

Power	END
--------------	------------

Athletic: Running +4m (18m total) 1
Athletic: Swimming +2m (6m total) 1
Athletic: Leaping +2m (6m total) 1

Equipment

Weapon	OCV	RMod	Damage	STUNx	Shots
.45 ACP (M1911A1)	+1	+0	2d6-1	+1	7

History

Josef Stanislaus Pulzak was born in 1903 in the Bronx. The son of Polish immigrants Stanislaus and Eva Pulzak, young Joey grew up often having to defend himself from bullies who would pick on him because of his background. As a teenager, boxing manager Arnie Flynn recruited Joey to join his stable of fighters. Over the next several years, Joey climbed the ranks of heavyweight fighters and was getting close to shot a title. But it was not to be.

You see, Arnie was compulsive gambler. And he owed a lot of money to gangster Gunther O'Toole. O'Toole was willing to forgive the debt if Joey would take a dive in his next fight against the O'Toole-backed Jake Cutter. Joey refused and went to win the fight.

After the fight, Arnie revealed that when Joey refused to take a dive, he instead sold Joey's contract to O'Toole. Joey was angry and told O'Toole that under no circumstances would he ever box for him. O'Toole relented and release Joey from his contract. But that didn't free Joey from his influence in the boxing world. Joey soon discovered that either he fought for O'Toole or he didn't fight at all. Joey chose not to fight at all.

With his boxing career over, Joey opened a garage. It was there that he first encountered Dr. Abraham Justice, when the latter brought his car in for repairs. Recognizing Joey, Doc offered him a position as driver and mechanic for the Friends of Justice.

Joey is a honest straight-forward guy who can be quick to temper but just as quick to calm down. He loves being able to use his boxing skills to help people in trouble.

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	