



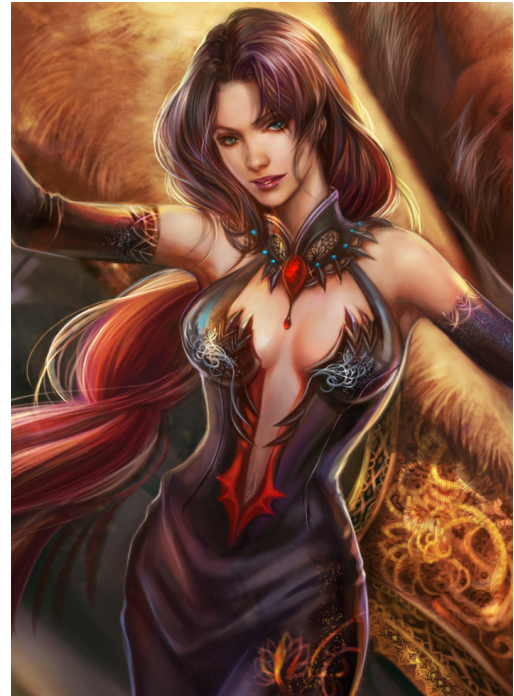
Character Name: **Jawhira**  
 AKA: Katharine 'Kat' el-Hassan  
 Genre: Superheroic  
 Campaign: **TASK FORCE**

**CHARACTERISTICS**

Val	Char	Base	Cost	Roll
30	STR	10	20	15-
20	DEX	10	20	13-
20	CON	10	10	13-
23	INT	10	13	14-
18	EGO	10	8	13-
20	PRE	10	10	13-
12	OCV	3	45	
12	DCV	3	45	
3	OMCV	3	0	
6	DMCV	3	9	
21	PD	2	3	
20	ED	2	2	
8	SPD	2.0	60	
16	REC	4	12	
50	END	20	6	
12	BODY	10	2	
42	STUN	20	11	
17m	Run	12	5	
6m	Swim	4	1	
6m	Leap	4	1	
<b>Total 283</b>				

**Summary**  
 Lift: 1600.0kg  
 Initiative: 33  
 Stun Threshold: 20  
 Perception Roll: 14-  
 PRE Attack: 4d6  
 STR Dmg: 6d6  
 STR END: 3  
 21 PD • 16 Res. PD  
 20 ED • 16 Res. ED  
 Phases: 2, 3, 5, 6, 8, 9, 11, 12

**CHARACTER IMAGE**



**EXPERIENCE POINTS**

Total earned:	260
Spent:	260
Unspent:	0
Base Points:	500
Complication Points:	75
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Characteristic Points:	283
Power Points:	58
Talent Points:	44
Martial Art Points:	0
Skill Points:	155
Perk Points:	220
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<b>Total Points:</b>	<b>760</b>

**MOVEMENT**

Type	Top Speed
Run	17m [34m NC]
Swim	6m [12m NC]
H. Leap	6m [12m NC]
V. Leap	3m [6m NC]

**INFORMATION**

**Eye Color:** Blue  
**Hair Color:** Brown

**Height:** 1.75 m  
**Weight:** 65.00 kg

**Background**

Daughter of Awad Sultan Ahmed al-Hassan and a female executive for the supervillain group ARGENT, born around 1962 or so. Became infatuated with Bob Hawkins while going to Purdue in the early 1980's.

**Personality**

**Quotes**

**Jawhira**

**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

**COMBAT STATS**

Type	Base/Total	Current Vitals
Stunned Threshold	20	<b>STUN:</b>
Melee Damage	6d6	
Physical Defense	21	/42
Res. Phys. Defense	16	<b>END:</b>
Energy Defense	20	
Res. Energy Defense	16	/50
Mental Defense	0	<b>BODY:</b>
Power Defense	10	/12

**COMBAT VALUES**

**OCV: 12** **DCV: 12**  
**OMCV: 3** **DMCV: 6**

**Initiative and Action Phases**

**DEX: 33** **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

**ATTACK POWERS**

Name	Effect	END
	6d6 Hand-To-Hand Attack	0
	STR	4

**DEFENSE POWERS**

Name	Effect	Defense	END
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**SENSORY POWERS**

Name	Effect	END
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**EQUIPMENT**

Item	Stats	Range	END
<b>Questionite Scimitars</b>	2d6 (3d6+1 w/STR) Killing Attack - Hand-To-Hand		0
<b>Armor</b>	Resistant Protection		0
<b>Inertial Dampening</b>	0d6 Damage Reduction		0
<b>Energy Absorption</b>	0d6 Damage Reduction		0
	10 points Power Defense		0
	Life Support		0

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

**Jawhira****POWERS**

END	Description	Cost
	<b>Fighting Arts:</b> Multipower, 45-point reserve	<b>45</b>
0	1) Hand-To-Hand Attack +6d6, Reduced Endurance (0 END; +1/2) (45 Active Points); Hand-To-Hand Attack (-1/4)	<b>4f</b>
4	2) +45 STR (45 Active Points); Only to Disarm, Escape, and Grab (-3/4)	<b>3f</b>
4	3) <b>Artful Dodging:</b> Desolidification (40 Active Points); Only To Protect Against Attacks that Cannot Normally Be Dodged (-1), Requires A Roll (Acrobatics roll; -1/2)	<b>2f</b>
0	Regeneration (1 BODY per Day)	<b>4</b>
<b>Total Powers Cost</b>		<b>58</b>

**EQUIPMENT**

END	Item	Cost
0	<b>Questionite Scimitars:</b> Killing Attack - Hand-To-Hand 2d6 (3d6+1 w/STR), Armor Piercing (x2; +1/2), Reduced Endurance (0 END; +1/2) (60 Active Points); OAF (-1), No Knockback (-1/4) <b>Notes:</b> (x2 number of items)	\$27
0	<b>Armor:</b> Resistant Protection (10 PD/10 ED), Hardened (+1/4) (37 Active Points); OIF (-1/2) <i>Armor Core Systems</i> , all slots OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	\$25 \$34
0	1) <b>Inertial Dampening:</b> Physical Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	
0	2) <b>Energy Absorption:</b> Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	
0	3) Power Defense (10 points) (10 Active Points); OIF (-1/2), Linked (???; -1/2), Unified Power (-1/4)	
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)	

**TALENTS**

Description	Cost	
Ambidexterity (no Off Hand penalty)	<b>3</b>	
Combat Luck (6 PD/6 ED)	<b>12</b>	
Eidetic Memory	<b>5</b>	
Lightning Calculator	<b>3</b>	
Lightning Reflexes (+13 DEX to act first with All Actions)	<b>13</b>	
Speed Reading (x10)	<b>4</b>	
<b>Smoking Hot:</b> +2/+2d6 Striking Appearance (vs. opposite sex)	<b>4</b>	
<b>Total Talents Cost</b>		<b>44</b>

**Jawhira****SKILLS**

Roll	Description	Cost
	Defense Maneuver I-IV	10
13-	Fast Draw: scimitars	3
	Rapid Attack	10
	Two-Weapon Fighting	10
13-	Acrobatics	3
13-	Charm	3
14-	Computer Programming	3
14-	Cryptography	3
14-	Deduction	3
14-	Electronics	3
13-	High Society	3
13-	Interrogation	3
14-	Mechanics	3
	Language: English (idiomatic)	4
	<b>Notes:</b> Arabic native	
14-	Navigation (Air, Land, Marine)	4
13-	Oratory	3
13-	Persuasion	3
	<b>Fast Thinking:</b> +2 with all Intellect Skills (8 Active Points); Only To Counteract Penalties For Rapid Performance (-1)	4
14-	Survival (Desert, Urban)	4
14-	Systems Operation	3
13-	Trading	3
	TF: Common Motorized Ground Vehicles, Camels, Equines, Small Motorized Boats	5
	WF: Beam Weapons, Common Melee Weapons, Common Missile Weapons, Small Arms	8
	Jack of All Trades	3
11-	1) PS: ARGENT Senior Manager (2 Active Points)	1
13-	2) PS: Dancer (3 Active Points)	2
11-	3) PS: Scientist (2 Active Points)	1
	Scholar	3
14-	1) KS: ARGENT (3 Active Points)	2
11-	2) KS: Awadi Politics (2 Active Points)	1
14-	3) KS: Classical History and Culture (3 Active Points)	2
11-	4) KS: Dance Styles (2 Active Points)	1
14-	5) KS: History of Spaceflight (3 Active Points)	2
14-	6) KS: Science Fiction/Fantasy (3 Active Points)	2
14-	7) KS: The Military/Mercenary/Terrorist World (3 Active Points)	2
14-	8) KS: The Superhuman World (3 Active Points)	2
	Traveler	3
11-	1) AK: Awad (2 Active Points)	1
11-	2) AK: Middle East (2 Active Points)	1
11-	3) CK: Dubai (2 Active Points)	1
11-	4) CK: Los Angeles (2 Active Points)	1
11-	5) CK: NYC (2 Active Points)	1
11-	6) CuK: Awad (2 Active Points)	1

	Scientist	<b>3</b>
<b>14-</b>	1) Science Skill: Astronomy (3 Active Points)	<b>2</b>
<b>14-</b>	2) Science Skill: Computer Science (3 Active Points)	<b>2</b>
<b>14-</b>	3) Science Skill: Cybernetics (3 Active Points)	<b>2</b>
<b>14-</b>	4) Science Skill: Electro-Optical Engineering (3 Active Points)	<b>2</b>
<b>14-</b>	5) Science Skill: Electrogravitics (3 Active Points)	<b>2</b>
<b>14-</b>	6) Science Skill: Forcefield Engineering (3 Active Points)	<b>2</b>
<b>14-</b>	7) Science Skill: Mathematics (3 Active Points)	<b>2</b>
<b>14-</b>	8) Science Skill: Nanotechnology (3 Active Points)	<b>2</b>
<b>14-</b>	9) Science Skill: Physics (3 Active Points)	<b>2</b>
<b>Total Skills Cost</b>		<b>155</b>

### PERKS

Description	Cost	
Money: Filthy Rich	<b>15</b>	
<b>The Dungeon:</b> Base	<b>70</b>	
Equipment Points: 250	<b>40</b>	
100 300-point Followers	<b>95</b>	
<b>Total Perks Cost</b>		<b>220</b>

### COMPLICATIONS

Description	Points	
Negative Reputation: Daughter of the Sultan of Awad, Frequently (Extreme; Known Only To A Small Group)	<b>10</b>	
Enraged: Romantic Overtures spurned (Uncommon), go 11-, recover 11-	<b>15</b>	
Psychological Complication: Infatuated with Bob Hawkins (Common; Total)	<b>20</b>	
Psychological Complication: Overconfidence (Common; Strong)	<b>15</b>	
Rivalry: Romantic (Julie Dormyer Hawkins; Rival is More Powerful; Seek to Harm or Kill Rival; Rival Unaware of Rivalry)	<b>10</b>	
Dependence: Cyberline-based super serum Weakness: -3 To Characteristic Rolls and related rolls per time increment (Uncommon; 1 Day)	<b>5</b>	
<b>Total Complications Points</b>		<b>75</b>

**Jawhira****INFORMATION****Powers/Tactics****Campaign Use**

The main antagonist of 'The Jewel of Awad'. Think of Talia al-Ghul with Bob's mad science skills and Julie's martial arts skills -- but WITHOUT Talia's redeeming characteristics.