

## **NPGs**

Name: **Al Capone**

Hard: 30 Boss: 39 Brains/~~Brawn~~  
Boss Bonus: 4

Brawn: 6 Meat: 8 Balls: 10 Face: 9 Brains: 10 Speed: 10 Cool: 11  
DB: 0 DB: 0 Bonus Boost: +1

### **General Skills:**

Blend in: 12 Brawl: 16 Consume: 10 Evade: 12 Intimidate: 16  
Mouth: 12 Scavenge: 16

### **Specialist Skills:**

Blade: 16 Dance: 17 Direction: 17 Drive: 17 Fast Talk: 18  
Guns: 18 Pulling: 15 Sarcasm: 18

### **Notes:**

The PCs have worked for Al since they arrived in America.

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Name: **Peter/Frank Gusenberg** Hard: 32 Boss: 19 ~~Brains~~/Brawn

Current Boss: N

Brawn: 8 Meat: 8 Balls: 8 Face: 5 Brains: 3 Speed: 5 Cool: 7  
DB: 0 DB: 0 Bonus Boost: 0

### **General Skills:**

Blend in: 7 Brawl: 16 Consume: 10 Evade: 9 Intimidate: 15  
Mouth: 9 Scavenge: 12

### **Specialist Skills:**

Blade: 17 Drive: 10 Guns: 11 Sarcasm: 11 Dance: 9

### **Notes:**

Peter and Frank Gusenberg are “frontline” men of the Moran outfit.

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Name: **Albert Kachellek** Hard: 30 Boss: 39 Brains/~~Brawn~~

Boss Bonus: 3

Brawn: 6 Meat: 8 Balls: 10 Face: 9 Brains: 10 Speed: 10 Cool: 11  
DB: 0 DB: 0 Bonus Boost: +1

### **General Skills:**

Blend in: 12 Brawl: 16 Consume: 10 Evade: 13 Intimidate: 16  
Mouth: 12 Scavenge: 16

### **Specialist Skills:**

Blade: 16 Dance: 15 Direction: 15 Fast Talk: 16 Guns: 16  
Pulling: 13 Sarcasm: 16

### **Notes:**

Alias: James Clark (retired 2nd in command to Moran)



Name: **Sgt Martin** Hard: 25 Boss: 35 Brains/~~Brawn~~  
Boss level: 1

Brawn: 4 Meat: 6 Balls: 11 Face: 6 Brains: 9 Speed: 10 Cool: 9  
DB: 0 DB: 0 Bonus Boost: +1

**General Skills:**

Blend in: 7 Brawl: 12 Consume: 10 Evade: 13 Intimidate: 13  
Mouth: 12 Scavenge: 16

**Specialist Skills:**

Direction: 13 Fast Talk: 19 Fix It: 12 Law: 13 Guns: 13  
Ride: 18 Sarcasm: 16

**Notes:**

Sgt Martin has worked for Mr Al since the beginning, now he'll really earn his keep. *These stat's can also be modified for use for any other cops needed at short notice.*

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Name: **Typical Thug** Hard: 32 Boss: 19 ~~Brains/Brawn~~  
Current Boss: N

Brawn: 8 Meat: 8 Balls: 8 Face: 5 Brains: 3 Speed: 5 Cool: 7  
DB: 0 DB: 0 Bonus Boost: 0

**General Skills:**

Blend in: 7 Brawl: 16 Consume: 10 Evade: 9 Intimidate: 15  
Mouth: 9 Scavenge: 12

**Specialist Skills:**

Blade: 17 Drive: 10 Guns: 11 *Either* Sarcasm: 11 *or* Dance: 9

**Notes:** These are the average "foot soldiers" of the gangster community.

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Name: **Non Combatant Female** Hard: 13 Boss: (27) ~~Brains/Brawn~~  
Current Boss: N

Brawn: 3 Meat: 4 Balls: 3 Face: 8 Brains: 8 Speed: 6 Cool: 11  
DB: 0 DB: 0 Bonus Boost: 0

**General Skills:**

Blend in: 10 Brawl: 8 Consume: 7 Evade: 9 Intimidate: 12  
Mouth: 10 Scavenge: 16

**Specialist Skills:**

Dance: 12 Hair/make-up: 12 Know-it-all: 13 Music: 11 Sarcasm: 14  
Pulling: 11

**Notes:** These girls can be from a whorehouse, a speakeasy, or other places if needed.

## Player Characters

Name: **Vinchenzo “Vini” DiMarco** Hard: 28 Boss: 24 Brains/Brawn  
Boss Bonus: 2

Brawn: 7 Meat: 9 Balls: 5 Face: 9 Brains: 5 Speed: 4 Cool: 8  
DB: 0 DB: +1 Bonus Boost: 0

### General Skills:

Blend in: 10 Brawl: 16 Consume: 14 Evade: 7 Intimidate: 16  
Mouth: 6 Scavenge: 13

### Specialist Skills:

Dance: 16 Eavesdrop: 16 Fast Talk: 10 Gamble: 9 Guns: 12  
Pulling: 15

### Notes:

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Name: **Ezio de Rosso “Bambino”** Hard: 29 Boss: 28 Brains/Brawn  
Boss Bonus: 2

Brawn: 7 Meat: 7 Balls: 8 Face: 10 Brains: 5 Speed: 9 Cool: 10  
DB: 0 DB: 0 Bonus Boost: 0

### General Skills:

Blend in: 12 Brawl: 16 Consume: 9 Evade: 13 Intimidate: 16  
Mouth: 16 Scavenge: 16

### Specialist Skills:

Blade: 19 Drive: 15 Fast Talk: 19 Guns: 16 Joker: 19 Music: 12  
Pulling: 17 Sarcasm: 12

**Notes:** Ezio was being groomed for boss, he’s the natural successor to Gino but he knows Frankie thinks he should be Gino’s successor!

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Name: **Chesio Dimario “Mama’s Boy”** Hard: 28 Boss: 25 Brains/Brawn  
Boss Bonus: 2

Brawn: 9 Meat: 7 Balls: 8 Face: 5 Brains: 6 Speed: 9 Cool: 8  
DB: +1 DB: 0 Bonus Boost: 0

### General Skills:

Blend in: 8 Brawl: 16 Consume: 10 Evade: 12 Intimidate: 16  
Mouth: 16 Scavenge: 15

### Specialist Skills:

Blade: 19 Drive: 10 Fix It: 12 Gamble: 13 Guns: 17 Pulling: 11

### Notes:

“Just coz Mama liked me better than you!”

**Name: Vinny “the Shiv” Vincorf** Hard: 36 Boss: 25 ~~Brains/Brawn~~  
Boss Bonus: 2

Brawn: 9 Meat: 9 Balls: 9 Face: 6 Brains: 5 Speed: 9 Cool: 7  
DB: +1 DB: +1 Bonus Boost: 0

**General Skills:**

Blend in: 9 Brawl: 16 Consume: 10 Evade: 11 Intimidate: 16  
Mouth: 16 Scavenge: 14

**Specialist Skills:**

Blade: 19 Dance: 15 Fix It: 14 Gamble: 13 Guns: 13  
Lookout: 18 Pulling: 14

**Notes:**

Likes any blade, but prefers a machete!

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**Name: Frederico Tori “Frankie”** Hard: 31 Boss: 25 ~~Brains/Brawn~~  
Boss Bonus: 2

Brawn: 4 Meat: 6 Balls: 8 Face: 5 Brains: 9 Speed: 5 Cool: 11  
DB: 0 DB: 0 Bonus Boost: +1

**General Skills:**

Blend in: 7 Brawl: 11 Consume: 11 Evade: 12 Intimidate: 10  
Mouth: 16 Scavenge: 16

**Specialist Skills:**

Dance: 15 Direction: 13 Drive: 16 Fix It: 12 Gamble: 16 Guns: 12  
Music: 15 Pulling: 15

**Notes:** “Hey - Boss - I drive!”

Frankie knows Gino was grooming Ezio to be his successor, but Ezio’s just a kid! Frankie really feels he is the rightful boss after Gino (but he won’t upset Mr Al)!

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**Name: Little Luigi** Hard: 31 Boss: 21 ~~Brains/Brawn~~  
Boss Bonus: 1

Brawn: 11 Meat: 9 Balls: 9 Face: 4 Brains: 4 Speed: 6 Cool: 8  
DB: +1 DB: +1 Bonus Boost: 0

**General Skills:**

Blend in: 7 Brawl: 16 Consume: 10 Evade: 9 Intimidate: 16  
Mouth: 10 Scavenge: 12

**Specialist Skills:**

Blade: 17 Dance: 9 Drive: 13 Guns: 13 Pulling: 12 Sarcasm: 11

**Notes:** Luigi is Gino’s younger gang leader, with Gino’s death Luigi is promoted into the upper echelons of the Mob with his mentors.