

Martial Arts

Martial Arts: Wrestling

+1 HTH Damage Classes (already included)

Maneuver	Phase	OCV	DCV	Effects
Take Down	½	+2	+1	4d6 Strike; You Fall, Target Falls
Slam	½	+0	+1	4d6 +v/10, Target Falls
Reversal	var	-1	-2	35 STR to Escape; Grab Two Limbs
Hold	½	-1	-1	Grab Two Limbs, 30 STR for holding on
Escape	½	+0	+0	35 STR vs. Grabs
Choke	½	-2	+0	Grab One Limb; 2½d6 NND

Power

END

Athletic: Running +2m (14m total)

Athletic: Swimming +2m (6m total)

Athletic: Leaping +2m (6m total)

Equipment

Weapon	OCV	RMod	Damage	STUNx	Shots
Colt Peacemaker .45	+0	+0	2d6-1	+2	6
.30-06 (Springfield M1903)	+1	+2	2d6+1	+1	5
12 Gauge Sawed Off	+2	-2	2½d6	+1	5

History

Betsy Barnes is the only child of silent screen cowboy and stuntman, Buckin' Billy Barnes and his wife who died in childbirth. Buckin' Billy raised the girl on his own on his Double B Ranch north of Hollywood. Billy adored his daughter and taught her pretty much everything he knew. And for Billy, that meant riding, roping, shooting, and stunt work. And without a strong female presence, Betsy never really learned how to be a girl. Eventually, she followed in her dad's footsteps and became a stuntwoman in Hollywood.

In 1930, Buckin' Billy Barnes was murdered by his former friend and director, Cliff Conway, who framed Betsy for the deed. Fortunately, Doc Justice and friends were in Hollywood at the time to consult on a movie loosely inspired by one of Doc's Egyptian adventures. Having befriended Betsy who was a stuntwoman on the movie, Doc and company solved the mystery and cleared her name. Betsy decided to accompany the Friends of Justice back to New York.

Betsy is good friends with Veronica Justice, despite the two of them being almost complete opposites. With Veronica's help, Betsy is becoming more feminine, although it can still be a struggle to get her into a dress.

Combat Maneuvers

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH Attacks; Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, req.STR vs. STR Roll
Dodge	½	--	+3	Dodge all attacks; Abort
Grab	½	-1	-2	Grab two limbs, can Squeeze, Slam, or Throw
Grab By	½	-3	-4	Move and Grab object, +(v/10) to STR
Haymaker	½	+0	-5	+4 DC
Move By	½	-2	-2	((STR/2)+(v/10))d6, take 1/3 damage
Move Through	½	-v/10	-3	(STR +(v/6))d6, take ½ damage
Multiple Attack	1	var	x½	Attack 1 or more targets multiple times
Set	1	+1	+0	Take extra time to aim a Ranged attack
Shove	½	-1	-1	Push target back 1m per 5 STR used
Strike	½	+0	+0	STR damage or by weapon type
Throw	½	+0	+0	Throw object or character, does STR damage
Trip	½	-1	-2	Knock target to ground
Other Attacks	½	+0	+0	

Maneuver	Phase	OCV	DCV	Effect
Club Weapon	½	+0	+0	Killing weapon does Normal damage
Choke	½	-2	-2	NND 1d6, Grab one limb
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack; Abort
Hipshot	½	-1	+0	+1 DEX only for initiative
Pulling A Punch	½	-1/5d6	+0	Strike, normal STUN, ½ BODY
Roll With A Punch	½	-2	-2	"Block" after being hit, ½ damage; Abort
Snap Shot	1	-1	+0	Lets character duck behind cover
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire through an area, must be Autofire

Range Modifiers

Range	Modifier
Within Reach (1m)	-0
2 - 8m	-0
9 - 16m	-2
17 - 32m	-4
33 - 64m	-6
65 - 125m	-8
126 - 250m	-10
and so forth	