

Name: Typical Thug Hard: 32 Boss: 19 Brains/Brawn

Balls: 8 Face: 5 Brawn: 8 Meat: 8

Brains: 3 Speed: 5 Cool: 7

DB: 0 DB: 0

General Skills:

Brawl: 16 Evade: 9 Blend in: 7 Intimidate: 15 Mouth:

9 Consume: 10 Scavenge: 12

Specialist Skills:

Blade: 17 Guns: 11 Consume: 11

Either Sarcasm: 11 or Dance: 9

Notes:

These are the average “foot soldiers” of the gangster community.

Name: Non Combatant Female Hard: 13

Boss: (27)
Brains/Brawn

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

General Skills:

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

Specialist Skills:

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

Notes:

These girls are from the whore house at the end of the scenario, but the stats can be used for girls in the speakeasy or other places if needed.

Name: Jim Colosimo Hard: 30 Boss: 39 Brains/Brawn

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

General Skills:

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

Specialist Skills:

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

Notes:

Big Jim Colosimo is the main target for the part of the scenario.
He is the boss standing between Johnny Torrio and Chicago!

Name: Fat Freddy Hard: 40 Boss: 21 Brains/Brawn

Balls: 9 Face: 4 Brawn: 11 Meat: 9

Brains: 4 Speed: 6 Cool: 9

DB: +1 DB: +1

General Skills:

Brawl: 16 Evade: 9 Blend in: 7 Intimidate: 16

Mouth: 10 Consume: 12 Scavenge: 12

Specialist Skills:

Blade: 19 Guns: 10 Drive: 14 Sarcasm: 13

Dance: 10 Pulling: 13

Notes:

Fat Freddy is the PC's first target for the drive past, he owes the boss and must be made an example of.