

Name: Maxine "Max" Moretti

Sex: Female

Description: Maxine "Max" Moretti, a youthful courier/errand girl for the mob. Smart, fast, talented at seeing which way the political wind is blowing. Possibly marked for a hideous transformation into a demonic being.

Bonds: area mob, "Mr. Jones"

Attributes

(Distribute 36 points across these. Empathy costs two for each instead of one.)

- Str: 4
- Int: 7
- Agi: 7
- Con: 4
- Edu: 4
- Cha: 8
- Emp: 1

Phases

- Background: Guttersnipe - Max was an ungovernable child pretty well from the start. Her parents were not much able to give her a lot of attention, but were not outright abusive. Just ground down and wasted.
- Schooling (1): Our Lady of Forbearance Fatima Regular School - further hellion behaviour did not endear Max to the nuns or much of anyone else.
- Schooling (2): Eventually Max's petty theft and pranking got her in actual trouble and she attended the Lockheed-Bimota Correctional Academy for Girls, which was really a juvenile prison. Intense discipline tended only to harden her resolve. However, her math aptitude did attract attention, both from a sympathetic teacher, and a mob-connected kid who hooked her up. The mob's family-like structure met a deep need in Max and she signed up without thinking too hard about it.
- Dropout: Max is now a mob "runner", doing various jobs like running numbers games without a console or writing, which helps a lot of she is caught.

Passion

3

Skills

(distribute 45 points between skills and gear, based on how they were obtained from each phase).

- Will 4
- Security 5

Gear

- Hideout 5
- Thing 2

Contacts

- Ambiguously amoral mob guy
- Upstanding correctional school teacher/counsellor

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