



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

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-
30	PRE	10	20	15-
10/14	OCV	3	35	
10/14	DCV	3	35	
3	OMCV	3	0	
8/13	DMCV	3	15	
22/32	PD	2	5	
21/31	ED	2	4	
6/8	SPD	2.0	40	
15	REC	4	11	
65	END	20	9	
15	BODY	10	5	
64	STUN	20	22	
15m	Run	12	3	
6m	Swim	4	1	
8m/28m	Leap	4	2	
Total 308				

Summary

Lift: 800.0kg
 Initiative: 40
 Stun Threshold: 30
 Perception Roll: 14-
 PRE Attack: 6d6
 STR Dmg: 5d6
 STR END: 2
 22/32 PD • 15/25 Res. PD
 21/31 ED • 15/25 Res. ED
 Phases: 2, 4, 6, 8, 10, 12/2, 3, 5, 6, 8, 9, 11, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	540
Spent:	539
Unspent:	1
Base Points:	650
Complication Points:	100
Characteristic Points:	308
Power Points:	366
Talent Points:	106
Martial Art Points:	63
Skill Points:	209
Perk Points:	137
Total Points:	1189

INFORMATION

Eye Color: Gray
Hair Color: Blond
Height: 1.70 m
Weight: 65.00 kg

Appearance

Played by Tracy-Anne Oberman in "The Battle of Detroit". Alternatiely, she can be played by Jacy King (Carol Marcus, from STAR TREK THE NEW VOYAGES: "The Holiest Thing")

Roughly as she was from 'Leap Day' through 'Mechanon, Inc.'

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

MOVEMENT

Type	Top Speed
Run	15m [30m NC]
Swim	6m [12m NC]
H. Leap	8m/28m [16m/56m NC]
V. Leap	4m/14m [0m NC]
Swinging	40m [160m NC]
Teleport	30m [60m NC]

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 Tlokon's coup convinced Starforce to propose to her, and after their return to Earth during the Battle of Detroit, they got married and quit active superheroing.

Julie is quite the card shark when she isn't being a superheroine or raising 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, made the final table at the 1999 World Series of Poker, and won it outright in 2013.

She also placed 2nd in the Spring 2014 season of 'Dancing With the Stars'

Upon her father-in-law revealing in 2002 he faked his death, she was strongly urged by President Bush to join Gen Jameson's covert op to take down Dr. Destroyer. Like Bob, there is a Presidential Pardon locked in the Oval Office absolving her of any crimes she has to commit in order to accomplish this mission.

Personality

By this time in her career, she is motivated by destroying VIPER for what they did to her parents.

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/Grab	1/2	-1	-1	Grab Two Limbs, 55 STR for holding on
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
Adrenal Disruption	3d6 (standard effect: 9 points) Drain	0
Anti-Psionic	6d6 (standard effect: 18 points) Drain	0
Standard	3d6+1 Killing Attack - Ranged	0
Custom	4d6+1 Killing Attack - Ranged	0
Power	7d6-1 Killing Attack - Ranged	0
Death in All Directions	4d6-1 Killing Attack - Ranged	0
Electronic Befuddlement	6d6+1 (standard effect: 19 points) Drain	0
Flash-bang	10d6 Flash	0
Flash-stun	8d6 Blast	0
Metabolic Disruption I	10d6 Drain	0
Metabolic Disruption II	8d6 Drain	0
Molecular Disruption	5d6 (standard effect: 15 points) Drain	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	30	STUN:
Melee Damage	5d6	
Physical Defense	22/32	/64
<i>Res. Phys. Defense</i>	15/25	END:
Energy Defense	21/31	
<i>Res. Energy Defense</i>	15/25	/65
Mental Defense	10	BODY:
Power Defense	20	/15

COMBAT VALUES**OCV: 10/14****DCV: 10/14****OMCV: 3****DMCV: 8/13****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, 4, 6, 8, 10, 12/2, 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

Name	Effect	END
Neural Overload	4d6 (standard effect: 12 points) Drain	0
Taser I	10d6 Blast	0
Taser II	13d6+1 Blast	0
	6d6 Hand-To-Hand Attack	0
	STR	

DEFENSE POWERS

Name	Effect	Defense	END
	Mental Defense	10	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Power Defense	10	0
Destreum Nanoweave	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
Destreum Katana	2d6+1 (3d6 w/STR) Killing Attack - Hand-To-Hand		0
Linegun			
Swingline I	40m Swinging		2
Swingline II	Leaping		2
Swingline III	Climbing		
Winch	(20 STR) Telekinesis	var.	3
Bola-Line	3d6, 3 PD/3 ED Entangle	var.	[1 rc]
Forcebeam Screwdriver	Skill Levels		
Destreum-Killer	1 point Drain	var.	[1]
Laser Torch	1 point Killing Attack - Ranged		0
Marbles	Change Environment	240m	[2 cc]
Rebreather	Life Support		[1 cc]
Smoke Grenade	Compound Power		[2 cc]
Psionic Cloak	Compound Power		0
Mindlink with JEDI	Mind Link	LOS	0
Polarized Lenses	(10 points) Flash Defense		0

Item	Stats	Range	END
Noise-Canceling Earbuds	(10 points) Flash Defense		0
Light Amplifiers	Nightvision		0
Now with Bluetooth (TM)	High Range Radio		0
Security Systems Analyzer	Perception 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) <i>Notes: 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
2	Stealth Hi Bye: Teleportation 30m, No Relative Velocity, Reduced Endurance (1/2 END; +1/4) (50 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)	22
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), Unified Power (-1/4)	16
1	Dragon Rides the Whirlwind: Area Of Effect (2m Radius; +1/4) for up to 35 Active Points of Killing Attack - Hand-to-hand (9 Active Points); Requires A Roll (Acrobatics roll; Must be made each Phase/use; -1), OAF (Requires both katanas or functions at reduced effectiveness; -3/4) <i>Notes: The ONLY technique of the Hiruu-yu sword art which Shina Arikawa was unable to master</i>	3
	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)	2f
	3) Winning Ways: +12 with Interaction Skills (48 Active Points); Extra Time (Extra Phase, -3/4), Unified Power (Partially Four-Dimensional [Talent]; -1/4)	2f
	From this point on down, these are powers only available when she is adventuring.	
	Energy Shuriken: Variable Power Pool, 44 base + 100 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); all slots 16 Charges (-0) (194 Active Points); Ranged Attack Powers only (-1); all slots OIF (Shuriken; -1/2), Restrained (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4) <i>Notes: New! Improved!! Now with Dial-A-Yield (tm)!!! She sets what she wants via a cybernetic interface custom-designed by her husband.</i>	90
0	1) Adrenal Disruption: Drain 3d6 (standard effect: 9 points), Attack Versus Alternate Defense (Resistant Power Defense; +1/2), Expanded Effect (x2 Characteristics or Powers simultaneously) (STR, CON; +1/2) (60 Active Points); All points return after 1 Turn (-1/2), OIF (Shuriken; -1/2), Restrained (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 22 <i>Notes: Uses the Absolute Effect Rule (6E1:133), don't bother with the effect roll if she hits. Target will be at half STR and CON for 1 turn.</i>	0
0	2) Anti-Psionic: Drain 6d6 (standard effect: 18 points), Mental/Psionic Powers (+1/2) (90 Active Points); Limited Special Effect Most powerful mental/psionic power (-1/2), OIF (Shuriken; -1/2), Restrained (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 33 <i>Notes: Uses the Absolute Effect Rule (6E1:133), don't bother with the effect roll if he hits. Target will lose their most powerful</i>	0

mental/psionic power for one turn (and given that most mentalists are built with their powers in a VPP or Multipower, probably ALL of them).

0	3) Standard: Killing Attack - Ranged 3d6+1, TBD (+1) (100 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 44	0
	<i>Notes: Any two of APx2, Penetrating, Indirect (path changes with each use), or Increased Stun Multiplier (+2)</i>	
0	4) Custom: Killing Attack - Ranged 4d6+1, TBD (+1/2) (97 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 43	0
	<i>Notes: Any of APx2, Penetrating, Indirect (path changes with each use), or Increased Stun Multiplier (+2)</i>	
0	5) Power: Killing Attack - Ranged 7d6-1 (100 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 44	0
0	6) Death in All Directions: Killing Attack - Ranged 4d6-1, Area Of Effect (16m Radius Explosion; +1/4), Armor Piercing (x2; +1/2) (96 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 43	0
0	7) Electronic Befuddlement: Drain INT 6d6+1 (standard effect: 19 points), Attack Versus Alternate Defense (resistant Power Defense; effect reduced by 1 phase for every 10 points of Power Defense target has; +1/2) (94 Active Points); Increased Return Rate (all points return after 1 Turn; -1/2), Limited Special Effect Common SFX (Computers; -1/2), OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 29	0
	<i>Notes: Uses Absolute Effect Rule (6E1:133). Don't bother with the dice roll if it hits; target will be at 0 INT. This is what she uses on Humongous Mechnon at the end of 'Mechanon, Inc.'</i>	
0	8) Flash-bang: Sight and Hearing Groups Flash 10d6, Area Of Effect (10m Radius Explosion; +1/4), Does Knockback (+1/4), Personal Immunity (+1/4) (96 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 43	0
0	9) Flash-stun: Blast 8d6, Area Of Effect (16m Radius Explosion; +1/4), Attack Versus Alternate Defense (Flash Defense (Sight); +1) (90 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), No Knockback (-1/4), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 36	0
0	10) Metabolic Disruption I: Drain END 10d6 (100 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 44	0
0	11) Metabolic Disruption II: Drain END 8d6, Area Of Effect (4m Radius; +1/4) (100 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 44	0
	<i>Notes: Remember, boys and girls, that every 2 END below 0 costs 1d6 NND STUN (!)</i>	
0	12) Molecular Disruption: Drain Resistant Protection 5d6 (standard effect: 15 points), Attack Versus Alternate Defense (resistant Power Defense; effect reduced by 1 phase for every 10 points of Power Defense target has; +1/2), Expanded Effect (x2 Characteristics or Powers simultaneously) (PD and ED; +1/2) (100 Active Points); Increased Return Rate (all points return after 1 Turn; -1/2), OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Limited Special Effect Armor (won't affect forcefields; -1/4), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 33	0
	<i>Notes: Uses Absolute Effect Rule (6E1:133). Don't bother with the effect roll if it hits, target will lose half of its resistant PD and ED.</i>	
0	13) Neural Overload: Drain 4d6 (standard effect: 12 points), Area Of Effect (8m Radius; +1/2), Expanded Effect (x2 Characteristics or Powers simultaneously) (OCV and DCV; +1/2), Attack Versus Alternate Defense (ED; Resistant Power Defense; +1/2) (100 Active Points); Increased Return Rate (all points return after 1 turn; -1/2), OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 36	0
	<i>Notes: Uses Absolute Effect Rule (6E1:133); targets are at half OCV and DCV for one turn unless they have resistant power defense</i>	
0	14) Taser I: Blast 10d6, Area Of Effect (8m Radius; +1/2), Attack Versus Alternate Defense (ED defined as Forcefield; All Or Nothing; +1/2) (100 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 44	0
	<i>Notes: Forcefields are not rare in the STRIKE FORCE campaign, but they *are* uncommon.</i>	
0	15) Taser II: Blast 13d6+1, Attack Versus Alternate Defense (ED defined as Forcefield; All Or Nothing; +1/2) (100 Active Points); OIF (Shuriken; -1/2), Restrainable (Must be able to reach container on back; -1/2), Range Based On Strength (-1/4), 16 Charges (-0) Real Cost: 44	0
	<i>Notes: Forcefields are not rare in the STRIKE FORCE campaign, but they *are* uncommon.</i>	
0	Destream Nanoweave: Resistant Protection (10 PD/10 ED), Hardened (+1/4), Impenetrable (+1/4) (45 Active Points); OIF Durable (Personal; -1/2)	30
	<i>Armor Core Systems, all slots Linked (Destream Nanoweave; -1/2), OIF Durable (Personal; -1/2)</i>	
	<i>Notes: She's married to one of the foremost power-armor designers in the world. What did you EXPECT!?!?</i>	
	1) +4 OCV (20 Active Points); Linked (Destream Nanoweave; -1/2), OIF Durable (Personal; -1/2)	10
	2) +4 DCV (20 Active Points); Linked (Destream Nanoweave; -1/2), OIF Durable (Personal; -1/2)	10
	3) +2 SPD (20 Active Points); Linked (Destream Nanoweave; -1/2), OIF Durable (Personal; -1/2)	10
0	4) Inertial Dampening: Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destream Nanoweave; -1/2), OIF Durable (Personal; -1/2)	15

0	5) Energy Absorption: Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	15
0	6) TEMPEST hardening: Power Defense (10 points), Hardened (+1/4), Impenetrable (+1/4) (15 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	7
	7) +3 with all Agility Skills (18 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	9
0	8) 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); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	4
0	9) Clinging (normal STR) (10 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	5
	Boosted STR: Multipower, 30-point reserve, all slots Reduced Endurance (0 END; +1/2) (45 Active Points); all slots Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	22
0	1) Hand-To-Hand Attack +6d6 (30 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2), Hand-To-Hand Attack (-1/4)	1f
	2) +25 STR (25 Active Points); Only for throwing (-1), Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	1f
	<i>Notes: Effective 50 STR for purposes of using her shuriken</i>	
	3) Leaping +20m (8m/28m forward, 4m/14m upward) (Accurate) (15 Active Points); Linked (Destreum Nanoweave; -1/2), OIF Durable (Personal; -1/2)	1f
	Total Powers Cost	366

EQUIPMENT

END	Item	Cost
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
	Linegun: Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1)	\$20
2	1) Swingline I: Swinging 40m, x4 Noncombat (25 Active Points); OAF (-1)	
2	2) Swingline II: Leaping 40m (20 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)	
3	4) Winch: Telekinesis (20 STR) (30 Active Points); OAF (-1), 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)	
	<i>Utility Belt, all slots Restrainable (-1/2), Lockout (-1/2)</i>	
	1) Forcebeam Screwdriver: +5 with Lockpicking and Demolitions (15 Active Points); OAF (-1), Restrainable (-1/2), Lockout (-1/2)	\$5
[1]	2) Destreum-Killer: Drain BODY 1 point, Penetrating (x2; +1), Damage Over Time (60 damage increments, damage occurs every Segment, can be negated by removing the armor; +5 1/4) (22 Active Points); 1 Charge (-2), Limited Special Effect (Destreum and Destreum-based alloys; -1), OIF (-1/2), Restrainable (-1/2), Lockout (-1/2), Range Based On Strength (128m running throw, 64m standing throw, 32m prone throw [HG6Ed2:81]; -1/4) <i>Notes: Yes, this *will* damage her armor</i>	\$4
0	3) 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), Lockout (-1/2)	\$3
[2 cc]	4) Marbles: Change Environment (-6 DEX Roll and all Skill Rolls based on DEX), Area Of Effect (4m Radius; +1/4) (30 Active Points); 2 Continuing Charges lasting 1 Extra Phase each (-1 1/4), Restrainable (-1/2), Lockout (-1/2)	\$9
[1 cc]	5) 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), Lockout (-1/2)	\$3
[2 cc]	6) Smoke Grenade: (Total: 28 Active Cost, 9 Real Cost) Darkness to Sight Group 4m radius (20 Active Points); 2 Continuing Charges lasting 1 Turn each (-1), Restrainable (-1/2), Lockout (-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); 2 Continuing Charges lasting 1 Turn each (-1), Linked (Darkness; -1/2), Restrainable (-1/2), Lockout (-1/2) (Real Cost: 2)	\$9

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 Durable (Personal; -1/2), Unified Power (-1/4)</i>	\$38
0	1) Mindlink with JEDI: Mind Link , Machine class of minds, One Specific Mind, No LOS Needed, Invisible Power Effects (Cannot be traced; +1/4) (19 Active Points); Sense Affected As Sight & Hearing Groups (-1/2), OIF Durable (Personal; -1/2), Unified Power (-1/4)	
0	2) Polarized Lenses: Sight Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	
0	3) Noise-Canceling Earbuds: Hearing Group Flash Defense (10 points), Hardened (+1/4) (12 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	
0	4) Light Amplifiers: Nightvision (5 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	
0	5) Now with Bluetooth (TM): High Range Radio Perception (Radio Group) (12 Active Points); OIF Durable (Personal; -1/2), Unified Power (-1/4)	
0	6) Security Systems Analyzer: +5 with Security Systems (10 Active Points); OIF (-1/2), Unified Power (-1/4)	

TALENTS

Description	Cost
<i>Partially Four-Dimensional, all slots Unified Power (-1/4)</i>	
1) Combat Luck (15 PD/15 ED) (30 Active Points); Unified Power (-1/4)	24
2) Combat Sense (Analyze, Discriminatory, Sense) (30 Active Points); Unified Power (-1/4) 17-	24
3) Danger Sense (immediate vicinity, out of combat, Analyze, Discriminatory, Function as a Sense) (39 Active Points); Unified Power (-1/4) 16-	31
4) Lightning Reflexes (+5 DEX to act first with All Actions), Difficult To Dispel (x8 Active Points; +3/4) (9 Active Points); Unified Power (-1/4)	7
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
Momshell: +2/+2d6 Striking Appearance (vs. opposite sex)	4
Strong-willed: Resistance (+5 to roll)	5
Total Talents Cost	106

MARTIAL ARTS

Description	Cost
+4 HTH Damage Class(es) +4 HTH Damage Class(es)	16
Martial Art: Shiroi 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/Grab 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 55 STR for holding on	3
7) Joint Lock/Throw 1/2 Phase, +1 OCV, +0 DCV, Grab One Limb; 3d6 NND ; Target Falls	4
8) Kick 1/2 Phase, -2 OCV, +1 DCV, 13d6 Strike	5
9) Knife Hand 1/2 Phase, -2 OCV, +0 DCV, HKA 3 1/2d6	4
10) Punch 1/2 Phase, +0 OCV, +2 DCV, 11d6 Strike	4
11) Takedown 1/2 Phase, +1 OCV, +1 DCV, 9d6 Strike; Target Falls	3
12) Throw 1/2 Phase, +0 OCV, +1 DCV, 9d6 +v/10, Target Falls	3
Weapon Element Weapon Element: Blades	1
Total Martial Arts Cost	63

Ladyhawk**SKILLS**

Roll	Description	Cost
	Defense Maneuver I-IV	10
	Rapid Attack	10
15-	Fast Draw: Swords	3
15-	Fast Draw: Energy Shuriken	3
	Two-Weapon Fighting	10
14-	Analyze: Agility Skills	3
14-	Analyze: Style	3
15-	Acrobatics	3
15-	Acting	3
15-	Breakfall	3
15-	Bribery	3
14-	Bugging	3
15-	Bureaucratics	3
15-	Charm	3
15-	Climbing	3
15-	Combat Driving	3
15-	Combat Piloting	3
10-	Computer Programming	2
14-	Concealment	3
15-	Contortionist	3
15-	Conversation	3
14-	Deduction	3
14-	Demolitions	3
14-	Disguise	3
14-	Forgery (Documents, Credit Cards)	3
16-	Gambling (Poker)	5
15-	High Society	3
15-	Interrogation	3
15-	Lockpicking	3
14-	Navigation (Air)	2
15-	Oratory	3
14-	Paramedics	3
15-	Persuasion	3
15-	Riding	3
14-	Security Systems	3
14-	Shadowing	3
15-	Sleight Of Hand	3
15-	Stealth	3
15-	Teamwork	3
15-	Trading	3
	TF: Common Motorized Ground Vehicles, Equines, Jetskis, SCUBA, Skiing (snow), Small Motorized Boats, Small Planes, Snowboarding, Snowmobiles, Spaceplanes, Two-Wheeled Motorized Ground Vehicles, Two-Wheeled Muscle-Powered Ground Vehicles, Windsurfing	11
14-	Ventriloquism	3
	WF: Beam Weapons, Blades, Common Martial Arts Melee Weapons, Common Melee Weapons, Energy Weapons, Small Arms, Grenade Launchers, Shoulder-Fired Weapons, Vehicle Weapons	13
	Language: English (idiomatic) (4 Active Points)	0
	Language: Japanese (completely fluent)	3
14-	PS: Corporate Tycoon	3

16-	PS: Poker Player	5
	Scholar	3
14-	1) KS: Corporate World (3 Active Points)	2
15-	2) KS: Forensic Accounting (4 Active Points)	3
14-	3) KS: Shiroi Sumomo Kempo (3 Active Points)	2
14-	4) KS: The Martial Arts World (3 Active Points)	2
11-	5) KS: The Superhuman World (2 Active Points)	1
14-	6) KS: US Defense Contractors (3 Active Points)	2
14-	7) KS: VIPER (3 Active Points)	2
	Traveler	3
11-	1) AK: British Virgin Islands (2 Active Points)	1
11-	2) AK: Front Range, Rocky Mountains (2 Active Points)	1
11-	3) AK: Japan (2 Active Points)	1
11-	4) CK: DFW Metroplex (2 Active Points)	1
8-	5) CK: Las Vegas	1
8-	6) CK: London	1
8-	7) CK: New York City	1
11-	8) CK: Tokyo (2 Active Points)	1
8-	9) CK: Washington, DC	1
11-	10) CuK: Japan (2 Active Points)	1
	Total Skills Cost	209

PERKS

Description	Cost
DFW and Vanshakarana: 2 800-point bases <i>Notes: Split with Bob after 'Leap Day'</i>	85
Equipment: Equipment Points: 160	22
Legendary Rolodex: Follower/Contact Points: 35 <i>Notes: Not quite up to Ted Jameson's levels of awesomeness, but there's a good chance that if she needs to contact someone in the business or superheroic world during the course of a story, they know her.</i>	5
Fringe Benefits: Black Belt, Chairman of Board of Directors for ProStar, Passport <i>Notes: The Chairman of the Board benefit will be replaced with "President of the United States" and a really high-powered security clearance in 2017</i>	8
Money: Filthy Rich	15
Positive Reputation: 1999 WSOP Finalist (A large group) 11-, +1/+1d6 <i>Notes: After 2013, this will be 'WSOP Champion'</i>	2
Total Perks Cost	137

COMPLICATIONS

Description	Points
Enraged: Family threatened (Uncommon), go 11-, recover 11-	15
Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)	20
Hunted: Institute for Human Advancement Infrequently (Mo Pow; Harshly Punish)	15
Psychological Complication: Thrillseeker (Common; Strong)	15
Psychological Complication: Flirtatious (Common; Strong)	15
Social Complication: Public Identity Frequently, Major	15
Vulnerability: 1 1/2 x STUN Blows to the abdomen (Uncommon) <i>Notes: 4 children in 4 years will do this to you</i>	5
Total Complications Points	100

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

Don't let the equipment load-out fool you -- handled properly, she is a VERY dangerous combatant. Ask Grond, who once got hit with a shuriken set to "Adrenal Disruption" while holding a Navy destroyer over his head.

Prefers drains over blast. Will hold a shuriken set for flash-bang for retreats. Otherwise, she will expend most of her shuriken to set up teammates before wading in hand-to-hand. The enhanced reflexes of her suit allow her to literally punch way above her weight class. She only uses her katanas against hard targets or targets in desperate need of killing.

If encountered in the field, she takes lead on the infiltration phase.

She doesn't consciously realize it, but she is a latent time elemental. As a result, she registers on mutant detectors. This also explains the abilities her Kempo masters attributed to strong ch'i.

Campaign Use

Chairman of the Board for ProStar until "Mechanon, Inc." -- she's not responsible for day-to-day company operations, but otherwise has significant input on what ProStar does and is ultimately responsible for protecting shareholder interests. Since her company does defense and space reserach for the US government (as well as being a primary contractor for PRIMUS equipment before 2012 and the Star*Guard after 2014), 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.

She can also be met in secret ID doing the occasional World Series of Poker match.

In the unlikely event that she is too weak for your campaign, boost her SPD, END, and REC and add levels to counteract negative modifiers for selecting hit location. In the likely event that she is too powerful, change the Energy Shuriken VPP to a multipower and lower the point cost, and lower her boosted OCV/DCV through her suit.