

DOC JUSTICE (DR. ABRAHAM JUSTICE)

Val	Char	Roll	Notes
15	STR	12-	HtH Damage: 3d6 Lift: 200 kg END: 3
17	DEX	12-	
15	CON	12-	
18	INT	13-	PER Roll: 13-
13	EGO	12-	
15	PRE	12-	PRE Attack: 3d6
7	OCV		
6	DCV		
2	OMCV		
3	DMCV		
3	SPD		Phases: 4, 8, 12
12	PD		Total: 12 (6r)
12	ED		Total: 12 (6r)
8	REC		
30	END		
13	BODY		
30	STUN		

Personal Data

Hair: Brown **Eyes:** Blue
Height: 6' 3" **Weight:** 214 lbs

Birth Date: January 3, 1890 (46 years old)
Place of Birth: New York, NY

Complications

Hunted: Friends of Justice rogues gallery (Infrequently, As Pow, NCI, Harshly Punish)
Psych Complication: Hippocratic Oath (Uncommon, Total)
Psych Complication: Strong believer in justice and helping victims of injustice (Common, Moderate)
Social Complication: Famous (Frequently, Minor)

Movement

Run: 14m (28m NC)	1
Swim: 8m (16m NC)	1
Leap: 8m (8m NC)	1

Skills

+2 with HTH Combat
+2 with Rifles

Bureaucratics 12-
Climbing 12-
Criminology 13-
Deduction 13-
Forensic Medicine 13-
High Society 12-
Oratory 12-
Paramedics 14-
Persuasion 8-
Survival (Temperate / Subtropical, Tropical, Desert, Mountain) 13-
Teamwork 12-
Tracking 13-

Language: English (idiomatic, native)
Language: German (basic conversation)
Language: Latin (completely fluent)

AK: New York City 13-
AK: World 12-

CuK: The Adventuring World 11-

TF: Small Motorized Ground Vehicles

WF: Rifles

Scholar

- 1) **KS:** Diseases 12-
- 2) **KS:** Medicine 13-
- 3) **KS:** Poisons and Antidotes 12-

Jack of All Trades

- 1) **PS:** Archaeologist 11-
- 2) **PS:** Hunter 11-
- 3) **PS:** Medical Doctor 14-
- 4) **PS:** Medical Researcher 14-
- 5) **PS:** Surgeon 16-

Scientist

- 1) **SS:** Anatomy 13-
- 2) **SS:** Archaeology 11-
- 3) **SS:** Biochemistry 11-
- 4) **SS:** Biology 11-
- 5) **SS:** Botany 11-
- 6) **SS:** Chemistry 13-
- 7) **SS:** Organic Chemistry 14-
- 8) **SS:** Pharmacology 15-

Talents

Combat Luck (6 PD / 6 ED)

Rugged Good Looks: Striking Appearance +1 / +1d6

Perks

Positive Reputation: World-renowned Doctor and Researcher (A medium-sized group) 14-, +2 / +2d6

Positive Reputation: Adventurer, Detective, Doer of Good Deeds (A large group) 11-, +3 / +3d6

Money: Wealthy

Power

END

Two-Fisted Fighter: Hand-To-Hand Attack +3d6 1

Athletic: Running +2m (14m total)

Athletic: Swimming +4m (8m total)

Athletic: Leaping +4m (8m total)

Equipment

Weapon	OCV	RMod	Damage	STUNx	Shots
.30-06 (Springfield M1903)	+1	+2	2d6+1	+1	5

History

Dr. Abraham Justice was a world-renowned surgeon with a beautiful wife and daughter. Unfortunately, in 1922, Clara Justice, his wife died leaving Abraham with a twelve year old daughter, Veronica, to raise on his own.

Deciding that his daughter needed not only a world class, but also a worldwide education, he and Veronica embarked on a 8-year adventure that took them to the four corners of the globe. While Veronica was learning about the people and languages they encountered, Abraham indulged in hobbies such as archaeology and big game hunting, .

In addition to his planned adventures, Abraham also stumbled onto a number of situations where a man of his accomplishments and with his dedication to justice couldn't help but become involved. And of course, the more involved he became, the more his reputation grew and soon people began to seek out "Doc" Justice as a possible solution to their problems.

Returning to New York City in 1930, Abraham Justice resumed his medical practice on a part-time basis, but also decided to gather together a group of associates to help him on his adventures. Thus, the Friends of Justice (as the New York News and Views named them) were born.

As the leader of the Friends of Justice, Doc Justice believes strongly in fighting injustice and is loyal to his friends and family. While much of the pain from his wife's death has subsided over the years and Veronica now fully grown, he is still not sure if he is ready to get involved with another woman on a romantic basis.

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	