingline I: Swinging 40m, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1)	
	2) Swingline II: Leaping 40m, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), Only To Carry User Upward (-1/2), no Noncombat movement (-1/4)	
	3) Swingline III: +5 with Climbing (10 Active Points); OAF (-1)	
[1 rc]	4) Winch: 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) Bola-Line: 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	Destreum Katana: Killing Attack - Hand-To-Hand 2d6+1 (3d6 w/STR), Armor Piercing (x2; +1/2), Reduced Endurance (0 END; +1/2), Penetrating (+1/2) (87 Active Points); OAF (-1), No Knockback (-1/4) <i>Notes: (x2 number of items)</i>	\$22
0	Psionic Cloak: (Total: 30 Active Cost, 25 Real Cost) Invisibility to Mental Group, Reduced Endurance (0 END; +1/2) (15 Active Points); OIF (-1/2) (Real Cost: 10) plus +5 DMCV (Real Cost: 15)	\$25
	<i>Mask, all slots OIF (-1/2), Unified Power (-1/4)</i>	\$26
0	1) Light Amplifiers: Nightvision (5 Active Points); OIF (-1/2), Unified Power (-1/4)	

- 0 2) **Polarized Lenses:** Sight Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)
- 0 3) **Noise-cancelling earbuds:** Hearing Group Flash Defense (10 points) (10 Active Points); OIF (-1/2), Unified Power (-1/4)
- 0 4) **Now with Bluetooth (TM):** High Range Radio Perception (Radio Group) (12 Active Points); OIF (-1/2), Unified Power (-1/4)
- 5) **Security Systems Analyzer:** +5 with Security Systems (10 Active Points); OAF (-1), Unified Power (-1/4)

TALENTS

Description	Cost
<i>Partially Four-Dimensional, all slots Unified Power (Partially Four-Dimensional [Power]; -1/4)</i>	
1) Combat Luck (12 PD/12 ED) (24 Active Points); Unified Power (Partially Four-Dimensional [Power]; -1/4)	19
2) Combat Sense (Analyze, Discriminatory, Sense) (27 Active Points); Unified Power (Partially Four-Dimensional [Power]; -1/4) 14-	22
3) Danger Sense (immediate vicinity, out of combat, Discriminatory, Function as a Sense, Intuitional) (29 Active Points); Unified Power (Partially Four-Dimensional [Power]; -1/4) 16-	23
4) Lightning Reflexes (+5 DEX to act first with All Actions) (5 Active Points); Unified Power (Partially Four-Dimensional [Power]; -1/4)	4
I'm not right-handed, either: Ambidexterity (no Off Hand penalty)	3
Flexible: Double Jointed	4
Environmental Movement (no penalties underwater) <i>Notes: She was on her high school swim team in Japan</i>	4
Smoking Hot: +2/+2d6 Striking Appearance (vs. opposite sex)	4
Strong-willed: Resistance (+3 to roll)	3
Total Talents Cost	86

MARTIAL ARTS

Description	Cost
+4 HTH Damage Class(es) +4 HTH Damage Class(es)	16
Martial Art: Shiroy Sumomo Kempo	
1) Atemi Strike 1/2 Phase, -1 OCV, +1 DCV, 4d6 NND	4
2) Block 1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
3) Disarm 1/2 Phase, -1 OCV, +1 DCV, Disarm; 55 STR to Disarm	4
4) Dodge 1/2 Phase, -- OCV, +5 DCV, Dodge, Affects All Attacks, Abort	4
5) Escape 1/2 Phase, +0 OCV, +0 DCV, 60 STR vs. Grabs	4
6) Joint Lock/Throw 1/2 Phase, +1 OCV, +0 DCV, Grab One Limb; 3d6 NND ; Target Falls	4
7) Kick 1/2 Phase, -2 OCV, +1 DCV, 13d6 Strike	5
8) Knife Hand 1/2 Phase, -2 OCV, +0 DCV, HKA 3 1/2d6	4
9) Punch 1/2 Phase, +0 OCV, +2 DCV, 11d6 Strike	4
10) Takedown 1/2 Phase, +1 OCV, +1 DCV, 9d6 Strike; Target Falls	3
11) Throw 1/2 Phase, +0 OCV, +1 DCV, 9d6 +v/10, Target Falls	3
Weapon Element Weapon Element: Blades	1
Total Martial Arts Cost	60

Ladyhawk**SKILLS**

Roll	Description	Cost
	Defense Maneuver I-IV	10
	Rapid Attack	10
	Two-Weapon Fighting	10
	+2 with all Agility Skills	12
14-	Analyze: Agility Skills	3
14-	Analyze: Style	3
15-	Acrobatics	3
13-	Acting	3
14-	Bugging	3
13-	Charm	3
15-	Climbing	3
15-	Combat Driving	3
15-	Combat Piloting	3
10-	Computer Programming	2
14-	Concealment	3
15-	Contortionist	3
13-	Conversation	3
14-	Deduction	3
14-	Demolitions	3
14-	Forgery (Documents, Credit Cards)	3
16-	Gambling (Poker)	5
13-	High Society	3
	Language: Japanese (completely fluent)	3
15-	Lockpicking	3
14-	Navigation (Air)	2
14-	Paramedics	3
13-	Persuasion	3
15-	Riding	3
14-	Security Systems	3
14-	Shadowing	3
15-	Sleight Of Hand	3
15-	Stealth	3
14-	Systems Operation	3
15-	Teamwork	3
13-	Trading	3
	TF: Common Motorized Ground Vehicles, Grav Vehicles/Hovercraft, Large Planes, Small Planes, Snowboarding, Spaceplanes, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles, Wheeled Military Vehicles, Windsurfing	9
14-	Ventriloquism	3
	WF: Beam Weapons, Common Martial Arts Melee Weapons, Energy Weapons, Small Arms, Blades, Grenade Launchers, Vehicle Weapons (group)	12
11-	PS: Corporate Tycoon	2
11-	PS: Poker Player	2
	Scholar	3
14-	1) KS: Corporate World (3 Active Points)	2

14-	2) KS: Forensic Accounting (3 Active Points)	2
11-	3) KS: Martial Arts World (2 Active Points)	1
14-	4) KS: Shiroi Sumomo Kempo (3 Active Points)	2
14-	5) KS: US Defense Contractors (3 Active Points)	2
14-	6) KS: VIPER (3 Active Points)	2
	Traveler	3
11-	1) AK: Japan (2 Active Points)	1
11-	2) CK: DFW Metroplex (2 Active Points)	1
11-	3) CK: Las Vegas (2 Active Points)	1
8-	4) CK: New York City	1
11-	5) CK: Tokyo (2 Active Points)	1
11-	6) CuK: Japan (2 Active Points)	1
Total Skills Cost		186

PERKS

Description	Cost	
Fringe Benefit: Chairman of BoD of ProStar	6	
PRIMUS-Sanctioned Superhero: Fringe Benefit: Federal/National Police Powers, Passport, Security Clearance	7	
Money: Wealthy	10	
Notes: ProStar has just done a 2:1 stock split, helped by competent management and really cool high-demand tech.		
Stately Dormyer Manor: 300-point Base	60	
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		
Equipment Points: 180	26	
Notes: Her mask and utility belt equipment are bought this way. Note also she'll have to decide what she needs on her utility belt before a mission.		
Well-Connected	3	
1) Akiyama Takeshi: Contact: Shiroi 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) Tetsuronin: Contact: Masahara Yoshi (Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Contact limited by identity, Good relationship with Contact) (6 Active Points) 11-	5	
4) Contact: Senior US Senator from Texas (Contact has significant Contacts of his own, Contact has useful Skills or resources, Contact limited by identity, Good relationship with Contact) (4 Active Points) 11-	3	
5) Contact: Sir Merle Champion (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) (6 Active Points) 8-	5	
Notes: Secret ID of Merlin the Magician (!). She doesn't know.		
6) 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		135

COMPLICATIONS

Description	Points	
Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Uncommonly-Used Senses)	15	
Hunted: VIPER Infrequently (Mo Pow; Harshly Punish)	15	
Psychological Complication: Thrillseeker (Common; Strong)	15	
Psychological Complication: Flirtatious (Common; Strong)	15	
Social Complication: Secret Identity Frequently, Major	15	
Notes: After 'The Battle of Detroit', this will be Public Identity due to her self-unmasking		
Total Complications Points		75

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

Received Varanyi medical nannies as a result of mortal injuries sustained on Varan during the climax of "The Varanyi Civil War". Like, Bob, the nannies were tweaked by Biomaster to enhance her base stats (subtract 10 from all base stats to see what she was like before now)

Still prefers to infiltrate and attack from surprise. The enhanced reflexes of her suit and her katanas, however, now give her a chance in a stand-up fight against an opponent.

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.