

MAXINE SPARKS

Val	Char	Roll	Notes
13	STR	12-	HtH Damage: 2½d6 Lift: 151.6 kg END: 3
15	DEX	12-	
13	CON	12-	
18	INT	13-	PER Roll: 13-
15	EGO	12-	
15	PRE	12-	PRE Attack: 3d6
5	OCV		
5	DCV		
3	OMCV		
5	DMCV		
3	SPD		Phases: 4, 8, 12
8	PD		Total: 8 (3r)
7	ED		Total: 7 (3r)
6	REC		
30	END		
11	BODY		
28	STUN		

Personal Data

Hair: Brown **Eyes:** Hazel
Height: 5'2" **Weight:** 108 lbs

Birth Date: September 22, 1906 (29 years old)
Place of Birth: St. Louis, MO

Complications

Distinctive Features: Fast-talking reporter: (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)

Hunted: Friends of Justice rogues gallery (Infrequently, As Pow, NCI, Harshly Punish)

Psych Comp: Relentless when following a lead either for a story or other investigation (Common, Moderate)

Psych Comp: Cynical on the outside, but soft-hearted on the inside (Common, Moderate)

Social Comp: Woman in a man's world (Frequently, Minor)

Movement

Run: 14m (28m NC)	1
Swim: 8m (16m NC)	1
Leap: 6m (12m NC)	1

Skills

+2 with Dirty Infighting

Acting 12-
Bribery 12-
Bugging 13-
Bureaucratics 12-
Climbing 12-
Combat Driving 12-
Concealment 14-
Conversation 14-
Criminology 8-
Deduction 13-
Gambling (Card Games) 13-
High Society 8-
Interrogation 13-
Persuasion 14-
Shadowing 13-
Streetwise 12-
Teamwork 12-

Scholar

- 1) **KS:** Baseball 13-
- 2) **KS:** Criminal Underworld 13-
- 3) **KS:** Current Affairs 13-
- 4) **KS:** Dirty Infighting 11-
- 5) **KS:** Pulp novels 15-
- 6) **KS:** Society Happenings 11-

PS: Photography 13-

PS: Pulp Novelist 13-

PS: Reporter 15-

AK: New York City 13-

AK: St. Louis 11-

AK: The World 11-

TF: Large Motorized Ground Vehicles, Small Motorized Ground Vehicles

Language: English (idiomatic)

Language: Italian (completely fluent)

Talents

Combat Luck (3 PD / 3 ED)

Resistance (3 Points)

Attractive: Striking Appearance +1 / +1d6

Perks

Contact: Alphonso Calaccino, underworld snitch (Contact has significant Contacts of his own, Contact has useful Skills or resources) 11-

Fringe Benefit: Press Pass

Positive Reputation: Girl Reporter for New York News and Views (A large group) 8-, +1 / +1d6

Martial Arts

Martial Arts: Dirty Infighting
+1 HTH Damage Classes (already included)

Maneuver	Phase	OCV	DCV	Effects
Disarm	½	-1	+1	Disarm; 28 STR to Disarm roll
Kidney Blow	½	-2	+0	HKA 1½d6
Low Blow	½	-1	+1	2½d6 NND
Punch / Backhand	½	+0	+2	5½d6 Strike
Roundhouse /				
Two-Fisted Smash	½	-2	+1	7½d6 Strike
Throw	½	+0	+1	3½d6 +v/5, Target Falls

Weapon Element: Clubs

History

Maxine “Maxie” Sparks grew up in St. Louis, the youngest of five children (and only daughter) born to Lutheran minister Andrew Sparks and his wife Laura. With four older brothers, Maxine was somewhat of a tomboy; however, her mother also made sure that she was feminine enough to fit into proper society. She was also an imaginative child who loved to read and write.

When Maxine turned 18, she moved to New York City to try her hand at pulp adventure writing. But no one wanted to buy pulp stories from a woman. Needing to make a living, Maxine took a job as a rewriter for the New York News and Views, eventually convincing editor Michael Chance to let her try reporting. At first, she was assigned to fluffy women’s stories like society reports and celebrity profiles. But she wasn’t happy.

In 1930, that all changed. Assigned to write a profile on Dr. Abraham Justice, Maxine helped Doc and his friends uncover the nefarious doings of crime boss Antonio Vallenci. Her Vallenci story not only earned an assignment to the crime beat, but also an invitation to join Doc Justice’s adventuring group which she named the Friends of Justice in her article. In addition, she drew upon the events of the case to write a pulp novel which was sold under the name Max Stark.

While she appears tough and cynical, underneath it all, Maxine is actually a romantic who enjoys fighting for a good cause. She is relentless when following a lead, even when it may prove dangerous.

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	