

# VERONICA JUSTICE

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

## Personal Data

**Hair:** Blonde                      **Eyes:** Brown  
**Height:** 5' 4"                      **Weight:** 115 lbs

**Birth Date:** August 12, 1910 (26 years old)

**Place of Birth:** New York, NY

## Complications

**Distinctive Features:** Extremely Beautiful (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)

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

**Psych Complication:** Always looks for the good in people (Common, Moderate)

**Psych Complication:** Curious (Common, Moderate)

**Social Complication:** Semi-famous (Infrequently, Minor)

**Unluck:** 1d6

## Movement

	END
<b>Run:</b> 12m (24m NC)	1
<b>Swim:</b> 4m (8m NC)	1
<b>Leap:</b> 4m (8m NC)	1

## Skills

+1 with Fencing

Breakfall 13-

Charm 12-

Concealment 13-  
Conversation 12-  
Cryptography 12-  
Gambling (Bridge, Poker) 12-  
High Society 12-  
Lipreading 12-  
Mimicry 12-  
Paramedics 12-  
Persuasion 12-  
Sleight Of Hand 13-  
Teamwork 13-

**KS:** Classical Music 12-

**KS:** Fencing 13-

**PS:** Violinist 11-

**TF:** Small Motorized Ground Vehicles

**WF:** Blades

## Linguist

- 1) **Language:** Ancient Mayan (basic conversation)
- 2) **Language:** Arabic (fluent conversation)
- 3) **Language:** Cantonese (fluent conversation)
- 4) **Language:** English (imitate dialects)
- 5) **Language:** French (fluent conversation)
- 6) **Language:** German (completely fluent)
- 7) **Language:** Hebrew (fluent conversation)
- 8) **Language:** Hindustani (fluent conversation)
- 9) **Language:** Italian (completely fluent)
- 10) **Language:** Japanese (fluent conversation)
- 11) **Language:** Latin (completely fluent)
- 12) **Language:** Mandarin (fluent conversation)
- 13) **Language:** Portuguese (completely fluent)
- 14) **Language:** Romany (fluent conversation)
- 15) **Language:** Russian (fluent conversation)
- 16) **Language:** Spanish (fluent conversation)

## Traveler

- 1) **AK:** New York City 12-
- 2) **AK:** The World 14-
- 3) **CuK:** China 11-
- 4) **CuK:** Gypsies 11-
- 5) **CuK:** Japan 11-
- 6) **CuK:** Meso-America 11-
- 7) **CuK:** Middle East 11-
- 8) **CuK:** Western Europe 11-

## Talents

Combat Luck (3 PD / 3 ED)

Double Jointed

**Gorgeous:** Striking Appearance +2 / +2d6

## Perks

**Money:** Wealthy

**Positive Reputation:** Daughter of Doc Justice (A large group)  
11-, +1 / +1d6

## Martial Arts

**Martial Arts:** Fencing

Maneuver	Phase	OCV	DCV	Effects
Ballestra	½	+2	-2	Weapon +4 DC, Weapon +4 DC Strike; Half Move Req. (2d6-1)
Cut	½	+2	+1	Weapon, Weapon Strike (1d6)
Grypes	½	-1	-2	Grab One Limb; 10 STR disarm
Lunge	½	+1	-2	Weapon +4 DC Strike (2d6-1)
Parry	½	+2	+2	Block, Abort
Slash	½	-2	+1	Weapon +4 DC Strike (2d6-1)
Takeaway	½	+0	+0	Grab Weapon, 23 STR to take weapon away
Thrust	½	+1	+3	Weapon Strike (1d6)
Trip	½	+2	-1	3½d6 Strike, Target Falls
Void	½	--	+5	Dodge, Affects All Attacks, Abort

*Values in parentheses are Rapier damage*

**Weapon Element:** Blades

## Power

**END**

1d6 Luck

## Equipment

Weapon	OCV	Damage	STUNx	STR Min
Rapier	+1	1d6	+0	10
Stiletto	+0	½d6 AP	+0	5

## History

When Veronica's mother, Clara Justice, died in 1922, her dad, Dr. Abraham Justice, had to raise the twelve year old on his own. Putting his medical practice on hold, Dr. Justice took Veronica on an 8-year adventure around the world. It was the best education he could think of for the girl. And Veronica thrived on it.

While her father indulged in his adventures, Veronica learned about the people and languages that surrounded her. She also took time to practice her fencing, a sport that fascinated her, and learned how to act as hostess for her father's occasional parties.

But these activities did not fill all of Veronica's time, and when she got bored, the ever curious girl set out to explore. While most of these explorations resulted in no problems, every so often, she would need to be rescued by her father. On one such adventure in Egypt, the 16-year old Veronica, ended up in the hands of a local sheik, determined to make her part of his harem. This time, her father enlisted the aid of a retired British secret agent, Sebastian Doyle, to save her. Dr. Justice hired Sebastian to act not only as Veronica's bodyguard, but also to run his household.

As Veronica grew older, she became more and more a part of her father's adventures and when they returned to New York City

in 1930, she encouraged his plans to gather a group of associates to help them out.

As an accomplished fencer and adventurer, Veronica is usually able to take care of herself quite well; however, more than once, her curiosity has left her captured and often tied up by the group's foes. Veronica also has had a number of suitors in recent years, but no man is likely to win her heart until she is sure that her father will not be left alone.

## 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	