

# WISEGUYS



## DEMO KIT

JUST  
INSERT  
IMAGINATION

Eric Lamoureux









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# The Safari Job

Lucien followed the security guard to the men's room. The slot machines and African animal replicas that filled the gambling floor were perfect cover for the slender middle aged man. The Safari Casino and Hotel was probably the pride of Fremont St. when it was first built, but today nobody cared for the tacky décor and the owners obviously didn't want to spend money to renovate it.

The security guard couldn't hold the content of his bladder any longer, no thanks to Lucien who had slipped a fluid pill in the guard's thermos prior to lunch. In a hurry to relieve himself, the guard placed his radio on the vanity and headed straight for the urinal. Lucien took advantage of this to swap the radio with a fake one provided by Olivia and slipped back on the gambling floor. "Winston, you're up!"

"Bruce?" asked Winston into the radio. The man had this unique skill of being able to impersonate anyone he spent a few minutes with. Last night, he bought Bruce's superior, Larry, a drink.

"Yes, I'm here. Over." Bruce had what was probably the most boring job in the casino. All day long he stood by the door to the back offices, making sure only employees with the proper clearance entered.

"Bruce, I need you in shipping. Luis called in sick today and I, hmmm, need you to escort Garcia on his run," said Winston with his best impression of Bruce's boss.

"Whatever you say, boss but who's gonna guard the door?" inquired Bruce.

Winston was getting nervous across the floor. That's corporate America for you. Every mofo wants to second guess their boss. "Don't worry about it, I'm sending someone to replace you now. This is for Mr. Banks. Get yo ass over here," said Winston, still pretending to be the man's boss.

Bruce began the long walk toward the shipping docks to the beat of a xylophone rendition of "Africa" by Toto.

Tommy, Linda and Olivia were close by, finishing a "family" meal in the food court. Being underage, Olivia would attract too much attention to the Crew on the casino floor, but she headed out as Lucien and Winston closed in. Her part in this had been done the previous day. She now took position at the south entrance to keep a lookout.

Linda and Tommy swiped the badge and entered through the door Bruce was guarding just a minute ago. What about the badge? Olivia managed to nick it off of Bruce the previous day and make a copy. At 12 years old, Olivia was already an accomplished con artist, thief and forger.

"Okay, we've got 2 mins before Bruce finds out he's been duped," said Tommy to the tall and elegant blonde.





She was a minor celebrity in Las Vegas with her magic show. So as to not be recognized and attract attention, Winston and her assistants had laid on the heavy makeup and found the perfect hat and sunglasses. "Such a shame I'll have to get rid of this hat," thought Linda to herself.

\*\*\*

Meanwhile, in the control room, it was just another day at work. The cameras in the back office hallway of casino manager Ulysses Banks showed impeccable carpeting and off-white walls adorned with wholesale art frames, but nothing else. They couldn't see Linda and Tommy walking down the hallway.

\*\*\*

Tommy knew a thing or two about surveillance and had managed to introduce a video loop into the feed. Security was completely oblivious to their presence as he demonstrated by staring right back at the wall-mounted camera and showing it his middle finger.

"Come on Tommy, stop acting like a child! We've got work to do," said Linda before she pulled him away by his sleeve.

Ulysses Banks, the casino manager, had an office at the end of the hall. The Crew had received a tip from an informant about Banks receiving undisclosed jewelry in a black box from the hands of master jeweler Broner Eisenstein himself the day before. While the jewels most likely didn't belong to Banks, he kept them in his personal safe in his office, a relic of the days where things were meant to last and weighed a ton. The casino had a safe, so why not use it?

A door to their left swung open. "Hey! You can't be here, you'll have to come with me," said the balding accountant loaded with folders and a coffee mug in his clawed hand.

Linda extended her arm as if she was going to caress the man's cheek. A snake peeked its head out of her sleeve, its tongue flicking the air inches from the man's face. "Asp, very dangerous! You go first!" replied Linda.

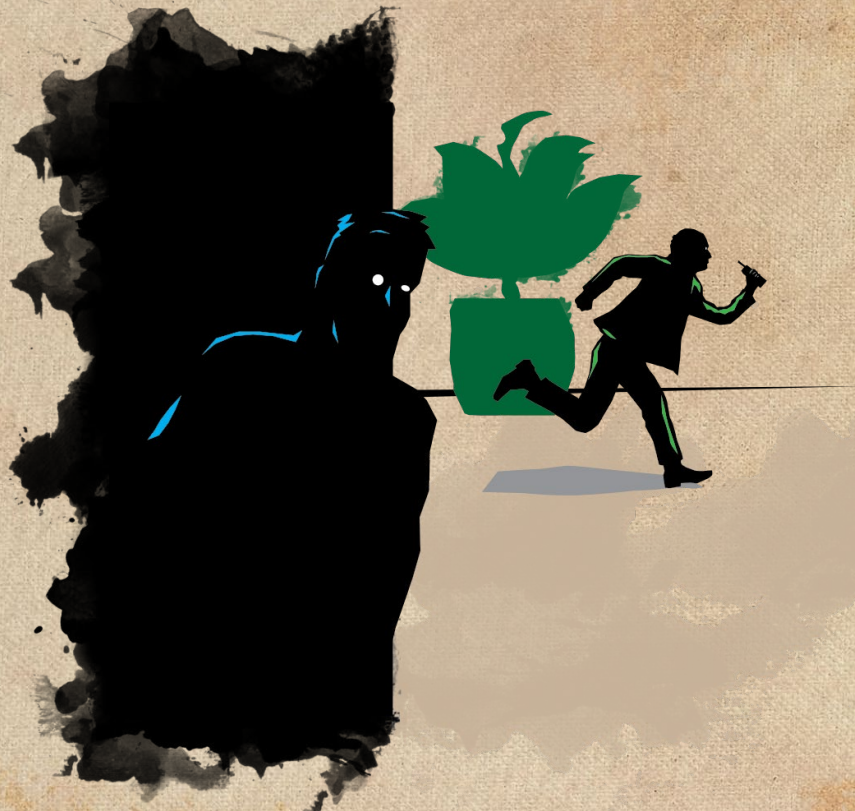
The asp bit the man right in the face before he had time to react. A second later he was on the floor and his body was convulsing.

\*\*\*

"What the...? I thought your sorry ass called in sick today," asked Bruce.

"What are you talking about?" said Luis in his truck driver uniform.

That's when it all clicked for Bruce. He turned around to look back at the post he had just left a minute ago and grabbed his radio. "This is Bruce, I need backup in the south administration hallway immediately!"





# Wiseguys Demo Kit

*Donnie Brasco: It's a fugazi*

*Lefty Ruggiero: A fugazi?*

*Donnie Brasco: Yeah a fugazi...a fake.*

*Lefty Ruggiero: I know what a fugazi is.*

*Donnie Brasco: Yeah well you go ahead and sell it if you wanna look like a dumski.*

*Lefty Ruggiero: Are you tellin' me what I'm gonna do? Sit down there!*

*Donnie Brasco (1997)*

## What is this?

**T**his is a preview of the full Las Vegas Mob setting and organized crime toolkit for the Savage Worlds roleplaying game by *Just Insert Imagination* entitled *Wiseguys*. In *Wiseguys*, you play a group of criminals working for the Mob and building an empire in 1990s Las Vegas.

Have you ever wanted to be part of secret society, a brotherhood of feared soldiers that is the envy of the Underworld? A typical day for you involves escaping the Law, who are becoming increasingly more effective with surveillance technology, with ambitious and zealous detectives. You perform daring heists, take over other gangs, extend your network, hunt down rats, take part in spectacular chases and drive-by shootings throughout the city, and you dig holes in the desert. Lots of them.

*Wiseguys* is the spiritual child of the movies *Casino* and *Reservoir Dogs*. It's a world filled with colorful characters with big dreams and bigger egos. It's a world where money flows and gangsters struggle to maintain their honor.

To give you a taste of *Wiseguys* this teaser includes a Mob Tale entitled "Fugazi", along with sample characters and all the rules you need to run it.





# La Cosa Nostra

## A brief History of the Italian-American Mob

**E**merging from impoverished Italian immigrant neighborhoods and ghettos of the East Coast, the Italian-American Mafia shares roots with the Sicilian Mafia, the Camorra from Naples and the Black Hand, among others.

The Italian-American Mob flourished during the Prohibition. It wasn't until Charles "Lucky" Luciano, a Sicilian immigrant and mobster, formed the Commission that bosses from the most powerful families would have equal say and vote on important matters and settle disputes. Prior to the Commission, the boss of all bosses (*capo di tutti capi*) was in charge. Luciano was also responsible for dividing up all the rackets into families all over the country, with the five most powerful being in New York and Chicago. They called this new crime syndicate La Cosa Nostra (This Thing of Ours). This structure is exclusive to La Cosa Nostra. The Sicilian Mafia never adopted this structure even when Lucky Luciano suggested they do.

When the Prohibition was lifted in 1933, mobsters started to diversify their money-making criminal activities to illegal gambling, extortion, loan sharking, protection racket, drug trafficking, fencing and labor racketeering through the control of the labor unions. By the end of the 1950s, the crime families controlled the most powerful labor unions which allowed them to be granted profitable construction contracts. In New York City, for instance, nothing was being built without the approval of the Five Families (Bonanno, Lucchese, Genovese, Colombo and Gambino).

By the late 70s, La Cosa Nostra was involved in sports betting, and had solidified their hold on Atlantic City, NJ, and Las Vegas Nevada. It wasn't unusual for wiseguys to own a restaurant, which they would use to smuggle illegal merchandise.

## Hierarchy

**E**ach family follows the same structure. At the top you have the Boss, also known as the Don. In *Wiseguys*, the Game Master is also referred to as the *Don*.

Then comes the Consigliere, the right-hand man. He advises the Don and handles some of the business for him. The Consigliere will often mediate disputes and represent the family in meetings with other families, rival criminal organizations and important business associates.

Directly underneath him is the underboss, the second in command. He's often the Don's son, being groomed to take his place when he retires, but he can also be a promoted capo. He handles most of the daily affairs and rules the family if the Boss is unable to. He gets a cut of the Boss' take.

Appointed by the boss is the caporegime or captain. Capos are in charge of

## Tropes and Themes

*Wiseguys* explores the following themes and tropes. They are discussed in more depth in the full setting. This is just a teaser, murruda!

- Just a Gangster
- Redeeming Qualities
- Equal Opportunity Evil
- Pointless Conversations
- Murphy's Law
- The Rule of Cool
- The Decline of Old Values vs The Reality of Modern Times
- The Old Vegas vs the New Vegas
- Nowhere Else to Go





10-20 soldiers divided by smaller crews, plus many more associates. In *Wiseguys*, a party of player characters is referred to as a Crew. The capo controls a racket, will coordinate murders and oversees the infiltration of union locals. If he gains enough power, he might get a shot at becoming the next Don. Despite his higher status, the captain gives a percentage of his earnings (including from his underlings) to the Don.

At the bottom of the hierarchy, but no less respected is the soldier. He is untouchable. That means permission from the Boss must be given before he is murdered. When the books are open, he can recommend an up-and-coming associate to be made. The soldiers are the workers of the family and are usually the ones executing the most violent crimes like assault, extortion, murder and intimidation. The smart ones become good earners and can hope to climb up the ranks.

Finally, the associate. The associate isn't a member of the family, but works for La Cosa Nostra nonetheless. Some may execute the same tasks as soldiers but aren't made men, yet. Others act as errand boys. This can simply be because they aren't males of Italian heritage or because they haven't proven themselves yet. They give a percentage of their earnings to their soldier and aren't privy to the Mob's secrets, but they benefit from its protection, especially if they are good earners.

## Rites

**I**ll never forget the day I got made. I had served the family for 10 years and I knew the books were open. They took me to a house in the suburbs.

They lead me down to the basement; I could hear voices. There was very little light down there. I got nervous. I saw the boss holding a drink and smoking a cigar. I mean, I knew who the guy was but I'd never met him before that day. His consiglieri and underboss were there too, along with all the capos. They asked me if I was sure about being part of their secret, La Cosa Nostra. I said yes.

So they asked me, "If your mother was on her deathbed and we needed you, would you answer the call?"

"Yes. Yes I would."

"If your brother was a rat and we asked you to take care of him, would you do it?"

"Yes I would."

I had killed before, otherwise I wouldn't be there. But still. Come to think of it, I'm not sure why I didn't hesitate. Then he asked me to present my trigger finger. The consigliere pricked the tip of it with a dagger and squeezed blood onto the picture of Saint Francis. He set the picture on fire and asked me to keep it in my hands while I made the oath to never talk about this thing of ours to anybody, to never betray my brothers or I'd be killed.

When the books are open (the family is accepting new members) a male associate of Italian descent vouched for by another mafioso gets made. He agrees to live by the code.

## The Code

"Whoever appeals to the law against his fellow man is either a fool or a coward. Whoever cannot take care of himself without police protection is both. It is as cowardly to betray an offender to justice, even though his offenses be against yourself, as it is not to avenge an injury by violence. It is dastardly and contemptible in a wounded man to betray the name of his assailant, because if he recovers, he must naturally expect to take vengeance himself. A wounded man shall say to his assailant: If I live, I will kill you - If I die, you are forgiven." THE RISE AND FALL OF THE CLEVELAND MAFIA - Rick Porrello (1995)





**Omertà.** This Italian word means “manhood”.

Upon becoming a made-man of La Cosa Nostra through the sacred ceremony, new initiates agree to live by the following code. Breaking the rules invites other members to kill them. This oath, or “code of silence”, prohibits made-men from talking to the authorities.

1. **Ethnicity.** Membership is exclusively reserved to men of Italian descent. Associates, partners and allies can be of any ethnicity.
2. **Family secrets.** Members aren’t allowed to discuss family business with outsiders.
3. **Blood for blood.** If a wiseguy is murdered by a peer, retaliation is forbidden unless the boss gives permission.
4. **No fighting among members.** Fist, knife, gun fights. Doesn’t matter.
5. **Tribute.** A member must give a portion of his earnings to the boss each month. Wiseguys call it Kicking Up.
6. **Adultery.** You simply don’t sleep with another man’s wife.
7. **No facial hair.** Members are not allowed to grow mustaches or beards.

## Operations

**I**n the Mob, money flows to the top. The Mob puts a tax on all criminal activity in their territory. That doesn’t even include extortion using labor union control such as the construction business, port authority, and the various fraud scams they have going on. Not to mention the money from the protection racket. Associates that are part of a crew get their cut of any gains but are otherwise expected to pay the tax. That tax is collected by mob enforcers (soldiers or associates). Those who refuse to pay up are roughed up at first and end up dead if they persist.

A percentage of a soldier’s income (criminal or legitimate) is handed over to his capo. Likewise, capos give a share of their profit to the Don. In the case of Las Vegas, a messenger flies back east every month to deliver a suitcase full of cash. The percentage of profit passed on varies from family to family, and even crew to crew, but is usually expected to be at least 20%.

So what happens to all this dirty money? It needs to be laundered. The I.R.S. (Internal Revenue Services) is ever watchful, so a smart gangster uses a legitimate front to filter the money gained through crimes. Here is how money laundering works: You set up a legitimate business and create a paper trail for transactions that never happened. Let’s pretend you have a catering business. Last month, the books show you catered for 5 weddings and made \$12,000 off of those. In reality, your company only catered for one for \$1,200. Now, \$10,800 of your dirty money is as clean as an operating room. Those “fake” contracts were actually you putting money into that bank account but the paperwork you created says otherwise. Capice?





In the real world, homosexuality was also frowned upon in the Mafia. Same for drug trafficking. It was just bad for business. Feel free to ignore this in your campaign.

## Sonny Black

Dominick Napolitano, aka "Sonny", was a capo for the Bonanno family in the 1970s. When F.B.I. agents came to inform him that his good friend Donnie Brasco was in fact an undercover F.B.I. agent named Joseph Pistone, he couldn't believe it. They wanted him to turn. Sonny Black thought they were playing him.

On August 17, 1982, he was "sent for" to the basement of an associate's home in Brooklyn. On his way down he stopped to pay a visit to his favorite bartender at the Motion Lounge below his apartment. He gave him his wallet, jewelry, watch and keys to his apartment. He told him he didn't think he was coming back from that one.

As he was being lead down to the basement, his escort pushed him down the stairs and two men opened fire on him with their .38s. The first shot misfired, so Sonny Black told them, "Hit me one more time and make it good".

A year later his body was found on Staten Island. His hands had been severed from his body, a warning to other mobsters to never shake hands with law enforcement.

# Las Vegas

## Birth of the Oasis

In the early 1930s, when Hoover Dam (originally known as Boulder Dam) was being built, Las Vegas experienced an economic boom. Workers in need of entertainment flocked to the city's gambling dens and Showgirls were locally legalized in 1931.

Realizing the immense potential, mobsters Meyer Lansky, Bugsy Siegel and Lucky Luciano came to Las Vegas. In 1945, they built the Flamingo, the first ever gambling resort. The creation of many more casinos in the 50s followed, which led to a tourism boom in the area that carried through to the 1960s.

In 1969, the Nevada State legislature passed a law that made it easier for corporations to own casinos. This brought new investors to Las Vegas, among which was millionaire Howard Hughes. The man bought 17 resorts and forced the Mob out. This did not stop them, however.

## How the mob got involved

Building all those luxury hotels and casinos cost a fortune. Developers needed investors. That's when they turned to Labor Unions for loans. The thing here is that those unions were already controlled by the mob, and because the Nevada Gaming Commission prevented known criminals from acquiring licenses, the Labor Unions were happy to lend the money to legitimate investors in exchange for putting the Mob's own people in key positions where they could protect their investments. In many cases, this was unknown to the casino owners until it was too late.

## Skim

Skimming is the illegal practice of routing funds to outside personnel without official documentation in order to evade taxes. In Las Vegas, this operation is overseen by the Mafia. This can take many forms, from failing to fill out certain documents pertaining to a transaction, to overcharging for a transaction, or even making up receipts for transactions that never took place. The most profitable skim is probably the rigging of scales used to count coins from the slot machines, allowing chips to be "lost" on their way to the counting room.

Back in the 1970s, people came to Las Vegas with cash. This meant fewer paper trails. Bookkeepers, handicappers, professional gamblers, accountants, fraud artists and thieves were brought in to execute these scams, but also recruited to protect casinos against the same scams.

Along with the crooks came made men from the Chicago, Cleveland, Milwaukee and Kansas City families to oversee the skim. Millions of dollars were skimmed from the casinos every year. Due to an agreement made back when gambling was legalized in Atlantic City which gave the New York





families control, the midwest families were given exclusive rights to Las Vegas.

## F.B.I.

In October 1970, the U.S. Congress passed the RICO Act. This law gave more power to law enforcement to threaten the Mob. That's when its influence over Las Vegas began to diminish. Despite the events of the Kefauver Committee in 1951 that revealed the existence of La Cosa Nostra, it took a while for the FBI to acknowledge the existence of this clandestine organization.

Under the Top Hoodlum Program initiated in 1953 by the FBI, agents began to collect information on mobsters. The FBI used electronic surveillance (sometimes illegally) to learn everything it could about La Cosa Nostra. In 1963, Joe Valachi became the first mafioso to shed light on the inner workings of the organization. Recruited by FBI special agents, and testifying before the U.S. Senate Committee, Valachi exposed the name, structure, members, and rituals of this secret organization.

It took over a decade for prosecutors to take full advantage of this law. Rudolph Giuliani, then United States attorney for the Southern District of New York, led the charge against the Five Families in the 1980s with the invaluable help of Joe Pistone, an undercover F.B.I. agent otherwise known as Donnie Brasco. This marked the decline of La Cosa Nostra.

## RICO Act

The Racketeer Influenced and Corrupt Organizations Act introduced in October 1970 became an effective tool in prosecuting members of La Cosa Nostra. Previously, only criminals caught committing a crime could be charged. In the case of organized crime, the one giving the orders was nearly untouchable. Under RICO, it became possible to not only charge a suspect for criminal acts performed as part of a criminal organization for extended periods of time, but to force the criminal to forfeit all properties acquired while violating the RICO Act. With no money to pay for their defense, criminals were faced with testifying against other members of the brotherhood in exchange for a plea bargain, lighter sentences and admission into the newly created Witness Protection Program. The Code of Silence, also known as Omertà, was no longer sacred.

## Las Vegas 1971

Where there's money, people follow. Criminals, politicians, entertainers, tourists. They all come together in the middle of the desert to steal, cheat or win. Most of the time they're all the same. Bright marquees and music lure you inside casinos that become mazes you can't get out of without relieving your wallet of a few bills. Everybody is either a wolf or a sheep.

## Mobspeak

- **Associate:** someone who works with – and for – wiseguys but hasn't been sworn in yet
- **Babbo:** idiot, useless underling
- **Burn:** to murder
- **Cafone:** an embarrassment to himself or others; gavone (slang pronunciation)
- **Contract:** a murder assignment
- **Crew:** a group of soldiers taking orders
- **Cugine:** a young tough guy looking to be made
- **Cumare:** a gangster's mistress
- **Do a piece of work:** to murder
- **Earners:** someone whose expertise is making money for the Family
- **Empty suit:** someone with nothing to offer the Family but insists on hanging around
- **Get a place ready:** to find a burial site
- **Hitting the mattresses:** going to war with a rival
- **Omertà:** the code of silence, violation is punishable by death
- **Piece:** a gun
- **Rat:** a member who violates Omertà
- **Skim:** tax-free gambling profits
- **Vouch for:** to personally guarantee with your life the reputation of someone dealing with the Family
- **Kicking up:** giving your share of the profits to your superior
- **Going on record:** declaring your earnings
- **To make your bone:** commit murder in order to made





- **Being made:** being sworn in as a member of La Cosa Nostra
- **Swag:** stolen goods
- **Get straightened out:** become a made man
- **The books are open:** the Mafia is recruiting

Despite the FBI, local police and the Nevada Gaming Commission cracking down on organized crime in Las Vegas in an effort to turn the city into a family friendly resort destination, wiseguys from the Chicago, Milwaukee, Cleveland and Kansas City outfits continue to operate. Laws keep casino owners out of the counting rooms, and in some cases out of town, while the managers rob them blind. Mafia Dons don't come to Las Vegas, preferring to stay home while soldiers and capos rule the city, employing locals as associates. Enterprising and smart wiseguys, or criminals of all sorts, can make a name for themselves here. The weak or stupid end up in prison if they're lucky, or buried in the desert if they aren't.

## Today, or the Las Vegas that could have been

This is when historical accuracies end and you step into a romanticized and alternate Las Vegas of the 1990s. In this alternate reality, Frank Rosenthal and Tony "The Ant" Spilotro were never thrown out of Las Vegas. While the F.B.I., local cops, and the Nevada Gaming Commission are still dealing blows to Mob operations in the city, gangsters are still here operating in the shadows. Mob bosses are still back east, leaving their capos and soldiers to handle things as long as the money keeps coming back, but they are behind bars.

The Commission has gone silent. The accord that kept the Five Families of New York city out of Las Vegas has been broken. Families from all over the country are sending crews to oversee the skims of this burgeoning gambling El Dorado. Greedy mobsters supplement their income with street level crimes like burglary, loansharking, protection rackets, and hijacking. Small street gangs either work for the mob or are eliminated. The Metro (local police) and F.B.I. are overwhelmed despite doubling their efforts to rid the city of crime.

Behind this veneer of excess and luxury, behind the legitimate establishments at the corner of the street, awaits La Cosa Nostra, always scheming and crawling its way back to the top. Meanwhile, back in Europe, the Iron Curtain has fallen and Russian mobsters are moving in, looking to fill a void with brokering and money laundering services. The Asian gangs have taken over drug and human trafficking. Countless smaller gangs dot the streets, most of them under the control of the Italian Mob or other organized crime.

The city is timeless. All the best and most iconic eras now seem to coexist. Fashion has adopted the long coats and wide shouldered trend of the 1930s, long skirts and suits of the 1950s, the most frivolous trends from the 1970s, and created this anachronistic and unique fashion. Crooners are back, so are cabaret singers and disco divas. People come to experience this in the shows and night clubs of Las Vegas.





# Points of Interest

## • **Buon Appetito!**

Located in the Italian Quarter, this family business serves good food and doubles as both a money laundering front and a gathering place for wiseguys. At dusk, the owners sit outside to greet customers. Money changes hands, deals are made and news is shared under the cover of this charming “mom and pop” Italian restaurant.



The establishment has a coffee bar, half a dozen tables, mirrors on the walls and a small terrace. Buon Appetito is open for dinner from 5 to midnight but the kitchen closes at 10.

### **Rumors & Story Seeds**

- The owner has received an anonymous tip that an undercover cop frequents the restaurant.
- Heroin is being smuggled into this restaurant concealed in cheese packages.
- The owner is an old school and respected capo, but one of his soldiers is planning a coup.

## • **Abandoned Construction Site**

Someone invested tons of money in the construction of this brand new casino and hotel, but either ran out of money halfway or ran into problems with the labor unions. Nobody is sure why. What you're left with is this concrete skeleton sticking out like a sore thumb on the Strip. Transients call it Hotel Bones; junkies and hobos call it home. When gangsters ain't got the gas or ride to make it to the desert, they come here to waste suckers.

### **Rumors & Story Seeds**

- A fight club is rumored to meet one night a month and big money is on the line.
- Have you heard the story of Bobby Zarcone, the mobster who fell in a fresh ready-mix concrete floor with a suitcase full of money?
- There's a new player in town and apparently she's closing on a big deal tonight.





## • **Car-a-Doodle-Doo**

All this dust is bad for your sweet ride. When you need to give your baby a wash, stop by the Car-a-Doodle-Doo car wash in North Las Vegas. Chad Ortega and his bikini-clad girls will give your wheels a good rub in no time. The automatic car wash in the back of the lot broke down years ago and Chad has no money to fix it. There's a small convenience store in the front with no air conditioning and flies always buzzing around.



### **Rumors & Story Seeds**

- Chad runs guns from this car wash. How do these girls hide guns in their tiny bikinis?
- Those girls aren't bimbos at all. They are trained assassins. See the Bell Bottom Brigade.
- Chad has been giving money to everybody in the neighborhood. That money sure ain't profit from the car wash. Who's behind this?

## **Organizations**

### • **Bell Bottom Brigade**

La Cosa Nostra isn't the only player in Las Vegas. As a matter of fact, competition is fierce and, as a result, the demand for people that can eliminate said competition is at a premium. On the rise in this elite market is the Bell Bottom Brigade, a group of deadly female assassins with soul. That's right. Their wardrobe is filled with platform shoes, bell bottom pants and low cut, large collar blouses. That's when they aren't back at the car wash in their bikinis. These ladies aren't averse to beguile their victims first if they feel it may give them an advantage, nor do they feel that the element of surprise is absolutely necessary to complete the job. The Bell Bottom Brigade comes at you with style and an attitude to match.

### **Rumors & Story Seeds**

- They received their training in a monastery up in the Himalayas.
- They all use a codename and don't know one another's real names.
- One of them is the illegitimate child of the Colossus Casino and Resort owner and she waits for her chance to get her piece of the fortune.



## • Nevada Gaming Commission

This governmental agency regulates the casinos throughout the state. They run the administration, perform audits, grant licenses, and enforce their own regulations. Between the “lobbying” from big corporations that now own the Strip, and the mob, the five elected officials in charge are well taken care of. After all, they are the true power in Las Vegas. And make no mistake, some of them are more dangerous and corrupt than the boss of a mob family. When one side puts more pressure on them than the other in the form of “incentives” they’re called on to mediate these issues. All this needs to be handled with the utmost discretion lest they be exposed and lose their position - or even worse, their life.

### Rumors & Story Seeds

- The body of a private detective who was allegedly taking pictures of a board member was discovered half eaten by coyotes. Who did this? And where are the pictures?
- A board member needs the Crew to shut a witness up.
- The crew is asked to deal with a zealous and incompetent casino pit-boss, who happens to be the niece of a board member.

## • The Jacks

Parking valets and hotel bellhops are two of the most sought after jobs in Las Vegas. The wages are nothing special, but the tips, oh my, the tips! High rollers and celebrities pay good money to get the best experience money can offer. Parking valets and bellhops from around the city have banded together under the vision of one mysterious leader to establish a profitable network. Their calling card is a Jack of Diamonds on which a phone number is written. Hence the name, “The Jacks”. They provide the rich and famous with any service they require, illicit or legit. They also know what’s in their car and hotel room, who they’re seeing, everything. And they sell that information too.

### Rumors & Story Seeds

- The Cadillac belonging to a wiseguy has been stolen under the care of the Jacks.
- A car blew up with a Jack in it. Surely he wasn’t the target.
- A Jack has been secretly meeting with a Metro detective in Summerlin every Sunday morning. What is that all about?

# People of Note

## • Lady Eglantine

This creole lady in her mid-forties operates a beauty parlor in North Vegas. You can always tell when she’s around by the scent of the little grape flavored cigars she smokes. Her shop is a front for her drug trafficking and prostitution operation. She’s gained a reputation as a fearsome and resourceful crime lord. Some say she knows ancient magic and can curse people. I’m not so sure about that, but I’ve heard stories, ya know? Like that time a john beat up one of her girls and he disappeared shortly thereafter. His wife swore a black alley cat kept her up at night for years after that until she finally passed away. Now, I’m not so sure the john was turned into a black cat, but I know there are enough superstitious people in North Vegas that nobody wants to risk finding out. Meanwhile, nothing goes down on her turf without her knowing. Bring an armory if you want to mess with her and her people.

### Rumors & Story Seeds

- Lady Eglantine has started buying all those churches around Las Vegas.
- Street thugs from North Vegas are showing up at casinos with lots of cash.
- Wives of Russian mobsters are getting their hair done at her beauty salon quite often these days. Something is up.





## • Johnny Banjo

Have you heard of Johnny Banjo? They say he lives off the grid in a trailer in the freaking desert. He doesn't like people and rarely goes out. People who claim to have seen him say he likes to shop at the hardware store or at a pool care product store. If you've ever seen him, you know he is no cabana boy. He wears wife beaters, and a baseball cap rests atop his wild and greasy head of hair. I once talked to a cashier who said he had a weird southern accent, perhaps Cajun, and always pays cash.

### Rumors & Story Seeds

- At night, you can hear him play the banjo and sing.
- For the right price, he'll make a bomb out of anything, and not even a trained dog will be able to detect it.
- Johnny Banjo has been spotted staking out Loony John. What is he up to?

## • Doctor Vorsky

This once celebrated surgeon lost his license to practice medicine following an addiction problem. The mob was quick to scoop him up and give him a new purpose in life. He is now one of Loony John's most prized assets. Mobsters have the bad habit of getting themselves shot and a trip to the hospital is usually out of the question. They ask too many questions there. So Doctor Vorsky is on call day and night. He still hasn't kicked the habit, in fact, it's gotten worse because of the guilt and all the horrors he has witnessed.

### Rumors & Story Seeds

- Doctor Vorsky needs an escort to respond to a domestic incident involving a wise guy and his wife.
- Some essential medical supplies (or much needed organs) are hard to purchase through legal channels. Good thing there's this truck full of them in transit not far from here.
- Doctor Vorsky has been honing his skills as a plastic surgeon. A botched customer is out for revenge.





# Setting Rules

From *Savage Worlds: Critical Failures* and *Joker's Wild* illustrate how luck can turn on you so easily in the gambling city of Las Vegas.

## • Baseball Bat Justice

The Improvised Weapon penalties do not apply in *Wiseguys*. Such weapons will break on a 1 on the attack die (regardless of the Wild Die) however.

## • Heat

Death isn't the only threat criminals face. Life behind bars can put an end to a career just as well.

Heat is a tracker similar to Fatigue or Wounds but instead of affecting only one player character at a time, it affects the whole Crew. When you perform overt criminal activities that involve innocent bystanders either directly or indirectly, you risk attracting the unwanted attention of the law. There are 2 Heat levels before you become Wanted. The party then gains the Wanted (Major) Hindrance.

- **1 Heat:** Investigated (A wiseguy with the Usual Suspect Hindrance becomes Hassled). You've caught the law's attention. They have nothing on you yet, but they've now started to collect information. That guy sitting across from you at the restaurant reading the newspaper is actually a cop or fed reporting everything you do to his superior. You notice the same car has been parked around the corner since last night. Word on the street is that suits are very interested in who you are and what you're up to. Until you can get rid of that Heat, you suffer -1 to Streetwise checks when trying to get a hold of a Connection or Contact. All Security Levels are now treated as 1 level higher as well.
- **2 Heat:** Hassled. I don't know what the hell it is you thought you were doing, but you have to answer some tough questions now, cafone! First off, all security levels are increased by 2 for as long as you're Hassled. Second, you suffer -2 to Streetwise checks when you try to get in touch with your Connections or Contacts. Now here comes the fun part: The cops have a few questions for you and if you don't give them the right answers, things are about to get real bad. Make a Persuasion check at -2, -4 if any crewmember has the Big Mouth Hindrance. If successful, they leave you alone for now but are coming back in a few days once they've double checked what you told them, like your alibi. On a raise, you become Investigated. On a failure, you've somehow incriminated yourself and the rest of the Crew. You are now Wanted. Keep your mouth shut or get an attorney next time, chump.

Just like with Wounds, it's possible to "soak" or "heal" Wanted Levels. This operation is called Cleaning. The origin of the offense determines the trait used to Clean the Heat. The complete Cleaning rules are included in the full setting.

In *Wiseguys*, the Wanted (Major) Hindrance is treated a bit differently. This Hindrance becomes a status that affects every member of the Crew. When the status is imposed on the Crew, an arrest warrant is issued against them and representatives of the Law are on their way to apprehend them. If the suspects don't find a place to hide or can't call upon some Connections, they will spend the night in jail until someone can post bail or they are acquitted of their crimes.

It is imperative for the Game Master to reveal to the party how urgent the situation is. This isn't a case where the Wanted Hindrance gets in to play when the Game Master feels it's dramatically appropriate. This happens NOW!





## The Hole in the Wall Gang

In 1971, Tony "the Ant" Spilotro arrived in Las Vegas to oversee the Chicago Outfit casino skim operation. Before too long, he had taken control of the Las Vegas underworld, shaking down criminals for a street tax. Those who refused to pay were brutally murdered. But that wasn't enough for Spilotro.

Spilotro put together a crew of burglars that would later be known as the Hole in the Wall Gang. Back in the 70s, alarm systems weren't what they are today, so the gang decided to punch holes through the walls and rooftops to gain access without triggering any alarms.

## • Organized Crime

In one way or another, characters in Wiseguys are part of organized crime. They might be low-level initiates or associates working directly under a full-fledged member or wiseguy, but they are all considered part of organized crime for the purpose of this setting rule.

Indeed, every gangster begins play with the Connections (La Cosa Nostra) edge, and Vow (Major – to serve La Cosa Nostra) hindrance. For more information on what those obligations entail, see The Code. Because gangsters must kick up their earnings, bribe people, support contacts, pay some bills, etc. all of their savings are cut in half.

## • Security levels

With so much crime in Las Vegas, Metro (local law enforcement) is spread thin. The more money in one location, the higher the security is. The ghettos receive very little support from the cops, while a casino or government building is protected by the best you can afford and precincts are quicker to respond to calls.

To represent this mechanically, each neighborhood, building, or even room is assigned a Security Level from 1 to 5, with 1 being the lowest level, and 5 being the highest. This level is subtracted from every Trait roll to break the law in this area. The corresponding Security Level is also a good way for the *Don* to determine how many Heat Levels (see previous) should be imposed for a crime committed there.

1. Poor neighborhoods with a high crime rate. Residents and business owners can't afford good security. The police rarely patrol the area and are slow to respond to calls.
2. Middle income areas. The police regularly patrol the area and answer calls in a timely manner.
3. High income neighborhoods, gated communities with neighborhood watches, and centers of commerce. Small casinos and municipal buildings.
4. Government buildings, airports, banks and mid-range casinos.
5. High-value government buildings, military zones and top level security casinos.

## • Snake Eyes

When a character spends a Benny to reroll a trait test and it results in a Critical Failure, they must keep it. Tough luck, pal! This is what happens when you try to push your luck.









# Fugazi

## A Mob Tale for Wiseguys

The gangsters are associates and made men working for Capo Giancarlo “Loony John” Moretti. With his boss behind bars, Moretti intends to earn enough in Las Vegas to gain the respect of the family back in New York and become the new boss. This man’s greatest weapon is fear and he uses it with surgical precision. He deals with Tommy Blue exclusively. If an associate addresses him directly, he’ll pretend he didn’t hear it. If you run this scenario for characters other than the ones provided in this document and none of the crew are wiseguys, make Loony John a soldier instead.

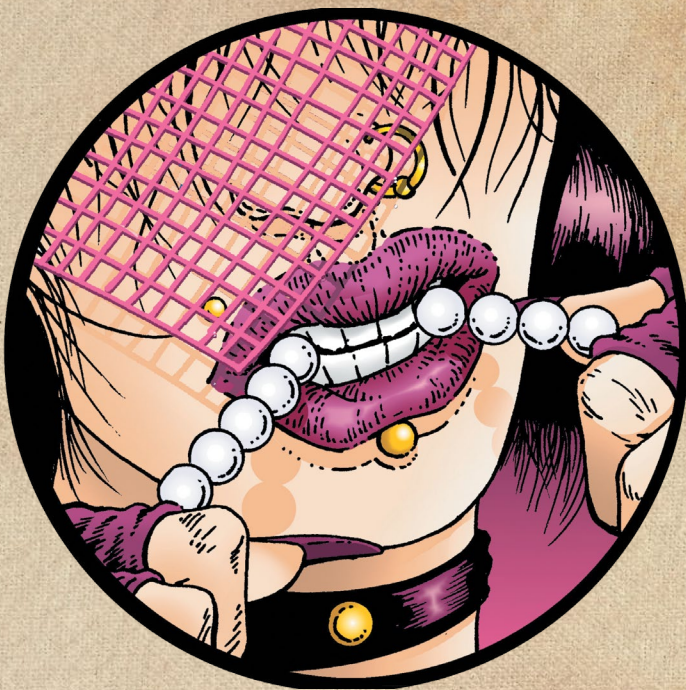
To play this misadventure, we’ve included sample characters at the back of the book. The full setting includes complete character creation rules. Each of the character dossiers contain the description of the new Edges and Hindrances, and suggestions for Interludes scenes.

### Read this text aloud or paraphrase.

*Last week, your Crew received a tip from Chico, a Mexican-American playboy and leader of the street gang “the Latin Clubs”. The man has a head so big no hat can sit on it. This ain’t no figure of speech neither: he literally has a giant head. This distinctive feature has earned him the nickname “Gazebo” on the streets. Few dare to call him that to his face, though.*

*Chico Gomez enjoys a lifestyle he can’t afford: that of the V.I.P.s, gamblers and celebrities. Chico also has a sister named Abril, a cocktail waitress at the Safari Casino on Fremont Street. A couple days ago Abril witnessed the reputable jeweler Broner Eisenstein delivering a secure box to Ulysses Banks, the casino manager. While the casino has its own vault, Mr. Banks prefers to keep certain things closer to him. For that reason, the old schmuck got an old heavy personal vault moved into his office.*

*Abril is the last person you’d want to tell a secret to. The girl’s got a tongue as loose as a drunk fool on a dance floor. So it’s no surprise she was quick to tell her brother Chico about the whole thing. The fat headed thug doesn’t have the chops to pull off this kind of heist, so what does he do? He sells that information to you for \$2000.*





This misadventure begins in Scene One after a bit more background info. So go take a leak and get some popcorn or something, the show is about to start.

What Abril, Chico and the Crew don't know is that Abril's boyfriend, Ashton Crowe – leader of the biker gang called the Outlawz - stole the diamonds the day before, replaced them with fake ones, and then rode off to Moapa Valley with his soldiers to let the dust settle. What nobody knows is that those diamonds were meant to be used to make the most beautiful necklace for capo Manny Sambino's *cumare*, Gretchen Zidette.

# How to run this Mob Tale

We've provided you with a premise, character backgrounds and motivations, and a suggested list of scenes. Make yourself familiar with the plot and characters, and don't be afraid to go off the rails if you have to.

## Scenes Overview

1. **Heist.** The Crew performs a heist to loot the content of Ulysses Banks's vault.
2. **Fencing the Loot.** Prompted by Loony John, the Crew meets with Tobi "Greaser" Marianescu, a local pawn shop owner, or their own contact, to appraise the value of the diamonds. They learn they are fakes.
3. **Hitting the streets.** The fooled burglars ask around to find Chico and more information about what happened.
4. **Interlude.** This optional scene takes place during the investigation.
5. **Drive-by Shooting.** On their way to question suspects, the Crew are the victim of a drive-by shooting.
6. **Curtain Fall.** The Crew finds Chico gambling at a restaurant or Ashton outside of town, or both.

## The Safari Casino

### Security Level 4

Located on Fremont St., the Safari Casino is a relic of the old days. Fake plants and vegetation have been placed around the casino to make it look like a savanna in some places and jungle in others. Lifelike wax statues of African wildlife punctuate this tacky décor. Nevertheless, the casino is cramped with slot machines and gamblers pulling the levers as if in a trance. Waitresses past their prime expertly serve discount drinks to amateur but ambitious customers.

Don't be fooled by all this tackiness, the eye in the sky is ever watchful, Metro is only 2 mins away, and the power behind the throne, rival capo Manny Sambino, doesn't like hands in his pockets other than his own.

Ulysses Banks' office is located at the end of long hallway filled with doors on each side that can be accessed through a locked and guarded door on the gambling floor. The guard has been instructed to keep out anyone who isn't part of the staff. He is in possession of the badge needed to unlock the door as well.





# Scene One: The Heist

**T**his scene begins with the Crew standing outside the Safari Casino, as they are about to enter and steal the jewelry box from Ulysses Banks' safe.

Deal the cards according to the Heist Rules (below) and play to see what happens.

If the Crew get their hands on the box they discover it contains 5 diamonds, each the size of a poker chip!

## Heists

**Rusty:** *You'd need at least a dozen guys doing a combination of cons.*

**Danny:** *Like what, do you think?*

**Rusty:** *Off the top of my head, I'd say you're looking at a Boesky, a Jim Brown, a Miss Daisy, two Jethros and a Leon Spinks, not to mention the biggest Ella Fitzgerald ever.*

*Ocean's Eleven (2001)*

A heist is an operation in which a valuable item or person is extracted from a secure location. A Heist works like a Dramatic Task but with the following modifications.



## Heist Highlights

1. Instead of a -2 every round, the Security Level of the location determines the penalty.
2. A card is drawn for each of the 5 rounds at the beginning of the Heist, not at the beginning of each round. The *Don* can play the five cards in any order they choose, rather than just the order they are drawn in. Every time the Crew fails a challenge, a Heat Level is added to their Heat Tracker and the challenge must be attempted again. Consult the **Heist Challenge Table** for potential obstacles the Crew might face.
3. Complications can be paired with another challenge, adding a further -2 penalty, or played as a separate encounter.
4. Cooperative rolls are allowed, but once a character has taken the lead, they can't do so again until every other player character has completed a challenge.





## Heist Challenge Table

| Suit     | Theme         | Suggested Trappings and Skills /Notes  |
|----------|---------------|--|
| Clubs    | Complications | See card value for suggestions   |
| Diamonds | Barriers      | Climbing, Swimming, Boating, Driving, Piloting, Repair, Lockpicking, Knowledge (Explosives). |
| Hearts   | Guards        | Fighting, Shooting, Throwing, Persuasion, Taunt, Intimidate, Perform, Streetwise.            |
| Spades   | Subterfuge    | Stealth, Investigation, Knowledge (Computer, Surveillance), Notice, Repair.                  |

**Barriers:** Most secure locations have structural or landscape features meant to keep intruders out. These barriers can take the form of a moat, fence, wall, door, trap or even a lock. It isn't uncommon for the location to be hard to access, or for the interior layout to have been purposefully designed to mislead potential intruders. Some places are separated from the mainland by water or only accessible from the air.

The crew can use Repair to forge a badge or make a duplicate key, or use Lockpicking on the lock. Climbing is the right skill to scale a wall or avoid concertina wire. Investigation or Streetwise can nab you the blueprints of the maze. Knowledge (Explosives) is the skill of choice to blow through a wall. If the location is hard to access, Boating, Driving, or Piloting gets you in.

**Complications:** These events are meant to add randomness and unexpected twists to the Heist. Contrary to the other challenges, complications represent twists the Crew couldn't possibly account for ahead of time. No matter how professional and well prepared you are, things rarely turn out the way you planned them in *Wiseguys*.

*The Don* doesn't have to follow the order that the cards were drawn, and can play the complications when it's the most appropriate. The following list of complications are suggestions and are by no means exhaustive. By following the narrative, the *Don* can come up with a much more engaging and interesting complication. These events can lead to mini scenes within the Heist. If played as a separate encounter instead of an additional penalty to another challenge, failing to overcome the complication by the end of the round automatically gives the Crew the Wanted status, regardless of how many Heat levels they had previously accumulated.

*Dons* can also use a Complication card to make another challenge more difficult. The Trait Roll to complete that task incurs a further -2 penalty. In this instance, again, failing a complication automatically causes the Crew to suffer the effects of the Wanted Hindrance.

Finally, in case all drawn cards are Clubs, or if the *Don* feels a particular challenge fits the narrative better, he can substitute the Clubs (Complications) for any other type of challenge: Barriers, Guards, or Subterfuge.





Keep in mind that drawing cards at random is a way for *Dons* to generate a Heist on the fly. If the Don wants a hacienda with Guards, Subterfuge and a Barrier with two Complications, it is acceptable to choose those challenges prior to the Heist as long as the Crew are aware of them (except for Complications).

|       |  |
|-------|--|
| 2     | It's a trap! The owner knew you were coming, or a friend betrayed you.   |
| 3     | A combination, passcode, or lock was recently changed.   |
| 4     | Surveillance has locked in on the team.  |
| 5     | Unexpected bystanders (cleaning crew, employees working late) discover the Crew.   |
| 6     | Another team is attempting the same heist.   |
| 7     | Unexpected Security. The security personnel that was supposed to be in place was swapped with new personnel at the last minute, or they are operating with a new pattern or protocol, or maybe they have guard dogs. |
| 8     | The cover identity used to infiltrate the location comes under scrutiny. Someone questions a disguise or fake I.D., a cover is blown, or a bystander recognizes one of the team members.                             |
| 9     | Gear malfunction   |
| 10    | Upgraded alarm system (decoys, custom systems).  |
| Jack  | Unexpected injury or illness (A member of the Crew or an ally is hit by stray bullets, has an asthma attack or a heart attack)   |
| Queen | A fire breaks out.   |
| King  | Recent construction has changed the layout or rendered some features (such as elevators or stairwells) inoperable or inaccessible.   |
| Ace   | Cops, FBI or gangsters show up for unrelated reasons, or were called in by the target of the heist on suspicion of foul play, a hunch or a failed hush money delivery.   |
| Joker | Draw 2 cards. Both complications occur at the same time. If another Joker is drawn, think of something truly evil or discard it and draw another card.   |



**Guards:** Some of them are conditioned or trained to shoot first and ask questions later. Others are trained to deal with the public and serve as a screen. Examples include private security guards, guard dogs, receptionists, mercenaries, or an angry lady with a rolling pin.

Persuasion with a good cover story or disguise can convince the guards to let you through. Stealth can be used to sneak up to a guard and knock him out. With Shooting, you can take the guard down or administer a sedative. If a guard dog stands in your way, Survival can be used to lure it away or feed it a treat laced with a sedative. A knock out grenade lands in just the right spot with Throwing. Using Knowledge (Medicine), you give each of the guards a baked treat with a powerful laxative a few hours beforehand. Because of Knowledge (Security) you know the protocol and the exact time the next shift comes in, leaving a gap in the coverage.

**Subterfuge:** Most security measures are the type which can't easily be seen. In most cases, they aren't designed to restrict access but to sound an alarm instead. To get to the prize you must first avoid motion sensors, sneak past camera surveillance, reassure an unarmed staff member, or evade the latest electronic security measures.

Persuasion is used for fast talking yourself out of a situation. Avoiding cameras can be done with Stealth or Notice, depending on the situation. Failing a subterfuge challenge incurs twice the number of Heat levels. This is called triggering the alarm.

## Challenges

The Challenge categories are meant to provide inspiration to the group. The players and *Don* can work together to determine the exact nature of each challenge.

*Example: The Don draws a 6 of Diamonds as the second card. This is a barrier. The group decides they've run into a locked door. Carmen, playing the street thief, accepts the challenge and makes a Lockpicking roll while the rest of the Crew keep a lookout.*

The group decides who wants to tackle each challenge. Cooperative rolls are permitted. Once a gangster has taken the lead on a challenge, they can't take on another one until every Wild Card has taken a turn at the lead position. Once the appropriate roll has been made, the *Don* and players work together to narrate the results.

The use of flashback scenes to explain how the gangster had prepared for the situation in the past is encouraged.

*Example: The robber had acquired the I.D. from a forger (Streetwise) or by palming it off a guard when he was vulnerable (Stealth). The infiltrator had wire cutters to make it past the fence (Repair). A wiretap was installed inside the building the day before (Repair, Knowledge Computers, or Knowledge Electronics).*

Especially clever flashback scenes should be rewarded with a Benny.





## Skill Test Results

- **Critical Failure:** Must try again and it causes 2 Heat Levels
- **Failure:** Must try again and it causes 1 Heat Level
- **Success** (but Trait die is a 1): Success but causes 1 Heat Level
- **Success:** Success and No Heat Levels
- **Raise:** Success, No Heat and the Crew gains +2 to their check next round.

If at any point the Wanted condition is reached, any hope of leaving the facility without resistance is lost. Security storms in. The intruders will have to surrender or fight their way out against overwhelming odds. Security gets The Drop on them at the most inopportune time.

## The Vault: The Fifth Card

If the intruders made it this far without gaining the Wanted Hindrance, the action moves on to the vault. **Diamonds** (Barriers) means the team might need to breach the door to the vault, a combination must be obtained in order to open the door to the vault, or its secret location needs to be revealed by someone. **Hearts** (Guards) might indicate a security team, hitman, or another formidable foe awaits the team. **Spades** (Subterfuge) could mean that a final gauntlet of motion sensors and laser beams needs to be defeated before the door to the vault is opened and its content stolen. Just as with the rest of the Heist, the *Don* can substitute the **Clubs** (Complications) for any other type of challenge (Barriers, Guards, or Subterfuge), a combat scene, or whatever exciting climax he can think of.

## The Getaway

*Saul: I have a question, say we get into the cage, and through the security doors there and down the elevator we can't move, and past the guards with the guns, and into the vault we can't open...*

*Rusty: Without being seen by the cameras.*

*Danny: Oh yeah, sorry, I forgot to mention that.*

*Saul: Yeah well, say we do all that... uh... we're just supposed to walk out of there with \$150,000,000 in cash on us, without getting stopped?*

*[pause as everyone turns to look at Danny]*

*Danny: [unconfidently and unenthusiastically] Yeah.*

*Saul: [nervously] Oh. Okay.*

### *Ocean's Eleven (2001)*

When the Crew has defeated every security measure, they have taken the contents of the Vault and can make their escape. Unless they've gained the Wanted Hindrance, they can do so without having to face to any resistance. If they are Wanted, they can expect the place to be surrounded. The escape can be resolved any number of ways, depending on the opposition and the tactic used by the Crew. In most cases, a combat encounter, Chase or Social Conflict (negotiation) are the most appropriate responses.





# Scene Two: Fencing the Loot

Using one of their Contacts (Lucien knows Tibo Marianescu), Connections (Mob), or the original seller (Broner Eisenstein), the Crew finds a potential buyer, appraiser or fence for the diamonds. This character might be a jeweler, pawnshop owner or anyone with enough money to buy diamonds valued at 5 million dollars. In any case, an expert is on the scene to appraise the diamonds. It is during this scene that the Crew learns the diamonds are fake. Someone played them. Could it be Chico?

If they decide to ask Broner Eisenstein about the diamonds, he won't be much help. Though Mr. Eisenstein was the jeweler who delivered the box to Ulysses Banks, he knows nothing of the fake diamonds. He delivered the merchandise in person as instructed, even though that meant entering the den of Manny Sambino – a man that he, like many others, suspects to be part of the Mob. If the Crew pushes their interrogation too far, they should be punished with Heat levels. All he can confirm if he's shown the diamonds is that they aren't the ones he delivered and that they are fake.

Lucien Cross has the I Know a Guy/A Friend of Mine Edge. His contact is a pawnshop owner and jewelry appraiser who goes by the name of Tibo Marianescu. This Romanian immigrant has set up shop downtown in The Golden Djinn. The Golden Djinn is filled with electronics, most of them stolen, and jewelry in a glass counter. You'll find Tibo behind the counter watching tv and eating greasy food. He doesn't accept stolen goods from just anyone, but licks his chops when tourists show up ready to pawn off a wedding band, hoping their luck will turn at the casino.



## Coercion

Savage Worlds rules are pretty clear about how Intimidation works during combat. What about outside of combat? The use of violence isn't always the best move. The threat of violence can be just as effective, if not more, to get what you want out of someone. Threats could be used to get a rival to move his business out of your turf, getting some scumbag to give up the information you want or bullying someone into doing you a favor.

This Intimidation attempt requires at least 1 minute of interaction. The Intimidation roll can be opposed by the target's Spirit. If the intimidator wins, the target cooperates as if they were "Friendly" for as long as the target remains in its presence and for 30 mins afterwards. With a Raise, the attitude remains for an hour. However their attitude drops to Uncooperative or Hostile if they were already Uncooperative. Modifiers should be applied by the *Don* based on the methods you use and the services or information you require from your target.



## What happened to the real diamonds?

The diamonds delivered by Eisenstein Jewelers were real. What the Crew, and Ulysses Banks, don't know is that they were replaced with fake ones on the night prior to the Crew's Heist. Ashton Crowe, a member of the Outlawz (a local motorcycle club) who happens to be Abril's "boyfriend", orchestrated the theft with the help of a few of his road warrior friends.

Ashton Crowe is currently laying low in a roadside motel in the Moapa Valley, about 40 miles northeast of Las Vegas. He hid the diamonds in the service shed of an old mining camp nearby. Once the dust settles, he plans to ride back into town and find a fence.

# Scene Three: Hitting the Streets

**T**ime to hit the streets and find Chico. A successful Streetwise roll or clever roleplay reveals Chico is currently gambling in an underground poker game organized by a mobster called Romano Bicci in the back of a restaurant called the Ruby Slipper on Fremont St.

Alternatively, or once they've talked to Chico, the Crew may decide to seek out what happened to the real diamonds. As pointed out in *What Happened to the Real Diamonds?* Sidebar, Ashton Crowe hid them.

The Crew might also seek a second opinion about the diamonds and their authenticity. The original assessment that they are fake is confirmed by the second expert.

Possible ways to discover who stole the real diamonds and where the thief is currently located include talking to Abril, inspecting the security video at the Safari Casino, interrogating the staff or witnesses, and asking a Contact or Connections. This information can be gained through good roleplay or Skill Tests (Persuasion, Intimidation, Streetwise, Knowledge (Computer, Surveillance)), or any appropriate skill. If the Crew are prudent in their investigation, they might surprise Ashton. If they are kicking down doors and taking names, or roll Critical Failures, Ashton is ready for them. He may decide to leave the Moapa Valley too. See the sidebar *Ashton Crowe the Outlaw* for more information on his exact whereabouts.

## Optional Encounter: Drive-by Shooting

*Run this encounter when the Crew looks for Chico.*

Chico is aware of Abril's love affair with Ashton and doesn't approve of the union. Abril and Ashton are aware that the Crew is looking for the diamonds and concocted a plan to get rid of the Crew and Chico. Abril told her brother that the Crew wants to tie up all loose ends from their Heist and whack him. Chico makes his move and sends two Latin Clubs thugs to kill them first.

As the Crew is walking to their vehicles, they hear loud rap music coming from the speakers and subwoofers of a car. The bass is low and drones along. The sound gets closer but doesn't pass them by. As they turn around, they see a muscle car with a suspension kit slowing down. The passenger pulls out an Uzi and, with his arm stretched out of the window, opens fire on the gangsters. Follow the *Savage Worlds* rules for Surprise.

A Streetwise test identifies the shooters as members of the Latin Clubs, Chico's gang. The thugs open fire for one round and then drive off, hoping to kill as many of the Crew members as possible. Proceed with the encounter until either the threat has been neutralized or the thugs drive





away. If captured, the Latin Clubs thugs act tough, but proudly reveal Chico is behind this if interrogated. If Chico's whereabouts are unknown to the Crew, the thugs also give up that information.



## Scene Four: Interlude

**W**hile the Crew is hitting the streets and looking for Chico or Ashton, they might run into people they know, or decide to reminisce about the past. This is the perfect time for the *Don* to introduce characters from the gangsters backstories or even better, to run an Interlude.

Ask around to see if anyone is interested in running an Interlude scene. Examples are included in the pregenerated character sheets to provide inspiration.

## Scene Five: Road Rage

### Security Level 1

Run this scene when the Crew discovers the Outlawz are responsible for the diamond theft and decide to pay them a visit, or if they've been in contact with them some other way.

*A quick glance in the rearview mirror reveals a pack of motorcycle riders gaining ground on your vehicle.*

The Outlawz's goal is to force them off the road, disable their vehicle, and convince them they should go back.

This scene can play out as Vehicular Combat or Chase scene, whichever one you prefer.





## Ashton Crowe the Outlaw

Ashton Crowe and his posse of Outlawz are shacking up at the Silken Dreams motel. He thought it'd be prudent to stay away from their turf in Henderson until the dust settles. The Outlawz spend their day at the local diner (Josie's) or riding the roads. All this activity has attracted the unwanted attention of the Red Racers, the local bikers of the Paiute Tribe, named after an indigenous snake. Tension between the two gangs is on the rise and a brawl is about to erupt at the local watering hole (Señor Chuggins). Meanwhile, locals are wary of the Outlawz.

Ashton can be found resting in his motel room, at the diner, or the local watering hole. His Outlawz brothers keep a lookout for potential trouble and if the Crew takes no precautions to conceal who they are, the bikers take notice and report back to Ashton.

In a desperate, paranoid and hurried attempt to hide the diamonds, Ashton – unbeknownst to him – entered the Moapa River Indian Reservation to bury the diamonds underneath the service shed of an abandoned gold prospector camp. Any attempts to retrieve the diamonds from Paiute territory are met with fierce resistance. In fact, Ashton dropped the gold necklace Abril gave to him during his visit. It was found by one of the Red Racers, making them aware of the intrusion. The Red Racers are looking for the culprit. They want to

# Scene Six A: Gambling Den

## Security Level 3

Romano Bicci, a goodfella working for the Serpe family, hosts a weekly gambling night on Saturdays. In order to avoid being targeted by other gangsters, thugs, or the police, Romano finds a different venue every night.

Tonight, the game is held in a furnished room at the back of the Ruby Slipper restaurant on Fremont St. Rich men and women, some of them capable and experienced gamblers, are attending. Weapons aren't allowed at the table for security reasons. The entry fee more than covers the private security provided by Romano. Security personnel use walkie-talkies to communicate with each other, and carry a sidearm.



## The Gamblers

Use the stats for Gamblers in the Casting section and apply the following modifications.

**Chico Gomez.** How can you miss him with his giant freaking head?! You should know this creep well by now. If you need his stats, you can find those in the Casting section.

There are more seats available. If the Crew decides to infiltrate the game undercover, and you feel the scene could benefit from a few more colorful individuals, please add as you see fit.

The whole point of this scene is to confront Chico and find out where the real diamonds are. The high-stakes poker game and mob muscle in attendance are there to create a tense situation. If Chico feels cornered, he accuses any Crew representative of cheating or try to turn the Mob enforcers against them. It's possible Chico is willing to form an alliance





after he finds out that he's also been played.

**Gunther Svenson** is a Swedish chemist here for a business convention. In fact, he's been coming every year for almost 15 years, and has gotten to know Romano, who always keeps a seat open for the scientist.

Replace Knowledge (Finance) with Knowledge (Chemistry).

**Spice it up!** Gunther is looking to set up an illegal drug lab in Las Vegas. If the Crew plays their cards right, they may find Gunther to be a profitable venture.

**Livette Darling** is a bored, rich housewife looking for a bit of excitement in her life. Her husband is currently on business. Livette was invited to this poker game by Romano, who observed her



gamble thousands of dollars nonchalantly at the casino. She finds him quite charming and is excited by the idea of danger. Little does she know what she's about to be part of.

Change Knowledge (Finance) to Persuasion d6 and add the Attractive Edge.

**Spice it up!** Livette's husband, Zheng Liang, is a plastic molding magnate from China with ties to the Triads. I bet he wouldn't appreciate it if anything were to happen to his wife.

**Mob Enforcers:** 1 per Wild Card +2

The security team has been instructed to keep anyone away who hasn't been invited, by any means necessary. They were also asked to make sure nobody brings in a piece.

know who they are and why they were there and, of course, suspect Ashton Crowe and his Outlawz.

The Crew can make Ashton Crowe tell them where the diamonds are or wait for him to go retrieve them and follow him. Regardless of the manner in which they discover the location of the diamonds, move on to The Snake Pit.





## The Paiute and the Moapa Indian Reservation

This Native Indian tribe practiced irrigation techniques before Europeans came. Despite federal assimilation efforts, the Southern Paiute gained recognition in 1980 and have lived on the Moapa reservation ever since. Traders and basket weavers, they have now fallen on hard times which have forced some of them to move away from Moapa to seek employment elsewhere. They occupy a land that consists of 72,000 acres for a population of about 200.

# Scene Six B: The Snake Pit

## Security Level 1

Just off the road, across from the Silken Dreams motel, is Paiute territory. Ever since Ashton snuck in there to hide the diamonds, the natives—and especially the Red Racers—have been keeping a close eye on their borders. The Paiute are unaware of the diamonds being buried on their land.

A mile into the desert, the Crew comes up on a small canyon with a stream at the bottom. This is the site of a long deserted gold prospector camp. Several holes along the canyon faces lead to a maze of natural tunnels that snake their way deeper and deeper into the desert. Near one of those holes is a dilapidated service shed. Ashton dug a hole under the shed and hid the diamonds there.

The Red Racers have spotted the Crew and are hiding near the tunnel entrances on each side of the canyon walls. They have set up an ambush. A spokesman steps out of the shadows and demands that the Crew leave immediately lest they become vulture food. The Red Racers are considered hostile, but a raise on a Persuasion test allows the Crew to negotiate with them if desired. One of the natives has a sack full of agitated red racer snakes and tosses the sack at the Crew if combat begins. When near the tunnel entrances, the bikers have medium cover and dark lighting penalties.

**Red Racers Bikers:** Two per Wild Card. Use the biker profile but add Tracking and Survival d4.

**Red Racer Snakes:** Treat as a small burst template Swarm (see *Savage Worlds*). These snakes of up to 6 feet long aren't venomous but their bite can tear your flesh. Let the players believe the snakes are venomous until a Survival test reveals they aren't.

## Jackpot?

Whether accompanied by Ashton Crowe or alone, the Crew eventually discovers the diamonds are gone. Who did it?

Ideally, this should be a character they encountered during this scenario but never suspected. If nobody sticks out, the thief could be a local policeman, Abril, the local bartender, a quiet motel tenant, or a transient. End the session on a cliffhanger.

I put the reins in your hands now. Or you might find the next chapter of this campaign arc in the full setting book. *Wiseguys*. Remember the name.





## Complications

**Manny Sambino** has many things working for him. As a capo of the Volpicelli family, he oversees the skim of the Safari, one of the most profitable casinos on Fremont St. He supplements this lucrative scam with legitimate income from an escort service. Under the cover of being the food and beverage manager, he supervises a crew of 8 that includes 2 made men by the names of Angelo Spinozzi and Tony Palante.

His second crew runs Nirvana Entertainment, the escort service, and he is under the direct supervision of Freddy Garbo. Manny met Gretchen through Nirvana and fell in love. He doesn't want her to "work" anymore and is hoping to convince her with this necklace he was planning to make using the 5 diamonds recently stolen from him. Garbo thinks Gretchen is a gold mine and that this love is bad for business. He's made his displeasure known to the Boss back east.

Meanwhile, Manny discovered that Ashton or the Crew stole his diamonds and has sent a team to retrieve them. Have them appear when the Crew seem to have a handle on things, during downtime, or, even better, when they are overwhelmed and believe nothing could get worse.

**Mob Enforcers:** Two per Wild Card.

**Backup.** Feeling the heat, Ashton Crowe receives assistance from his Connections (Columbian Drug Cartel). Sicarios come to bolster the Outlawz numbers.

**Sicarios:** One per Wild Card.

You can use the **Points of Interest**, **Organizations** and **People of Note** located earlier in this document for more complications or story seeds that lead to more misadventures.





# Casting

## Abril

The girl's dream was to become a famous singer. She still has the voice, but who's going to give her a shot now that she's in her early thirties? Chico's little sister is brave but has very little to back it up. Abril doesn't quite grasp the severity of her actions and she'll act tough when confronted, but her love for Ashton will eventually make her crack. She might also just casually mention Ashton knew about the jewelry, unaware of what her lover has done.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d6

**Skills:** Gambling d6, Notice d4, Perform (Singing) d6, Persuasion d6

**Charisma:** 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Big Mouth

**Gear:** \$50

## Ashton Crowe

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d8, Intimidation d6, Lockpicking d4, Repair d4, Shooting d8, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

**Hindrances:** Delusional (Major – is irreplaceable to the Mexican Cartel)

**Edges:** Brawler, Bruiser, Combat Reflexes, Connections (Mexican Cartel), Henchman X5 (10 Biker Extras)

**Gear:** Axe (Str+d6), Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, Semi-Auto), Sawed-Off DB (12g) (Range 5/10/20, 1-3d6, RoF 1-2, Shots 2, See notes in *Savage Worlds*), motorcycle, \$500.

## Biker

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d6, Intimidation d6, Lockpicking d4, Repair d4, Shooting d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Gear:** Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, Semi-Auto), Sawed-Off DB (12g) (Range 5/10/20, 1-3d6, RoF 1-2, Shots 2, See notes in *Savage Worlds*), motorcycle, \$100.

## Chico

Chico is the leader of a street gang called the Latin Clubs. He grew up in a poor neighborhood and crime is his way to a better lifestyle. Indeed, he enjoys living like a celebrity. His money is spent on nice cars, his stylish look, fancy clothes and his girlfriends. He and his gang are notorious car thieves, going after highly valued, unique, and exotic cars which they sell to out of town buyers.





**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Climbing d4, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Streetwise d8, Survival d4, Taunt d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Poverty, Vengeful (Major)

**Edges:** Brawler, Command, Connections (Organized Crime), Henchmen X3 (six Latin Club Thugs)

**Gear:** Brass Knuckles (Str+d4, A hero wearing brass knuckles is considered to be an Unarmed Attacker), Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, Semi-Auto), Switchblade (Str+d4, -2 to be Noticed if hidden), \$2,000.

## Gambler

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Gambling d8, Intimidation d6, Investigation d6, Knowledge (Finance) d6, Taunt d6

**Charisma:** 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Cautious or Overconfident

**Edges:** Rich

**Gear:** \$10,000.

## Latin Club Thug

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

**Skills:** Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Streetwise d6, Survival d4, Taunt d4

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Poverty, Vengeful (Major)

**Edges:** Brawler

**Gear:** Brass Knuckles (Str+d4, A hero wearing brass knuckles is considered to be an Unarmed Attacker), Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, Semi-Auto), Switchblade (Str+d4, -2 to be Noticed if hidden), \$100.



## Romano Bicci

Use the Mob Enforcer profile but make him a Wild Card with Gambling d8, add the Gangster Edge and give him \$2,000.

## Mob Enforcer

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Gambling d4, Intimidation d8, Notice d6, Shooting d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Loyal

**Gear:** Improvised weapon (baseball bat, tire iron, chain, belt buckle (Small Str+d4/ Medium Str+d6), .44 S&W (12/24/48, 2d6+1, AP 1, 6 shots, Revolver), Uzi (12/24/48, 2d6, AP 1, ROF 3, 32 shots, Auto), Pump Action Shotgun (12/24/48, 1-3d6, 6 shots), Walkie-Talkie, \$200.

## Security

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Skills:** Fighting d6, Notice d6, Persuasion d6, Shooting d6, Streetwise d6

**Gear:** Glock (9mm) (12/24/48, 2d6, AP 1, 17 shots, pistol), \$20

## Sicario

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Driving d4, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Streetwise d6, Throwing d6, Tracking d6

**Charisma:** -4 (Bloodthirsty); **Pace:** 6; **Parry:** 6; **Toughness:** 6

**Hindrances:** Bloodthirsty, Vow (Major—serve the Mexican drug cartel)

**Edges:** Assassin, Gangster (see Tommaso “Tommy Blue” Mazzotta for description), Killer Instinct, Level Headed, No Mercy

**Gear:** Barrett (.50) (Range 50/100/200, 2d10, Shots 11, AP 4, Snapfire, HW), Knife (Str+d4), Desert Eagle (.50) (Range 15/30/60, 2d8, Shots 7, AP 2, Semi-Auto), Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, Semi-Auto), H&K MP5 (9mm) (Range 12/24/48, 2d6, RoF 3, Shots 30, AP 1, Auto), Steyr AUG (5.56) (Range 24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB), \$175.





# Where can I get more??!

We are working hard on the full setting and hope to bring it to Kickstarter later this year. This will allow us to fully illustrate and edit the book. In the meantime, we continue our efforts to play test this game and feel it could benefit from your play testing as well. Contact us at [justinsertimagination@gmail.com](mailto:justinsertimagination@gmail.com) for more information.

Meanwhile, you can check out *Fuhgeddaboudit!*, *Badabing Badaboom* and listen to the [Wiseguys Demo Kit soundtrack](#) on Spotify!.

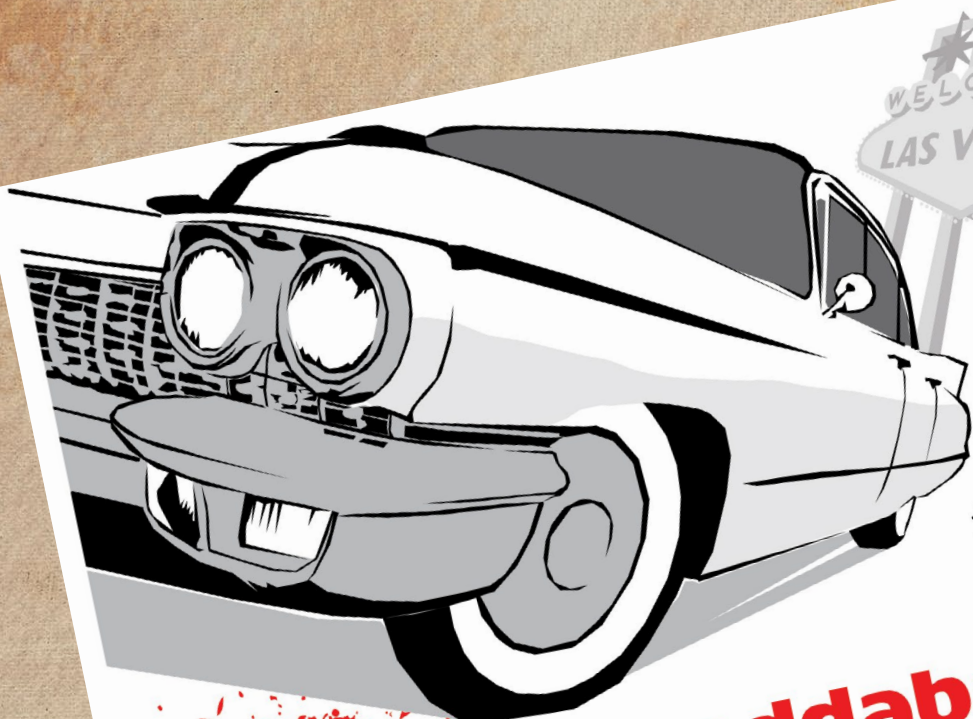
Here's what you can expect from the full *Wiseguys* book.

- Full character creation rules including new options such as Bonds, Redeeming Qualities and Origins
- 24 Archetypes
- More Setting Rules
- A full Mugshot Gallery (Bestiary)
- Primers for the most popular crime syndicates
- Over 20 new Edges and a dozen new Hindrances
- New Gear Options: weapons, artefacts, mundane gear, services, vehicles and vehicles modifications
- A slew of random generators (Mob Tale, Extra, Loot, Name, Crime Syndicates, and more)
- Hundreds of rumors and adventure seeds
- A Plot Point Campaign and more Mob Tales
- A Chapter with tips for *Dons*
- A full Las Vegas gazetteer
- Over 20 organizations for your Connections Edge

A full list of major and minor personalities to use as villains or allies.







A mob and road  
movie sandbox  
adventure for  
Savage Worlds

# Fuhgeddaboutit!

Eric Lamoureux  
Worne Schaap



JUST  
INSERT  
IMAGINATION



## BADABING BADA BOOM!



JUST  
INSERT  
IMAGINATION



★★★ BURLAR/WISEGUY ★★★

# TOMMASO "TOMMY BLUE" MAZZOTTA

You grew up on the streets of Brooklyn, shining shoes for the made men of the neighborhood. Twenty years later you were one of them on account of having been a good earner for the family. You learned how to defeat surveillance and security which helped you to become one of the best house burglars in the city. You grew tough and smart. Now, people respect you or they get a few broken bones. And that's if you're in a good mood that day.

You saw an opportunity to shed some of the heat and make money by moving to Las Vegas to protect the family's interests. Turns out, your reputation precedes you everywhere you go, and every time something goes wrong, the cops come knocking at your door and asking questions. You're more clever than them, though. Have you been pinched? Sure, plenty of times, but nothing sticks to you.



WOUNDS



FATIGUE

## ATTRIBUTES

AGILITY D6, SMARTS D8, SPIRIT D6, STRENGTH D8, VIGOR D6

## SKILLS

FIGHTING D8, GAMBLING D4, INTIMIDATION D8, LOCKPICKING D6, NOTICE D8, REPAIR D8, SHOOTING D6, STEALTH D6, STREETWISE D8

CHARISMA: 0; PACE: 6; PARRY: 6; TOUGHNESS: 5

HINDRANCES: QUIRK (REFUSES TO DRINK ANYTHING WITH ICE IN IT), THE USUAL SUSPECT, THIN SKINNED

EDGES: GANGSTER (RICH AND REPUTATION), LEVEL HEADED, SECURITY EXPERT

## GEAR

BRASS KNUCKLES (STR+D4, A GANGSTER WEARING BRASS KNUCKLES IS CONSIDERED TO BE AN UNARMED ATTACKER), CELLULAR INTERCEPTOR, LINEMAN'S TELEPHONE (REPAIR ROLL TO TAP INTO A PHONE LINE), LOCKPICKS, PERCEMAKER (.45) (RANGE 12/24/48, 2D6+1, SHOTS 6, AP 1, REVOLVER), TELEPHONE TAP (BUG)



## GANGSTER

THE LIFE OF A GANGSTER COMES WITH MONEY AND POWER, BUT AT THE EXPENSE OF RESPONSIBILITIES. IN THE CRIMINAL UNDERWORLD THIS GRANTS THEM STATUS AND RESPECT. IN SOME CASES, IT MAKES THEM UNTOUCHABLE. AS SUCH, THEY GAIN THE REPUTATION EDGE. BEING A FULL-FLEDGED MEMBER OF ORGANIZED CRIME GRANTS THE GANGSTER EASIER ACCESS TO MUSCLE, EXPERTS, INFORMATION AND THE RESOURCES NEEDED TO HAVE A PROFITABLE BUSINESS. THIS IS REPRESENTED BY A +2 BONUS TO STREETWISE (SEE THE ORGANIZED CRIME SETTING RULE). GANGSTERS DRIVE BEAUTIFUL VEHICLES, OWN A NICE PIECE OF PROPERTY, AND HAVE OTHER ASSETS. AS SUCH, THEY ALSO BENEFIT FROM THE RICH EDGE. BEING PART OF THE HIERARCHY ALSO MEANS THEY MUST ADHERE TO A CERTAIN CODE OR FOLLOW ORDERS. THIS COMES AT A PRICE, HOWEVER, AS MEMBERS OF ORGANIZED CRIME USUALLY FOLLOW A STRICT CODE (CODE OF HONOR—OMERTÀ.)

## REPUTATION

YOU'VE MADE YOUR MARK ON THE TOWN. MOOKS SIT UP AND TAKE NOTICE WHEN THEY SEE YOU COMING. PEOPLE OF THE UNDERWORLD WILL NOT ATTACK YOU OR STAND IN YOUR WAY UNLESS PROVOKED. YOU ALSO GAIN +2 TO INTIMIDATION ROLLS WHEN YOU USE YOUR REPUTATION.

## SECURITY EXPERT

YOU EXCEL WHEN IT COMES TO SPOTTING, DISABLING, INSTALLING, AVOIDING, OR OTHERWISE DEFEATING SECURITY SYSTEMS SUCH AS ALARMS, CAMERAS AND MOTION SENSORS.

YOU GET A +2 BONUS TO NOTICE, REPAIR AND STEALTH CHECKS IN THOSE SITUATIONS.

## THE USUAL SUSPECT (MAJOR)

YOUR REPUTATION AS A CRIMINAL PRECEDES YOU AND YOU ARE WELL KNOWN TO LAW ENFORCEMENT. YOU AND YOUR CREW SUFFERS -2 ON ATTEMPTS TO ELIMINATE HEAT LEVELS. YOU ARE CONSTANTLY THE SUBJECT OF HARASSMENT AND SURVEILLANCE FROM LAW ENFORCEMENT. WHEN A CRIME IS COMMITTED IN THE CITY, THE COPS OR FEDS SHOW UP AND HAVE QUESTIONS FOR YOU. IT DOESN'T MATTER WHETHER YOU HAD ANYTHING TO DO WITH THE CRIME OR NOT.

## THIN SKINNED (MINOR)

THIS HUFFY INDIVIDUAL IS VERY SENSITIVE TO CRITICISM AND INSULTS, AND IS EASILY UPSET OR OFFENDED BY SPITEFUL JOKES AND COMMENTS. SHE SUFFERS A -2 PENALTY TO RESIST TAUNT CHECKS.

## INTERLUDES

**CLUBS.** THERE WAS THIS DETECTIVE, FRANKIE POLINSKY. HE KEPT BUSTIN' MY BALLS. THIS GUY GETS WHACKED ON THE OTHER SIDE OF TOWN THAT I HAD NOTHING TO DO WITH BUT POLINSKY IS CONVINCED I DID IT. I GIVE HIM MY ALIBI. "BECAUSE I WAS IN COUNTY JAIL THAT NIGHT ON ACCOUNT OF YOU PUTTIN' ME IN THERE, 'MEMBER!" HE WASN'T HAPPY ABOUT HAVING TO LET ME GO SO I DECIDED TO HAVE FUN WITH IT AND EMBARRASS HIM IN FRONT OF HIS BUDDIES. I ENDED UP SPENDING THE NIGHT WITH THE DRUNKS, BUT IT WAS WORTH IT.

**DIAMONDS.** SO ME AND BOBBY PICETE ARE ROBBING THIS HOUSE. WE HIT IT BIG, I MEAN THESE PEOPLE WERE FILTHY RICH. I OPEN THE JEWELRY BOX AND FIND THESE POLAROIDS OF A MAN DRESSED AS WOMAN WITH MAKEUP AND EVERYTHING. HE'S TRYING TO LOOK SEXY, YA KNOW. SO I SAYS TO BOBBY "COME LOOK AT THIS CLOWN". HE COMES OVER, I EXPECT HIM TO LAUGH BUT INSTEAD HE SAYS "HEY ISN'T THAT MAYOR PATTERSON?"

**HEARTS.** THIS ONE DAY I'M OUT SHOPPING WITH MY WIFE. THIS WISEGUY COMES UP TO ME AND INTRODUCES HIMSELF. HIS NAME WAS GABBY FUTERA. I KNOW WHO HE IS BUT WE HAVEN'T BEEN PROPERLY INTRODUCED BY A THIRD PARTY YET SO I IGNORE HIM. BABBO STARTS TO GIVE ME AN ATTITUDE. I'M LIKE "WOULD YOU BELIEVE THIS GUY? IN PUBLIC? GET OUTTA HERE!" SO HE KEEPS COMING AT ME, TELLING ME I GOTTA SHOW HIM SOME RESPECT. WE WERE BY THE DRESSING ROOMS SO I SHOWED HIM MY KNUCKLES AND LET HIM EAT MY SHOE. I TOLD MY BOSS ABOUT THE INCIDENT. NEXT TIME I SAW GABBY, HE DIDN'T LOOK AT ME AND KEPT WALKING.

**SPADES.** YOU KNOW WHAT DRIVES ME NUTS? YOU ORDER SOMETHING TO DRINK AND YOU GET MORE ICE IN IT THAN WHAT YOU ORDERED. EVER HEARD OF A FRIDGE? IT KEEPS LIQUIDS COLD, USE IT. IF I ORDER A COKE, I WANT IT COLD. I DON'T WANT A BUNCH OF ICE CUBES WITH COKE IN IT. IF I WANT ICE I'LL GO TO THE STORE AND ORDER A WHOLE FREAKING BAG OF IT. OR EVEN BETTER, I'LL GO TO ALASKA AND LIVE WITH THE ESKIMOS!





ELVIS IMPERSONATOR / PICKPOCKET

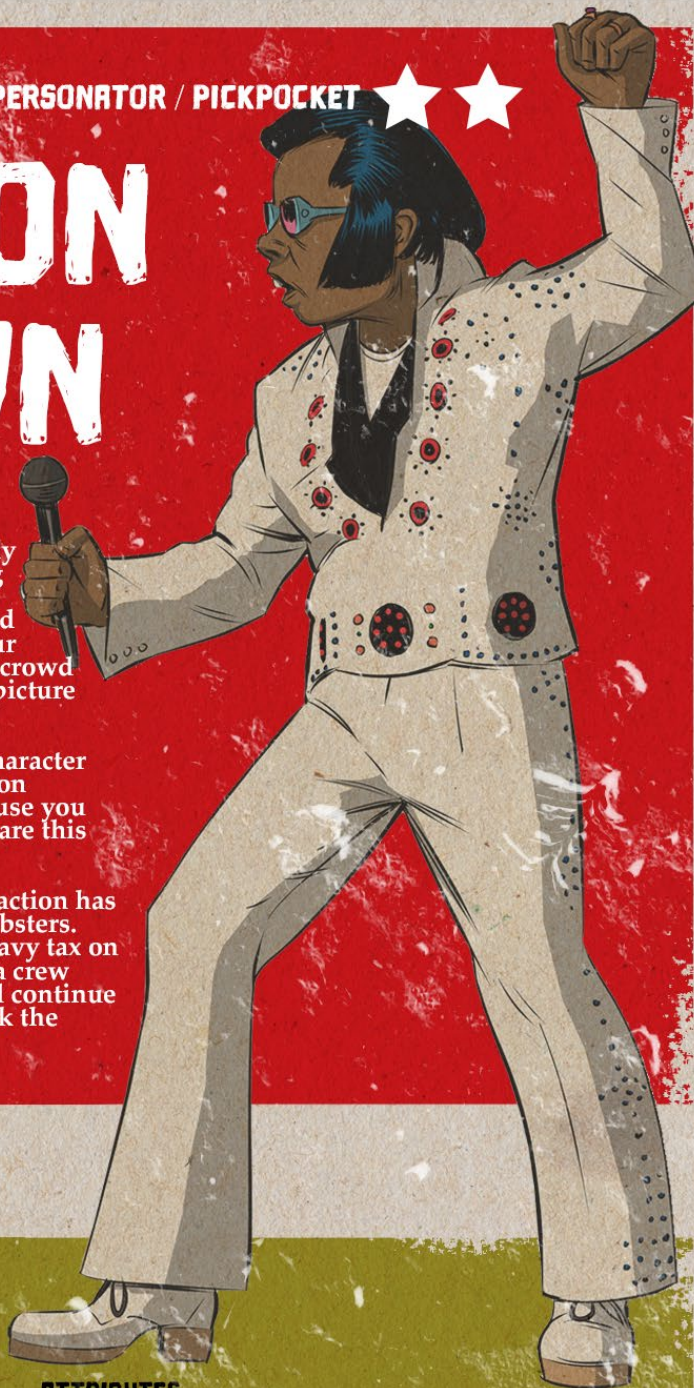


# WINSTON BROWN

Give you a few minutes, you can impersonate anyone you have previously observed. Las Vegas has been a blessing for you. The weather is lovely in Vegas and every day out on the Strip, you stand at a corner dressed as Elvis, wearing your best suit. You sing, dance and make the crowd happy. After they've paid to have their picture taken with you, you swipe their wallet.

Once you get in character, you stay in character even when it's inappropriate. This gets on people's nerves. You don't gamble because you never win. Not only that, you tend to share this bad luck with others around you.

All that hip-thrusting-wallet-snatching action has earned you the attention of the local mobsters. You were given the choice between a heavy tax on your racket, two broken legs, or to join a crew with the possibility of bigger scores and continue with your act on your free time. You took the latter.



WOUNDS



FATIGUE

## ATTRIBUTES

AGILITY D6, SMARTS D6, SPIRIT D8, STRENGTH D6, VIGOR D6

## SKILLS

DRIVING D4, FIGHTING D6, NOTICE D6, PERFORM IMPERSONATIONS D8, PERSUASION D8, SHOOTING D6, STEALTH D8, STREETWISE D6

CHARISMA: 1; PACE: 8; PARRY: 5; TOUGHNESS: 5

HINDRANCES: HABIT MINOR: NEVER GETS OUT OF CHARACTER, HEROIC, THE COOLER  
EDGES: CHARISMATIC, DISGUISE ARTIST, ENTERTAINER, MARTIAL ARTIST, ROCK AND ROLL, HIDEOUT

GEAR: GLOCK 9MM RANGE 12 24 48, 2D6, SHOTS 17, AP 1, SEMI AUTO, H K MP5 9MM RANGE 12 24 48, 2D6, ROF 3, SHOTS 30, AP 1, AUTO



## THE COOLER (MINOR)

YOU TURN ANYONE'S LUCK TO MUSH. THERE HAVE BEEN TIMES IN THE PAST WHEN PEOPLE AROUND YOU HAVE CAUGHT ON TO THAT AND HAVE GIVEN YOU A BEATING. USUALLY, YOU JUST GET EXCLUDED BY YOUR PEERS WHEN GAMBLING IS INVOLVED. NEITHER YOU NOR ANYBODY ELSE IN THE ROOM WITHIN A LARGE BURST TEMPLATE (CENTERED ON YOURSELF) CAN SPEND BENNIES ON GAMBLING ROLLS..

## DISGUISE ARTIST

THE PERSUASION PENALTIES TO LOOK LIKE A GENERIC TYPE OF PERSON OR A SPECIFIC TYPE OF INDIVIDUAL ARE REDUCED BY TWO (NOW 0/ -2). YOU BEGIN WITH A DISGUISE KIT AND CAN APPLY A DISGUISE THROUGH MAKEUP, PROPS AND CLOTHES TO YOUR WHOLE CREW SO THEY GAIN THE SAME BENEFITS AS YOU.

## ENTERTAINER

THIS CHARACTER IS SO GOOD AT THEIR CRAFT THAT THEY CAN USE PERFORM INSTEAD OF TAUNT AND INTIMIDATION FOR TESTS OF WILLS OPPOSED BY SPIRIT.

## HIDEOUT

THE CHARACTER OWNS OR HAS ACCESS TO A PLACE TO HIDE OR CONDUCT BUSINESS AWAY FROM PRYING EYES. THE LOCATION IS FREE OF BUGS AND OFF LIMITS TO PEOPLE WHO MIGHT WANT TO CAUSE YOU HARM. THIS COULD BE A RESTAURANT, BODEGA, ABANDONED BUILDING, BARBER SHOP, NIGHT CLUB, CAR WASH, POOL HALL, ETC.

WHILE IN THE SANCTUARY, THE CHARACTER IGNORES THE EFFECT OF THE WANTED HINDRANCE. IF THE HIDEOUT IS COMPROMISED OR DESTROYED, THE GANGSTER FINDS A NEW ONE ON THEIR NEXT ADVANCE.

## INTERLUDES

**CLUBS.** I DON'T KNOW WHAT IT IS, BUT PEOPLE'S LUCK SEEMS TO FAIL WHEN I'M AROUND. LIKE THAT TIME FRIENDS OF MINE INVITED ME TO WATCH THE BALL GAME. THEY HAD BIG MONEY ON THE GAME, THE DODGERS WERE WINNING AND ONE PITCH AWAY FROM CLOSING THE GAME. I SHOWED UP LATE BECAUSE THE WEDDING I WAS SINGING AT GOT DELAYED. THE GROOM GOT COLD FEET OR SOMETHING. I DUNNO. ANYWAY, IT DOESN'T MATTER. I WALK IN WITH SNACKS AND A CASE OF BEER. BOOM! THE METS HIT A GRAND SLAM. NEEDLESS TO SAY, THEY NEVER INVITED ME BACK.

**DIAMONDS.** WHEN I SNATCH A WALLET, I HAVE TO STICK IT UNDER MY SUIT. IT GETS HOT OUT THERE, DANCING AND SINGING YOU KNOW. SO ONE NIGHT I GET HOME AND I KID YOU NOT THIS WALLET IS STUCK TO ME SO GOOD THAT WHEN I TOOK OFF MY SUIT, THE WALLET TORE THE SKIN RIGHT OFF OF ME. IT HURT LIKE A BITCH. DON'T BELIEVE ME? CHECK IT OUT, IT LEFT A SCAR.

**HEARTS.** I MET THE KING IN 1974 IN DETROIT. IT WAS A MAGICAL SHOW. THE KING KNEW HOW TO WORK A CROWD, KNOW WHAT I MEAN?! I HAD JUST MADE MY WAY TO THE STAGE WHEN HE TOSSED HIS SILK SCARF AT ME. I WAS STILL A CHILD BACK THEN AND THIS LADY REACHED OUT AND GRABBED IT. SHE WAS HYSTERICAL. I PUNCHED THE BITCH IN THE KIDNEYS, GRABBED THE SCARF AND DISAPPEARED INTO THE CROWD.

**SPADES.** YOU REALLY THINK I STAND OUT THAT MUCH WITH THIS SUIT ON? GIMME A BREAK, BABY! THIS IS VEGAS, YOU GOT ANY IDEA HOW MANY ELVIS IMPERSONATORS THERE ARE? IT'S LIKE BEING SANTA AT THE MALL. PERFECT COVER.





ILLUSIONIST / CLEANER



# THE AMAZING LINDA

Daddy put you through med school. He was a doctor himself and wanted you to follow in his footsteps. Your true passion, however, was magic and illusions. Your internship was done at the coroner's office and, most importantly, either at the morgue dissecting bodies or at crime scenes collecting evidence. You learned how crimes are investigated while practicing your magic tricks on the side.

You haven't been in touch with daddy since. You moved to Vegas and eventually got your own show on Fremont St. at the Shamrock casino thanks to Loony John. Over the past few years you've developed an addiction to pills and your health hasn't been the best, but on the bright side you have two assistants, a pet snake, and are on the way to fame while Loony John pays you extra for your talent on occasions.



WOUNDS



FATIGUE

## ATTRIBUTES

AGILITY D8, SMARTS D6, SPIRIT D8, STRENGTH D6, VIGOR D6

## SKILLS

FIGHTING D4, HEALING D6, KNOWLEDGE (FORENSICS) D8, KNOWLEDGE (MEDECINE) D6, NOTICE D6, PERFORM (MAGIC) D8, PERSUASION D4, REPAIR D4, SHOOTING D4, STEALTH D8, STREETWISE D4

CHARISMA: 0; PACE: 6; PARRY: 4; TOUGHNESS: 5

HINDRANCES: ANEMIC, HABIT (MAJOR: PILLS), VENGEFUL (MINOR)

EDGES: BEAST MASTER, CLEANER, ENTERTAINER, HENCHMAN, FAST TALK (ILLUSIONS USING PERFORM)

GEAR: ASP (NAMED ASPY — USE THE VENOMOUS SNAKE IN SAVAGE WORLDS), MAGICIAN KIT, GLOCK (9MM) (RANGE 12/24/48, 2D6, SHOTS 17, AP 1, SEMI-AUTO)



## CLEANER

THIS CHARACTER WAS TRAINED TO CLEAN UP CRIME SCENES WITHOUT A PROPER TOOLKIT. USING ONLY HOUSEHOLD PRODUCTS, THE CHARACTER COMPLETES THE CLEANING OF A CRIME SCENE IN HALF THE TIME WITHOUT INCURRING THE PENALTY FOR THE LACK OF A TOOL KIT. THEY CAN ALSO USE KNOWLEDGE (FORENSICS) INSTEAD OF NOTICE OR TRACKING TO FIND AND FOLLOW CLUES FROM A CRIME SCENE WITH A +2 BONUS.

## ENTERTAINER

THIS CHARACTER IS SO GOOD AT THEIR CRAFT THAT THEY CAN USE PERFORM INSTEAD OF TRUNT AND INTIMIDATION FOR TESTS OF WILLS OPPOSED BY SPIRIT.

## HENCHMAN

YOUR CHARACTER RETAINS THE LOYAL SERVICES OF TWO REGULAR EXTRAS OR ONE COMPETENT EXTRA (HAS A WILD DIE). THE LIST OF POTENTIAL HENCHMAN INCLUDES BUT IS NOT LIMITED TO: PROSTITUTES, GOONS, BODYGUARDS, CHAUFFEURS, LAWYERS OR SPIES. THEY CAN BE OF DIFFERENT TYPES. IF THEY ARE DISMISSED OR DIE, THEY ARE REPLACED IN ABOUT A WEEK.

## FAST TALK

YOU TALK SO FAST AND WITH SUCH CONVICTION THAT YOU CAN BEDAZZLE A GROUP OF PEOPLE. BEFORE THEY REALIZE THEY'VE BEEN DUPED, YOU'VE ALREADY GOTTEN OUT OF A BAD SITUATION.

DURING COMBAT, YOU CAN TARGET EVERY CREATURE IN A MEDIUM BURST TEMPLATE WITH A SMARTS TRICK, PLACING THE CLOSEST EDGE OF THE TEMPLATE UP TO YOUR SPIRIT DIE IN INCHES AWAY. IF COMBAT HAS NOT YET STARTED, YOU CAN ATTEMPT THE SAME SMARTS TRICK AND EVERY TARGET THAT FAILS IS SURPRISED. THIS IS OPPOSED BY THE TARGET'S SMARTS.

## INTERLUDES

**CLUBS.** I WAS A MED STUDENT AT THE TIME, WHEN THE SORORITY I WAS PART OF DECIDED TO THROW A PARTY IN THE MORGUE. THE KIDS THOUGHT IT'D BE FUN AND I THOUGHT I'D HAVE A LITTLE BIT OF FUN MYSELF SO, WITH THE HELP OF AN ENGINEERING STUDENT, I RIGGED A CORPSE WITH SOME ANIMATRONICS. WHEN THE BODY STARTED MOVING, RICHARD COLGAN HAD A HEART ATTACK AND DIED. HOW WAS I SUPPOSED TO KNOW HE HAD A BAD HEART? I GOT THROWN OUT OF THE FACULTY AND MY DAD REFUSES TO TALK TO ME.

**DIAMONDS.** I'LL NEVER FORGET THE FIRST MAGIC KIT I GOT. MY MOM BOUGHT IT FOR MY 7TH BIRTHDAY. I REMEMBER PERFORMING TRICKS FOR MY RELATIVES AT FAMILY GATHERINGS. MY FATHER WOULD ALWAYS RUIN IT BY TELLING EVERYBODY HOW I DID IT. WHAT A JERK!

**HEARTS.** YOU KNOW WHEN I AM FEELING DOWN I THINK ABOUT THOSE WONDERFUL BRAVE KIDS IN THE CANCER WARD. THEY FIGHT SO HARD JUST TO GET THROUGH THE DAY. I LOVE TO SEE THEIR FACES LIGHT UP WHEN I DO MY VOLUNTEER MAGIC ACT FOR THEM. THOSE SWEET, SWEET KIDS LOVE ASPY; HE'S SUCH A GOOD BOY FOR THEM.

**SPADES.** YOU WOULDN'T BELIEVE HOW MANY MAGICIANS HAVE LOST THEIR LIVES BECAUSE OF ALCOHOL. A BUNCH OF US RENTED THIS WAREHOUSE IN HENDERSON WHERE WE COULD PRACTICE. THE MAGNIFICENT BRUNO WAS HAVING A PARTY. HE WANTED TO IMPRESS THE GIRLS SO HE DECIDED TO SHOW OFF. YOU KNOW THAT TRICK WHEN YOU'RE IN A BOX AND SOMEONE PUTS A SAW THROUGH IT AND THEN OPENS IT UP AND YOUR HEAD ISN'T ATTACHED TO YOUR BODY? YEP, IT HAPPENED FOR REAL. JUST A COUPLE OF BEERS TOO. HE WASN'T TOO MAGNIFICENT TO LOOK AT. FOR SURE.





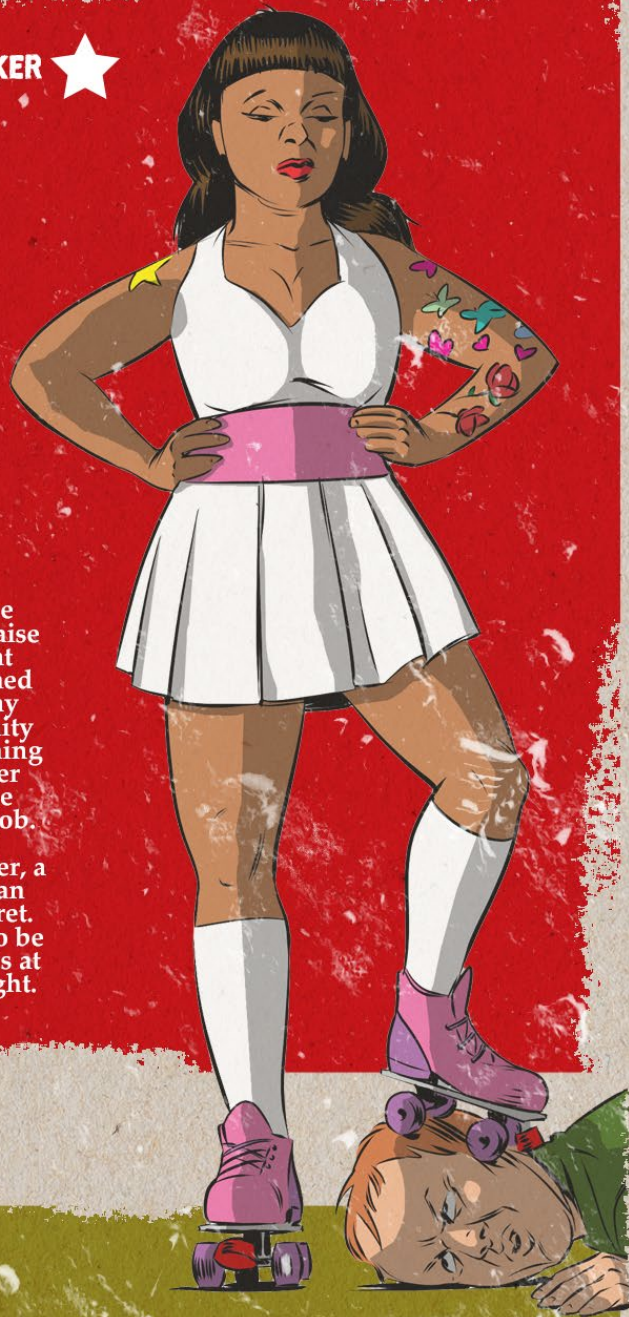
ROLLER DERBY GIRL / KNEE BREAKER



# LITTLE DEBBIE

Everybody has their own way to let off some steam. After your husband left you alone to raise the kids, you sure needed to channel all that frustration somewhere. That's when you joined the local Roller Derby team. You used to play sports in high school and always had an affinity for it. Save for beating up your husband, nothing beats the feeling of a contact sport like Roller Derby. You always bring baked goods to the games. This has translated to your new side job.

That's right, a mobster crew needed an enforcer, a real tough broad. You're having more fun than ever but have kept this part of your life a secret. You love your kids and wouldn't want them to be taken away from you. If only the other parents at PTA meetings knew what you are up to at night.



WOUNDS



FATIGUE

## ATTRIBUTES

AGILITY D8, SMARTS D6, SPIRIT D6, STRENGTH D8, VIGOR D6

## SKILLS

CLIMBING D4, FIGHTING D8, HEALING D6, INTIMIDATION D6, SHOOTING D6, SURVIVAL D6, TRAUNT D6

CHARISMA: 0; PACE: 8; PARRY: 6; TOUGHNESS: 6

HINDRANCES: OVERCONFIDENT, QUIRK (TRIES TO FEED EVERYBODY HER BAKED TREATS), SECRET LIFE

EDGES: ACROBAT, BRAWNY, COMBAT REFLEXES, EXTRACTION, FLEET-FOOTED, ROLLER SKATER, STEADY HANDS

GEAR: PERCEMAKER (.45) (RANGE 12/24/48, 2D6+1, SHOTS 6, AP 1, REVOLVER), ROLLER-SKATES (STR+D4 DAMAGE, AGILITY -2 IN DIFFICULT TERRAIN OR FALL PRONE, UNSTABLE PLATFORM)



## SECRET LIFE (MINOR)

IT MAY BE NO SECRET TO THE CRIMINAL UNDERWORLD BUT YOUR FAMILY HASN'T GOT A CLUE WHAT YOU'RE UP TO. YOU INTEND TO KEEP IT THAT WAY. YOU HAVE TO HIDE YOUR MONEY BECAUSE YOU CAN'T EXPLAIN WHERE IT'S COMING FROM. LYING TO YOUR LOVED ONES IS PART OF YOUR EVERYDAY LIFE. IF THEY FIND OUT ABOUT YOUR CRIMINAL LIFE THEY MIGHT TURN YOU IN OR ABANDON YOU ALTOGETHER. YOU STAND TO LOSE THEIR LOVE AND RESPECT. IF THAT EVER HAPPENS, FOR THE NEXT TWO ADVANCES YOU BEGIN THE SESSION WITH ONE LESS BENNY.

## ROLLER SKATER

YOU HAVE MASTERED THE ART OF FIGHTING ON ROLLER SKATES. WHILE ON SKATES YOU CAN USE THE CHARGE MANEUVER AS IF MOUNTED ON A HORSE. THE RUN ACTION ALSO BECOMES A FREE ACTION AND YOUR SKATES CAUSE STR +D6 DAMAGE.

## INTERLUDES

**CLUBS.** I WAS BUSY COOKING DINNER FOR THE KIDS. THE YOUNGEST WAS CRYING AND DRIVING ME NUTS. I WAS ALREADY DRESSED FOR THE GAME AND THE BABYSITTER WAS LATE. I FEEL THIS SHARP PAIN IN MY BOOB. I LOOK DOWN AND SEE BLOOD. I LOOK AROUND AND SEE MY 8 YEAR OLD HOLDING A SMOKING GUN. IT WAS MY GUN. I SHOULDN'T HAVE LEFT IT IN MY PURSE ON THE COFFEE TABLE. I HAD TO DROP EVERYTHING AND DRIVE MYSELF AND THE KIDS TO THE ER. WHAT A NIGHTMARE!

**DIAMONDS.** I WAS AT THIS PTA MEETING WHEN THIS LADY STARTS COMPLAINING THAT MY 8 YEAR OLD IS BULLYING HER DAUGHTER. I GET THIS LECTURE IN FRONT OF EVERYBODY. TWO WEEKS LATER, I SEE THIS FAMILIAR FACE ON THE OPPOSITE TEAM. IT'S THE LADY FROM THE MEETING. I BODY CHECKED HER SO HARD DURING THE GAME THAT I BROKE HER WRIST.

**HEARTS.** I JUST LOVE BROWNIES. I ALWAYS MAKE A BIG BATCH AND TAKE SOME WITH ME. WHO DOESN'T LIKE BROWNIES? SO THERE'S THIS CREW THAT JUST GOT IN AND THEY'RE STARTING TO CUT INTO OUR PROFITS. WE ASK THEM NICELY TO FIND ANOTHER PLACE TO CONDUCT THEIR BUSINESS BUT THEY DON'T WANT TO LISTEN. I GET THE NOD FROM LOONY JOHN. I BAKE THESE SUCKERS A SPECIAL BATCH. WITH ARSENIC. THEY EAT THEM ALL UP. WE DON'T HAVE A PROBLEM WITH THEM ANYMORE.

**SPADES.** SUPER MOM? NOT REALLY. I DO WHAT I GOTTA DO TO PUT A ROOF OVER THEIR HEADS AND FEED THEM. YOU TRY DOING THAT BY YOURSELF. THEIR FATHER TOOK OFF WITH A SKANK FROM L.A. HE CHEATED ME OUT OF CHILD SUPPORT AND IT'S PROBABLY BETTER THAT WAY. IF HE EVER FOUND OUT WHAT I DO TO MAKE ENDS MEET I'D PROBABLY LOSE CUSTODY. MY GIRLS MEAN EVERYTHING TO ME. THERE'S NOTHING I WOULDN'T DO TO PROTECT THEM.



★ HANDICAPPER ★

# LUCIEN CROSS

Your father started taking you to Blue Bonnets (race tracks) in Montreal at a young age. He taught you everything he knew about horse racing. You learned about the horses and jockeys. When you were good, he'd let you place the bets.

One day, you saw your father getting roughed up by men in suits. Not long after that, he went out one night to buy cigarettes and never came back. You figured that if you became someone he'd come back one day, so you started studying horses from around the world, keeping data on every race. You started studying baseball as well, going to Jarry Park or driving down to New York. Eventually Montreal started getting too small for you, your girlfriend became a junkie, and Zips started wanting a piece of you so you moved to Las Vegas where you hooked up with a man who claims to have known your father. It's easy money so far and you're living the dream.



WOUNDS



FATIGUE

## ATTRIBUTES

AGILITY D6, SMARTS D10, SPIRIT D8, STRENGTH D6, VIGOR D6

## SKILLS

FIGHTING D6, GAMBLING D8, INVESTIGATION D8, NOTICE D8, PERSUASION D6, SHOOTING D6, STREETWISE D6

CHARISMA: 2; PACE: 6; PARRY: 5; TOUGHNESS: 5

HINDRANCES: CAUTIOUS, GREEDY (MINOR), UNRULY RELATION (MAJOR: EX-GIRLFRIEND)

EDGES: ALERTNESS, CHARISMATIC, CONNECTIONS (ILLEGAL GAMBLING RING), HANDICAPPER, I KNOW A GUY

GEAR: S&W (.357) (RANGE 12/24/48, 2D6+1, SHOTS 6, AP 1, REVOLVER)



## UNRULY RELATION (MINOR/MAJOR)

ONE OF YOUR RELATIVES HAS A KNACK FOR GETTING THEMSELVES INTO TROUBLE, AND THIS OFTEN REFLECTS BADLY ON YOU. PERHAPS YOU HAVE A SIBLING WITH A DRUG HABIT, A TEENAGE SON OR DAUGHTER WHO SHOPLIFTS FOR ATTENTION, OR AN ALCOHOLIC UNCLE WITH A PREDISPOSITION TO VIOLENCE. A BUSINESS ASSOCIATE KEEPS BRINGING HEAT ON YOU WHILE YOU TRY TO MAINTAIN A PRISTINE REPUTATION. AS A MINOR HINDRANCE THE RELATIVE IS USUALLY JUST AN INCONVENIENCE AND EMBARRASSMENT, WHILE AS A MAJOR HINDRANCE THEIR ACTIONS CAUSE FREQUENT PROBLEMS AND RISK SERIOUSLY JEOPARDIZING YOUR CAREER. SHOULD THE RELATIVE MEET A SUDDEN AND UNTIMELY END, REPLACE UNRULY RELATION WITH ANOTHER HINDRANCE APPROPRIATE TO THEIR FATE.

## HANDICAPPER

YOU SPEND A LOT OF TIME WATCHING SPORTS, RACES, AND TAKING NOTES. ALL THIS DATA YOU'VE COLLECTED AND ANALYZED HAS MADE YOU AN EXPERT AT KNOWING THE ODDS. YOU KNOW THE VALUE OF EACH PLAYER AND FACTORS OF A MATCH. YOU KNOW PEOPLE ON THE INSIDE WHO CAN TELL YOU IF A PLAYER IS INJURED OR IF HE'S ABOUT TO GET HOT.

YOU GET +2 TO GAMBLING WHEN PUTTING ON A WAGER AND GAIN A GAMBLING RELATED CONNECTION.

## I KNOW A GUY/A FRIEND OF MINE

THIS CHARACTER TAKES GREAT CARE IN CULTIVATING ASSETS AND MAKING FRIENDS OF ALL KIND. A VAST AND STRONG NETWORK IS A COMMODITY IN THE UNDERWORLD.

THE GANGSTER GAINS A CONTACT. CONTACTS WORK MUCH LIKE CONNECTIONS BUT WITH A MORE SPECIALIZED FOCUS. THEY HAVE A NAME, PERSONALITY AND HISTORY WITH THE PLAYER CHARACTER. THEY ALSO HAVE A STREET ABILITY THAT MAKES THEM UNIQUE AND THAT ONLY YOU CAN ACCESS. MORE INFORMATION ABOUT CONTACTS IS AVAILABLE IN THE FULL WISEGUYS BOOK.

## [WC] TIBO MARIANESCU

THIS PAWNBROKER OF ROMANIAN ORIGIN SPENT SOME TIME IN LONDON BEFORE IMMIGRATING TO THE U.S. AND OPENING THE GOLDEN DJINN, A PAWN SHOP IN DOWNTOWN LAS VEGAS. THE GREASY AND HIRSUTE MAN LIKES TO PREY ON TOURISTS DESPERATE TO LIQUIDATE THEIR POSSESSIONS FOR GAMBLING MONEY. HE ALSO HAPPENS TO KNOW A THING OR TWO ABOUT JEWELRY.

THE SCUM BAG SEEMS TO APPRECIATE THE BUSINESS. YOU ALSO DISCOVERED THAT HE HAS A MEDIEVAL TORTURE CHAMBER IN HIS BASEMENT. YOU'VE BEEN GIVEN PERMISSION TO USE IT AS LONG AS YOU DON'T ASK WHAT IT'S FOR. BUT TO BE HONEST, YOU DON'T REALLY WANT TO KNOW.

ATTRIBUTES: AGILITY D6, SMARTS D6, SPIRIT D6, STRENGTH D6, VIGOR D6

CHARISMA: -1; PACE: 6; PARRY: 4; TOUGHNESS: 5

SKILLS: FIGHTING D4, KNOWLEDGE (APPRAISAL) D6, NOTICE D6, PERSUASION D4, SHOOTING D6, STREETWISE D6

HINDRANCES: GREEDY (MAJOR), HABIT (MINOR-PERVERT)

GEAR: BASEBALL BAT (STR+D6), SHOTGUN (1-3D6)

STREET ABILITY: DUNGEON. YOU HAVE PERMISSION TO USE HIS BASEMENT FULL OF MEDIEVAL TORTURE IMPLEMENTS. THIS DUNGEON PROVIDES +2 TO INTIMIDATION. YOU DON'T DARE ASK WHAT HE USES THIS ROOM FOR.

## INTERLUDES

**CLUBS.** I REMEMBER THAT TIME I WAS A BOOKIE IN KANSAS CITY. WE HAD A GOOD THING GOING. MONEY WAS FLOWING AND THE KICK UP KEPT THE BOSS HAPPY. TURNS OUT ONE OF THE CUSTOMERS WAS A COP. THIS IS RIGHT BEFORE THE GAME AND PHONES ARE RINGING OFF THE HOOK WHEN THE COPS START BANGING AT THE DOOR. I CAN'T GET MY LIGHTER TO WORK TO BURN THE BOOKS SO I START TEARING OFF THE PAGES AND EATING THEM. I END UP CONSTIPATED FOR A WEEK AFTER BUT THEY HAD TO DROP THE CHARGES FOR LACK OF EVIDENCE.

**DIAMONDS.** I MET TIBO WHEN MY EX GIRLFRIEND PAWNED OFF MY GOLD WATCH TO HIM WITHOUT MY APPROVAL. SINCE RETRIEVING MY WATCH I'VE BEEN NURTURING THIS MUTUAL ALLIANCE WHERE I USE HIM AS A FENCE AND JEWELRY EXPERT.

**HEARTS.** SAMMI'S DELI DOWNTOWN SERVES THE BEST GABAGOO. WHAT YOU DO IS YOU ASK ANGIE TO SLICE IT VERY THIN. THE WHOLE THING MELTS IN YOUR MOUTH.

**SPADES.** MY DAD USED TO TAKE ME TO THE RACES AT BLUE BONNET IN MONTREAL. ONE DAY WE'RE DRIVING BACK HOME AFTER HE HAD LOST HIS WHOLE PAYCHECK. IT WAS A VERY QUIET TRIP. THE ONLY THING HE SAID AND THAT HAS ALWAYS STUCK WITH ME WAS, "LUCIEN, IF YOU AIN'T WINNING, YOU'RE LOSING."



★★★ STREET URCHIN/FORGER ★★★

# OLIVIA "BRUSHES" LUCINSKY

You have no idea what a normal loving childhood is like. Your parents are junkies and care more about where and when they'll get their next fix than what you're gonna eat today. You learned at a young age how to fend for yourself on the street and showed a knack for it right from the time you could walk and talk. You've never gone to school, but that hasn't stopped you from becoming an accomplished artist who can forge any painting.

You've always been fascinated with those sharply dressed men in the Italian neighborhood, so you set up your shoeshine stand right at the corner. Because you've made yourself useful to these men, they've taken better care of you than your parents ever have. Now, on the cusp of adolescence at the age of 12, you go on jobs with them and proudly count yourself as one of their associates.



WOUNDS



FATIGUE

## ATTRIBUTES

AGILITY D6, SMARTS D8, SPIRIT D8, STRENGTH D4, VIGOR D4

## SKILLS

FIGHTING D4, KNOWLEDGE (ART) D6, PERSUASION D8, REPAIR D8, STEALTH D6, STREETWISE D6, THROWING D6

CHARISMA: 2; PACE: 6; PARRY: 4; TOUGHNESS: 4

HINDRANCES: CUGINE, ILLITERATE, YOUNG

EDGES: ALWAYS PREPARED, BORN ON THE STREETS, CHARISMATIC, FORGER (PAINTINGS), LUCK

GEAR: BILLY CLUB/BATON (STR+D4, CARRIED BY MOST LAW-ENFORCEMENT OFFICIALS), SLINGSHOT (RANGE 4/8/16, STR+D4), SWITCHBLADE (STR+D4, -2 TO BE NOTICED IF HIDDEN)



## **CUGINE (MINOR)**

AS THE YOUNGEST OR NEWEST MEMBER OF THE CREW, YOU ARE CHARGED WITH THE LESS DESIRABLE AND GLAMOROUS TASKS SUCH AS GETTING COFFEE, CLEANING OUT SOMEONE'S MESS OR WASHING THE CADILLAC. YOU ARE THE SUBJECT OF CONSTANT ABUSE AND RIDICULE.

## **ALWAYS PREPARED**

ONCE PER SESSION, YOU CAN DECLARE YOU HAVE A NEEDED PIECE OF EQUIPMENT OR HAVE RETROACTIVELY SET UP AN ESCAPE, A CACHE OR DIVERSION DURING DOWNTIME FOR THIS SPECIFIC OCCASION. DURING A HEIST, YOU GET AN EXTRA BENNY THAT CAN ONLY BE USED DURING THE HEIST. IT IS LOST IF NOT USED BY THE END OF THE HEIST.

## **BORN ON THE STREETS**

YOU WERE RAISED IN A POOR NEIGHBORHOOD AND LEARNED AT A YOUNG AGE HOW TO SURVIVE IN SUCH A HARSH ENVIRONMENT. LIKE MANY OTHERS, YOU HAD TO COMMIT CRIMES AND OUTSMART THE COPS. YOU IGNORE 2 POINTS OF SECURITY LEVEL WHEN COMMITTING CRIMES.

## **FORGER**

THIS EDGE IS DESIGNED TO HELP CREATE A REPLICAS AND FOOL SOMEONE. FORGING ITEMS AS A SOURCE OF INCOME IS BETTER HANDLED WITH THE CAREER CRIMINAL EDGE AND THE DIRTY MONEY SETTING RULE INCLUDED IN THE FULL SETTING.

CHOOSE A SPECIALTY WHEN YOU PICK THIS EDGE. EXAMPLES INCLUDE ART, COUNTERFEIT MONEY, PHOTOGRAPHY, GOVERNMENT FORMS OR I.D. OR CLOTHES. USING SPECIAL TOOLS OR EQUIPMENT, YOU CAN REPRODUCE ALMOST ANYTHING GIVEN ENOUGH TIME. YOU GAIN A +2 BONUS TO REPAIR WHEN FORGING AN ITEM OF THAT TYPE. UPON TAKING THIS EDGE, YOU ALSO GAIN THE NECESSARY TOOLS AND FACILITY TO PRACTICE YOUR CRAFT. YOU'VE ALSO RECRUITED AN ASSISTANT AND CAN FORGE AN ITEM IN HALF THE TIME. YOU CAN TAKE THIS EDGE MORE THAN ONCE, EACH TIME APPLYING THE BENEFITS TO A NEW TYPE OF FORGERY.

## **INTERLUDES**

**CLUBS.** THE OTHER KIDS ON THE STREET USED TO PICK ON ME A LOT BECAUSE OF THE CLOTHES I WEAR. I THINK THEY WERE JEALOUS THAT I DIDN'T HAVE TO GO TO SCHOOL. SO ONE NIGHT WHILE THEY WERE SLEEPING I PAINTED ALL THEIR BIKES PINK. THEY KNEW IT WAS ME. AND AFTER THE OTHER KIDS IN THE NEIGHBORHOOD MADE FUN OF THEM, THEY NEVER BOTHERED ME AGAIN.

**DIAMONDS.** I FIRST MADE AN IMPRESSION WITH THE WISEGUYS WHEN I OVERHEARD A CONVERSATION SHINING SHOES AT MY STAND. THAT STORE MANAGER SAID HE WAS IN A HURRY TO GET TO WORK BECAUSE HE WAS EXPECTING THIS BIG TELEVISION DELIVERY. AS SOON AS I GOT DONE WITH HIM, I RAN TO MR. COBETO AND TOLD HIM ALL ABOUT IT. THOSE TELEVISIONS NEVER MADE IT TO THE STORE.

**HEARTS.** THE GUYS TAKE ME TO VISIT HOUSES WHEN THE OWNERS ARE AWAY SOMETIMES. IF ANY OF THEIR PAINTINGS ARE WORTH MONEY, WE TAKE PICTURES AND COME BACK LATER TO SWAP THEM WITH THE REPLICAS I MADE. POOR SCHMUCKS DON'T EVEN KNOW THEY'VE BEEN ROBBED BLIND.

**SPADES.** JUST BECAUSE I CAN'T READ OR WRITE DOESN'T MEAN I'M STUPID. IT'S NOT MY FAULT MY PARENTS DIDN'T SEND ME TO SCHOOL. GIVE ME A CANVAS, BRUSHES AND SOME PAINT. I'LL PAINT YOU ANYTHING, EVEN THE MONA FREAKING LISA!