

# Jasmine Blackhawk

Jasmine Blackhawk is a [player character](#) played by [SmokeEmpress](#).

Jasmine Blackhawk



Species:	<a href="#">Neplesian</a>
Gender:	Female
Age:	21
Height:	5'9"
Weight:	125lbs
Organization:	Former IPG
Specialization:	Demolitions
Rank:	Junior Agent
Current Placement:	

Preferred Plots:

- 1. [Field Team Six](#)
- 2. [The Black Vipers](#)

## Physical Characteristics

Jasmine stands at the height of 5' 9". Her physique is that of a slim, almost delicate flower. But don't let that fool you. Her skin is like milk chocolate and her bone features are strong. She has a prominent nose that looks like a female version of a hawk. Her cheek bones are high, but not too high, and her eyes are in the shape of almonds. The colors are more of a golden-honey hue, with flecks of green. Her hair is the color of ebony that falls down straight to her waist, if she were to let it be loose. Typically, she has it pulled back in a single braid, save for a single strand at her right temple. That is braided with leather and beads, a feather hanging down at the end of it.

Though Jasmine is slim at the waist, her hips flare out just nicely and her chest gives her the right amount of curve at the top. Everything about her is clean and streamlined, except for her fingertips. There, one would notice the callouses and smudges from her work with explosives. Or could it be from her playing a guitar?

## Psychological Characteristics

### Personality:

Jasmine is quick to smile and laugh, but she knows when something calls for being serious. She has a knack for being able to spot things most people miss at first glance. She doesn't think she's better, far from it. She just thinks that, if there's something that needs to be said about what is being observed, she will say it. Especially when there's a life on the line and time is of the essence.

Being new to being a field agent as it is, she will most likely do her best to listen to those with more experience, but she will not be afraid to speak up when she feels the need. Though she does like to make various types of explosives and see things get blown up, what she really loves is the challenge of taking apart another one's piece of artwork. Her hope, right now, is to get into the group well enough to be worth staying after her probationary period.

- **Likes:**

- Long runs by herself (though not opposed to having a running partner)
- Thoughtful conversations
- Blowing things up that need it
- Flowers (mostly wild ones, but even the typical ones will bring a smile to her face)

- **Dislikes:**

- Being shut out for no reason
- Carelessness
- Anything being blown up that doesn't need it

- **Goals:**

- To be a leader

# History

## Family

- Father: Robert Blackhawk
- Mother: Michelina Blackhawk

## Pre-RP

Jasmine Blackhawk was raised in a loving environment. Her mother and father both saw the potential that their daughter had to make it in the world and beyond. Their family lived in a Tribal fashion, in spite of being in a more urban area. At a young age, Jasmine was taught how to hunt, fish, and basically survive anywhere. She would go on long trips to the outer reaches where there was little to no civilization and be left there to fend for herself. She learned how to make explosives as well as to play the guitar she carries on her back.

When she came of age, she sought to join with the Nepleslian Army. Her recruiters, however, could tell that she would be much more capable in the hands of the IPG. They got her into the training and, upon completion, she was given the full package of upgrades. Only, she isn't fully aware of them all. She only knows for certain of the quick responsiveness. The others are, for the time being, in a stasis of hibernation. It is unknown how long each one will be that way, and how they will switch themselves on.

Jasmine came to like most of the members in her small unit, especially Zylis and Raphael. Due to the circumstances of what had happened with Raph, Jasmine decided to follow with him to help him find more information about his mother. She is loyal to him and Zylis, and through them to anyone else that is willing to help. However, her first priority are the two men she has come to regard as her friends.

When she is not busy blowing up things, Jasmine likes to spend some time on her guitar. She is fairly adept at playing, though she mostly plays songs from home than anything that would be considered "new" or "contemporary".

# Skills

## Communications

Jasmine can speak, write and read Trade fluently. She is able to express her ideas well enough to others, though she can sometimes say more than what she means.

## Fighting

Jasmine was taught at a young age how to defend herself. Those skills were honed even more in her

training as an agent to where she not only can do hand-to-hand combat, but is able to wield a hand weapon proficiently.

## **Survival**

Her survival skills were also started at a young age and the training only enhanced what she already knew. She can find sources of food and water in any given environment.

## **Demolitions**

Jasmine has always had a love for pyrotechnics. She can make just about anything become something of a work of explosive art. Her skill set allows for her to make small explosives that are virtually unnoticeable as well as those who pack a huge punch! Don't be surprised if she makes a small explosive device and puts it in your quarters. It may not do any damage..but it will definitely make you think twice about her.

## **Entertainment**

Jasmine plays the guitar. She learned it at a young age and loves to play when there's downtime and there's nothing else to do. Including her running.

## **Strategy**

Thanks to her training as a field agent, Jasmine can come up with some really interesting plans. But she won't voice them unless specifically asked. She prefers to take the backseat when it comes to strategy, unless something that is planned out doesn't feel right. Then she will speak up.

## **Physical**

Jasmine loves to run. It's the only thing she does to keep in shape, for the most part. She might do some other training stuff, like practicing combat techniques, but she would prefer to just go on a long run.

## **Inventory**

Jasmine Blackhawk has the following items:

### **Public Wear**

- 1 Black Trench Coat

- 5 pairs of underwear
- 1 Styrling Muur Armor system
- 3 Paragon Urban Battle Dress Uniform
- 1 Little black dress with matching shoes
- 5 Red tee shirts
- 5 Black workout shorts

Weapons and Weapon Accessories

- 1 Shoulder-holster, black
- 1 Personal Infantry Machine Pistol (PIMP)
- 1 Utility Combat Knife M01A
- [IPG Operator Standard Cybernetics Package](#)

Accessories

- 1 AwesomeCorp DataJockey
- 1 Pair of sunglasses modified to show a heads up display
- 1 Guitar with carrying case
- Starting funds of: 6000 DA

Finances

Jasmine Blackhawk is currently a in the .

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Jasmine Blackhawk		
Character Owner	<a href="#">SmokeEmpress</a>		
Character Status	Adoptable Player Character		
Approval Thread URL	<a href="#">stararmy.com/...</a>		

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