

WISEGUYS



JUMPSTART





WISEGUYS

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My name is Marco. They used to call me Bruises. I lived the life but it wasn't worth it, kid. I lost my youth and my family. After I got out of the can, I went back to school. Now I'm reduced to workin' as a damn parole officer while I write my frickin' autobiography.

I know you probably don't want to hear this and just wish you could enjoy your drink in peace but I'm gonna tell ya a story. I see people like you, men and women, arrive in Vegas with dollar signs plastered all over their faces every day.

So lemme paintcha a picture. It's the mid-70s, and there's a small-time real estate investor by the name of Allen Glick who gets himself a Nevada gamin' license, then purchases the Hacienda Hotel & Casino, the Stardust Resort & Casino, the Fremont Hotel & Casino and the Marina Hotel with a loan from the Teamsters Pension Fund.

Glick doesn't know it yet, but the fund is managed by the Mob. The strawman can't do nothin' but watch as Frank "Lefty" Rosenthal, who's a sports handicapper and mob associate, takes over as the manager.

Over the next decade, Rosenthal proceeds to skim millions of dollars from the casinos for the Chicago, Milwaukee and Kansas City families. Anthony "The Ant" Spilotro, who happens to be a Chicago Outfit enforcer, is brought in to protect the Mob's interests in Las Vegas.

Unfortunately, the frickin' arrogance of this notorious duo ultimately leads to their downfall. Unwillin' to play along with Gamin' Board politics, and because of his known mob ties, Rosenthal is denied access to the very casinos he'd previously been managin' under the cover of various job titles. Without a gamin' license, he's forced to manage those casinos from his residence through various proxies.

Meanwhile, Spilotro continues to make headlines with court appearances. Although he ain't convicted of any crime, this crazy, vicious mobster reigns supreme in the streets with his associates known as the Hole in the Wall Gang once his name ends up on the Blacklist, which prevents him from even enterin' any gamblin' establishments.

Convinced his excesses will go unnoticed by the bosses back east, the Ant breaks the mobster code by whackin' guys without approval and sleepin' with Rosenthal's wife. Big mistake I tell ya!

It's no surprise that by the mid-80s, Rosenthal and Spilotro are outta the picture. A failed car bombin' convinces Frank to skip town with his family, and Tony Spilotro's body is found buried in a cornfield in Indiana.

Back east, big-time U.S. Attorney Rudolph Giuliani spearheads the Mafia Commission Trial in which several organized crime figures – includin' the heads of the Five Families – are convicted. The testimony of undercover agent Donnie Brasco and evidence gathered by F.B.I. surveillance cut deep in the prosecution of these notorious wise guys. In the years to come, sentences and internal wars decimate the Mob ranks. It's the end of an era.

In the aftermath of the Mafia Commission Trial, La Cosa Nostra in New York and Chicago is routed and leaderless. At this point we're feelin' the heat, so some of us goodfellas decide to take our skills and dreams to the Nevada desert. Some do ok, but others... like me...well, you already know how that turns out...

So now it's the 90s, and Sin City's Underworld has been taken over by the Cartels and Chinese Tongs. Despite this, La Cosa Nostra never gives up. They've recruited a new brand of associates and local personalities – each one more flamboyant than the next. Safecrackers, shylocks, Elvis impersonators, glow girls, roller derby girls, and gamblers join in with them to – hopefully – rule Las Vegas once more!

You think you have what it takes to fly under the radar of the feds while wranglin' the rackets back from the Cartels, kid? Go right ahead! We'll be seein' each other soon.



LA COSA NOSTRA

As far back as I can remember, I always wanted to be a gangster.

Henry Hill

Characters in *Wiseguys* are part of the Mafia one way or another. They might be low-level associates recruited from Las Vegas' criminal underbelly, transients, entertainers looking to make ends meet, or made-men of Italian heritage. This gives them access to resources such as fences, arms dealers, and muscle. On the flip side, they must abide by the rules and give a cut of their earnings to their superiors. In La Cosa Nostra, this is called *kicking up*. Failure to comply may result in harsh discipline including death.

As a result, every player character begins play with the Connections (La Cosa Nostra) Edge and Obligation (Major – serve La Cosa Nostra) Hindrance. As part of their Obligation, every gangster pays their dues and kicks up 50% of their earnings (illicit or not) to their immediate superior. This share of their earnings also covers lifestyle expenses since wise guys usually have expensive tastes and habits.

If you're using the **Wealth** rules, then every week a wise guy doesn't earn a **Reward** their **Wealth** die goes down one step. When a wise guy goes broke, the boss starts to seriously question his level of dedication to the family. What this entails is totally up to the *Don* but may involve loss of privileges, demotion, humiliation, or the end of a career with the family (meaning an indefinite coffin vacation).

WHAT IS THIS?

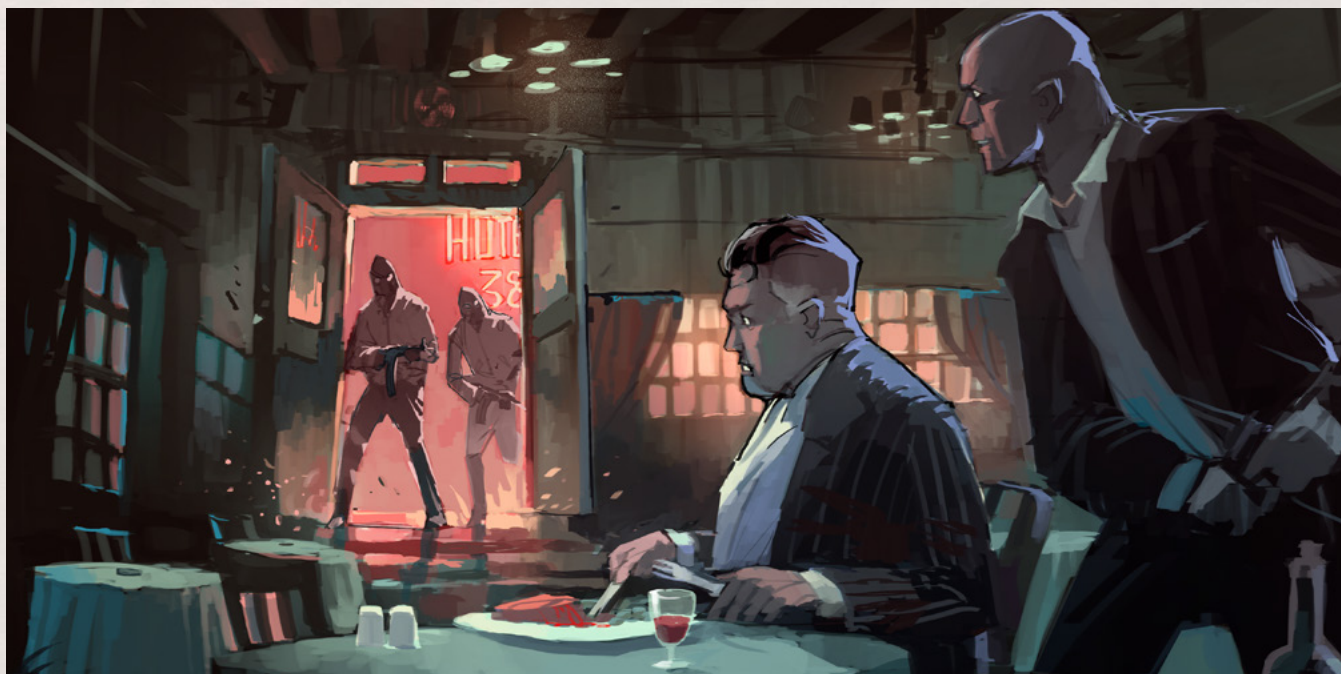
This JumpStart is an introduction to *Wiseguys*, a *Savage Worlds* Adventure Edition setting by Just Insert Imagination.

Wiseguys is a crime setting inspired by the movie *Casino* by Martin Scorsese, and crime fiction movies by Quentin Tarantino of the 90s such as *Reservoir Dogs*. It also includes character options, setting rules, and a robust bestiary that can be used to run campaigns featuring organized crime protagonists or antagonists.

Daring heists, high-speed chases, turf wars, networking shenanigans, hijackings, mob hits, and desert hole digging await you in *Wiseguys* as you retake the city that was once yours – all the while dealing with the tribulations of your personal and professional life!

In this JumpStart you'll find a preview of the setting, some of the new Hindrances, Edges, Setting Rules, a Mob Tale, and pre-generated wise guys to take this Cadillac out for a spin!

Look for *Wiseguys* to hit Kickstarter later this year!





HEISTS

Heists are a staple of good mobster stories. With so much money up for grabs everywhere in the valley, the crew is expected to perform several of these over the course of their criminal career. The Underworld, gambling establishment and Law Enforcement have wised up to robberies and breaking and entering over the years. Their security teams are trained to recognize patterns and halt any attempt to rob them or threaten the security of tourists which the city is so dependent on.

Scoundrels must navigate through various levels of security and coordinate their efforts to reach the coveted prize.

DRAMATIC TASKS

These are perfect to run heist scenes with. Use the **Multiple Skills** option with a different skill for every step, and performed by a different “lead” (until every member of the crew has taken their turn). If a scoundrel wants to **Support** the efforts of the “lead”, they can only

use the same skill once per scene. Completing a heist is like a game of chess. It’s important for wise guys to think several moves ahead!

INFLUENCE A STORY

By spending a Benny, a player character may influence a story by enabling their character to use a different skill to face a step of the **Dramatic Task** than the one determined by the *Don*. This can take the form of a flashback scene where a situation had previously been set up by the crew to facilitate the Heist. It could involve bribing a guard the day before, making a forged copy of the item to be stolen, placing a device to create a diversion, inserting a tap into a closed circuit network, or acquiring proper uniforms to blend in.

QUICK ENCOUNTERS

If the heist isn’t a pivotal part of the scenario or the group is running out of time, **Quick Encounters** may be used to run a heist. In this case, each heist participant must select a different skill. A heist is a team effort and

MOB SPEAK

- **cafone:** an embarrassment to himself or others; gavone (slang pronunciation)
- **crew:** a group of soldiers taking orders
- **do a piece of work:** to murder
- **get straightened out:** become a made man
- **rat:** a member who violates Omertà
- **skim:** tax-free gambling profits
- **swag:** stolen goods
- **to make your bone:** commit murder in order to be made
- **Zips:** slang term used by Italian-American mobsters in reference to Sicilian mafioso

its success depends on every member of the team (and their particular skill) contributing to the effort.

EXAMPLE

The crew's hired to rob the Safari Casino, and the *Don* informs them they need to successfully complete 4 tasks. First they need to slip past security using Stealth. Second, they must gain access to the restricted area by bypassing the locks with Electronics. Once in the restricted area they can disable the closed-circuit television with Hacking. Finally, the only way to get through the vault door is to blow it up with Explosives (a skill found in the *Wiseguys* setting book).

When it's time to bypass the lock with Electronics, The Amazing Linda played by Teri realizes she doesn't have that skill so she asks the *Don* if she may spend a Benny to **Influence the Story** and use Thievery to pick the pockets of a casino employee instead.

NEW HINDRANCES

THE COOLER (MINOR)

You turn anyone's luck to mush. There've been times in the past when people around you have caught on to that and given you a beating. Usually, you just get excluded by your peers when gambling is involved.

You and everybody within a Large Blast Template centered around you, or room (whichever is smaller) are unable to spend Bennies on Gambling rolls.

THE USUAL SUSPECT (MAJOR)

Nicky Santoro: If a guy tripped over a banana peel, they'd frickin' bring me in for it.

Casino (1995)

Your reputation as a criminal precedes you and you are well known to law enforcement. You are constantly the victim of harassment and surveillance. 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.

NEW EDGES

A FRIEND OF MINE (SOCIAL)

Lefty: [while walking with Donnie to meet up with other crime family members] When I introduce you, I'm gonna say, "This is a friend of mine." That means you're a connected guy. Now if I said instead, this is a friend of ours that would mean you a made guy. A Capiche?

Donnie Brasco

Requirements: Seasoned, Streetwise, Persuasion d6+

This character takes great care to cultivate assets and make friends of all kinds. A vast and strong network is a commodity in the Underworld.

Once per session, the wise guy can create a contact who's able to provide immediate assistance. The player character must give the *Don* at least basic information on this individual. This could be a forger, a politician, an arms dealer, or a witness. This individual happens to owe the wise guy a favor.

CLEANER (PROFESSIONAL)

Requirements: Novice, Healing d6

This character was trained to clean up crime scenes and has knowledge of forensics methods used by law enforcement during criminal investigations.

The cleaner can roll Healing at +2 to scrub a crime scene using only household products, and can finish the clean-up in half the time. They can also use Healing instead of Notice or Survival to find and follow clues from a crime scene.

GOODFELLA (BACKGROUND)

Requirements: Novice, male, Italian heritage on the father's side

This honor is bestowed upon men of Italian descent who have proven themselves loyal and profitable to La Cosa Nostra.

Goodfellas have made their bones and got straightened out. They are privy to secrets only members of the brotherhood have access to. This prestigious title grants a gangster the Streetwise Edge. If the character already had this Edge, he can choose another Social Edge as long as he meets the requirements.

A goodfella also gets a bunch of things for free. Their clothes are swag and when they go to a restaurant, it's on the house. Associates kick money up to them as well. Therefore, their **Wealth** die only goes down one level per month if no **Rewards** were gained during that time period, instead of every week. They also kick up only 25% of their earnings instead of 50% (see *La Cosa Nostra*.)

Goodfellas are also considered untouchable. Other members of La Cosa Nostra will not lay hands on them unless they have permission (see **Omertà** in the sidebar for more information). This protection also extends to other shady underworld individuals who won't initiate hostilities unless provoked first. Those who do can count on the whole mafia family to exact their revenge on the transgressor.

Finally, the life of a gangster comes at the expense of responsibilities. Therefore, the mobster gains the Vow (Major - Omertà) Hindrance.

ROLLER-SKATER (COMBAT)

Requirements: Novice, Athletics d6, Fighting d6

You have mastered the art of fighting on roller skates. While fighting on skates you are not considered on an Unstable platform, you can use your skates as weapons

OMERTA

This Italian word means "manhood". It is the code of silence.

Upon going through the sacred ceremony, new initiates agree to live by the following code. Breaking the rules invites other members to kill them.

1. **Omertà.** This oath, or "code of silence", prohibits made-men from talking to the authorities.
2. **Family secrets.** Members aren't allowed to discuss family business with outsiders.
3. **Blood for blood.** If a wise guy is murdered by a peer, retaliation is forbidden unless the boss gives permission.
4. **No fighting among members.** Fist, knife, gunfights. Doesn't matter.
5. **Tribute.** A member must give a portion of his earnings to the boss each month. Wise guys call it *kicking up*.
6. **Adultery.** You simply don't sleep with another man's wife.
7. **Dress Code.** Wise guys consider themselves businessmen and they dress the part. They come to work in a suit and clean shaven. And tattoos are frowned upon. You shouldn't have any markings by which you can be identified.

while wearing them (you cannot be disarmed), and they are not treated as improvised weapons. This leaves your hands free to hold other items or weapons.

ROLLER SKATES

SIZE	HANDLING	TOUGHNESS	CREW	COST
- 2 (Small)	+0	3	1	100

Notes: Doubles the skater's Pace and running die result. Difficult terrain counts as 4" of movement. Any critical hit wrecks the skates.

SONG OF THE CANARY

It all began with a tip that a valuable cargo was practically waiting to be hijacked. The truck driver had fallen on hard times and was willing to relinquish its content to Mario Zella, a wise guy under Loony John's wing for a bunch of crackers (a thousand dollars).

You also work for Loony John, a mafia caporegime. Over here he's also known as Soup. Legend has it that one time one of his soldiers handed him his kick up money in a manilla envelope as Loony was cooking dinner. Now, Loony John had specifically asked for white letter envelopes because they fit perfectly in the lining of his vest. Rumour has it the angry capo grabbed the closest thing to him, which happened to be a can of soup, and beat the cafone within an inch of his life. This is the type of guy you're dealing with here.

Loony John recruited you to assist Mario in the hijacking. Mario would drive the truck while you followed in a car provided by Loony John to make sure nothing happened to the swag box.

The thing is it all went downhill when you reached the warehouse you were supposed to bring your haul to. Las Vegas Metro Police cars came out of nowhere and converged on the location with sirens on. Some might say it was as if they were waiting for the delivery.

With a turn of the wheel and the pedal to the metal, you sped off into the night in the boss' Cadillac, tires screeching and engine roaring, pursued by two police cars.

SIRENS AND SKID MARKS

The crew just completed a delivery truck hijacking but the driver, Mario Zella, was arrested by Las Vegas Metro P.D. Two other police cars are on the crew's tail, time to lose them.

It just so happens that the crew knows a place they can hide until the whole thing blows over. It's dark and poorly lit outside the warehouse, so the cops probably don't know who's in the car. Or do they?

This is a Chase scene with the crew two cards ahead of the cops. It ends when the crew has escaped, made it 5 rounds without getting caught, or been collared by the cops. The cops concentrate their efforts on disabling the vehicle or trying to force it off the streets of Las Vegas.

CADILLAC				
SIZE	HANDLING	SPEED	TOUGHNESS	CREW
5 (Large)	+0	140 MPH	12(3)	1+4

POLICE CRUISER				
SIZE	HANDLING	SPEED	TOUGHNESS	CREW
4 (Large)	+1	160 MPH	11(3)	1+3

- 2 Las Vegas Metro police officers per cruiser (use Security stats)

MARIO THE RAT

By now the crew has either made it to their hideout or been arrested by the cops.

If they made it to the hideout, take a moment to ask them what it looks like. Is it the back of a restaurant, junkyard, or suburban house?

It's also a good time to run an Interlude to fill in the blanks about the hijacking. What was in the delivery truck? Where were they going? Remind the players that the bust looked like a setup. There must be a rat in their midst. Give them a moment to roleplay this out before moving to the next scene.

If the crew got arrested, you should run that Interlude behind bars as the crew tries to make sense of what happened. When the last crew member has said his piece, Loony John comes to bail them out.

THE CANARY SINGS

In mafia lingo, singing like a canary means being an informant for the police or to rat someone out.

This may come as no surprise but Mario Zella turned informant for the F.B.I. months ago. Believing that Mario wouldn't be able to continue this masquerade

MAIN OBJECTIVE

Do a piece of work on Mario Zella.

SECONDARY OBJECTIVE

Destroy evidence against the crew and Loony John.

without tipping his hand for much longer, the F.B.I. decided to hurry things along and set up a hijacking to apprehend the crew.

Needless to say, the bust doesn't sit well with Loony John and he suspects Mario's a dirty rat. Mario can't be located in any of the valley's police precincts.



Whether the crew meets Loony John at their hideout or after getting out of jail, he tasks them with finding Mario. The crew needs to make sure he doesn't talk, and destroy any evidence the Feds might have on the crew or Loony John. The sooner the better!

Mario Zella is being held under heavy security at the Colossus Casino & Hotel by F.B.I. agents. In the morning, they board a flight to D.C. for a debriefing and to initiate the Witness Protection Program process for Mr. Zella.

Coincidentally, it's a special night at the Colossus. It's opening night for Coco, a disco star from the 70s, at the Parthenon Theater. This means the place is packed to the rafters with over-enthusiastic fans, and there's increased private security.

Finding Mario's location is achieved by **Networking** with a -2 penalty. As usual, it's possible to use the **Support** rules. A failure means the crew finds out where Mario is, but the F.B.I. knows they're coming. A success means they locate Mario down to the room

number (21066). On a raise, they ferret out how much security the rat is under, his exact location, and the fact there's a Coco concert. With two raises they're aware that members of the Russian Bratva are on the scene to conduct a drug deal.

The Colossus Casino & Hotel is under heavy police security. Cars are patrolling the area. Double the security if the crew failed the **Networking**.

- 2 Las Vegas Metro police officers per character (use Security stats)

OVERTURE

Special Agent Gary Harrison is responsible for protecting Zella and delivering him to F.B.I. Headquarters in Washington D.C. for debriefing.

Two agents keep an eye out for the crew in the hotel lobby and elevators. Two more guard the 21st floor and the door to room 21066. Finally, two additional agents plus Gary Harrison keep an eye on Mario Zella. Feel free to increase security with a police escort for larger or more experienced crews.

A **Dramatic Task** or **Quick Encounter** are good ways to handle the crew trying to slip past without sounding any alarms, or to subdue security all the way to room 21066 and Mario.

- F.B.I. Agents: Use Security stats with Athletics and Common Knowledge d6

CANARY IN A CAGE

There's a very good reason why special agent Gary Harrison wanted to stay at the Colossus tonight. The dirty Fed uses his position to run a drug empire on the side. The exuberant Coco and his stoic Russian manager Grigory (a Bratva member) are his customers. Harrison needs to unload 10 kilos of snow and figures the concert ought to provide the perfect cover for the deal. The agent's an egomaniac with a nervous tic he tries to conceal by chewing on mints he grabs from a small antique tin can. The three miscreants all have backstage passes and intend to conduct the deal during intermission.

Unless the crew makes a ruckus or alerts the agents, they reach the room. Mario and the agents keeping an eye on him are not in their penthouse suite, however. A brochure with pockets that once held tickets to the Coco concert is found on the desk.




If the crew decides to lie in wait for Mario to return, Loony calls them to inquire about the status of their investigation. He urges them to seek out Mario before he slips away.

The concert is sold out, so the crew needs to find another way in. When they enter the amphitheater, the concert is nearing the intermission, and the atmosphere is festive. Most of the audience is wearing disco era clothes. Locating Mario requires a success on a Notice roll. A raise informs the crew that Russian Bratva goons are protecting Mario and agent Harrison, while a failure alerts the goons to the crew's approach.

Once the music stops, Harrison makes his way backstage to conduct the deal with Coco and Grigory. If the crew fails to intercept special agent Harrison, the 2 agent bodyguards, and his captive, they all disappear backstage. The crew can also opt to take a shot through the crowd but any firearm going off alerts the local cops outside the building.

If confronted, Mario Zella denies being a rat. He gets on his knees and begs for his life, claiming Gary Harrison is a dirty Fed and set him up.

If given the chance, Gary Harrison tries to reason with the crew before they take care of Mario. He's willing to give up the surveillance files he has on them and Loony John if they let him walk away with Mario Zella. They can't have both. If they kill him or Zella, they'll never find the files.

-  **Special Agent Gary Harrison:** Use Security stats with Persuasion d8 and the Streetwise and Connections (Bratva) Edges
-  **Mario Zella**
-  **Grigory:** Use Bratva Goon stats with Smarts d6 and Vigor d10
- **1 Bratva Goon** per character

FIN

Where the files are is up to the *Don* and could be the beginning of another Mob Tale. They might be in a locker at the airport, in a reporter's mailbox, or some other possibility amongst many.

Did the crew start a war with the Russian Mob? Did they complete all objectives?

REWARD

While Loony John doesn't compensate the crew for their effort there is potential for good money here.

Grigory has a bag with \$50,000 (2 Rewards) and Harrison has a briefcase containing drugs of equivalent street value.

CAST OF CHARACTERS

MARIO ZELLA

This wiseguy thought he'd make more money with his own crew, but he soon got in way over his head. Guys started getting pinched, bringing heat down on him. That's when he was left with no choice but to turn informant to save his miserable skin. Truth is that he doesn't have the spine or smarts to lead a crew. He's also scared silly of spending any time in the can, though he'd never admit it.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d6, Notice d4, Persuasion d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Clueless, Impulsive, Yellow

Edges: Goodfella, Streetwise

SECURITY

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

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4

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

Gear: Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, RoF 1)

BRATVA GOONS

The goons were misinformed about the nature of this event and were instructed to wear togas. Coco and Grigory think this is quite hilarious.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d4, Persuasion d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Brawler

Gear: Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, RoF 1), Walkie-Talkie



Little Debbie

Roller Derby girl / Knee Breaker

Everybody has their own way to let off some steam. After your husband left you alone to raise the kids, you needed to channel all that frustration into something. 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. Other than beating up your husband, nothing's better than the feeling of a contact sport like Roller Derby. You always bring baked goods to the games.

One day, a mobster in attendance watched you play. Turns out he needed an enforcer, a real tough broad. Needless to say, you're having more fun than ever, but you have to keep 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 get up to at night.

Attributes

d8	d4	d6	d8	d8
Agility	Smarts	Spirit	Strength	Vigor

Skills

d8	d4	d6	d8	d6	d4
Athletics	Common Knowledge	Driving	Fighting	Intimidation	Notice
d4	d8	d4	d4	d6	
Persuasion	Shooting	Spanish	Stealth	Taunt	

Pace: 8 Parry: 6 Toughness: 7

Edges: Brawler, Combat Reflexes, Extraction, Fleet-Footed, Roller-Skater.

Hindrances: Obligation (Major – single mother of 2), Secret (Minor – criminal life), Suspicious (Minor)

Gear: Peacemaker (.45) (Range 12/24/48, 2d6+1, Shots 6, AP 1, RoF 1, Revolver), Roller-Skates (Str+d4)

“Would you like a brownie to go with that knuckle sandwich?”

Wounds



Fatigue



Lucien Cross

Handicapper

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. 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 became too small for you, your girlfriend became a junkie, and the local 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.

Attributes

d6	d10	d8	d6	d6
Agility	Smarts	Spirit	Strength	Vigor

Skills

d6	d4	d10	d6	d10	d8
Academics	Athletics	Common Knowledge	Fighting	Gambling	Notice
d8	d6	d6	d4		
Persuasion	Research	Shooting	Stealth		

“New England by 13 points.”

Wounds



Fatigue



Pace: 5 Parry: 5 Toughness: 5

Edges: A Friend of Mine, Connections (Las Vegas Metro PD), Streetwise

Hindrances: Cautious, Elderly, Greedy (Minor)

Gear: S&W (.357) (Range 12/24/48, 2d6+1, Shots 6, AP 1, RoF 1, Revolver)



The Amazing Linda

Illusionist / Cleaner

Daddy put you through med school. He was a doctor himself and wanted you to follow in his footsteps. Your true passion, though, was magic and illusions. You did your internship at the coroner's office and, most importantly, got to spend it 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, but a disgraceful incident prevented you from graduating.

Shamed and disowned, 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 a pet snake named Aspy, and are on the way to fame while Loony John pays you extra for your knack of making bodies disappear.

Attributes

d8	d10	d8	d6	d6
Agility	Smarts	Spirit	Strength	Vigor

Skills

d4	d4	d4	d8	d6	d6
Athletics	Common Knowledge	Fighting	Healing	Notice	Persuasion

d6	d6	d8	d8
Performance	Shooting	Stealth	Thievery

Wounds

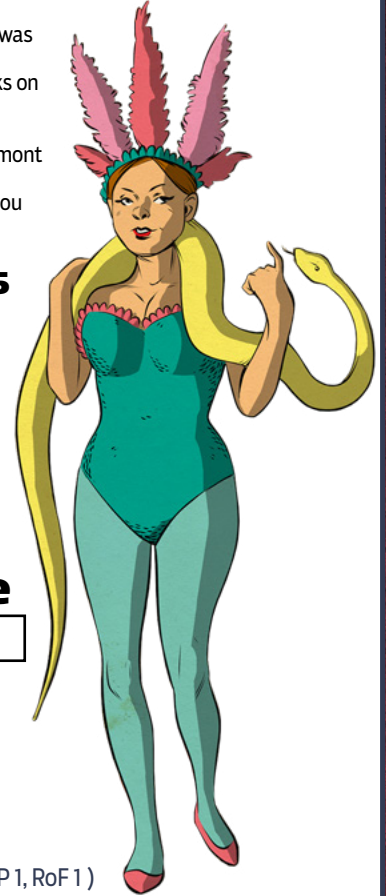
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Fatigue

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“Mina’s husband comes home in 45 mins. Let’s make sure this place looks as though we were never here! Pronto!”



Pace: 6 Parry: 4 Toughness: 5

Edges: Beast Master, Cleaner, Healer

Hindrances: Anemic, Habit (Major: pills), Shamed (Minor – failed med school)

Gear: Asp named Aspy (use the Venomous Snake in *Savage Worlds*), Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, RoF 1)

Tommaso “Tommy Blue” Mazzotta

Burglar / Wise guy

You grew up on the streets of Brooklyn, shinin' shoes for the made-men of the neighborhood. Twenty years later you were one of 'em on account of havin' 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 movin' to Las Vegas to protect the family's interests. Turns out, your reputation precedes you everywhere you go, and every time somethin' goes wrong, the cops come knockin' at your door and askin' questions. You're more clever than them, though. Have you been pinched? Sure, plenty of times, but nothin' sticks to you.

Attributes

d8	d8	d6	d8	d6
Agility	Smarts	Spirit	Strength	Vigor

“Fuhgeddaboudit!”

Skills

d6	d4	d6	d8	d4	d6
Athletics	Common Knowledge	Electronics	Fighting	Gambling	Intimidation

d6	d4	d4	d6	d6	d6
Notice	Persuasion	Repair	Shooting	Stealth	Thievery

Wounds

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Fatigue

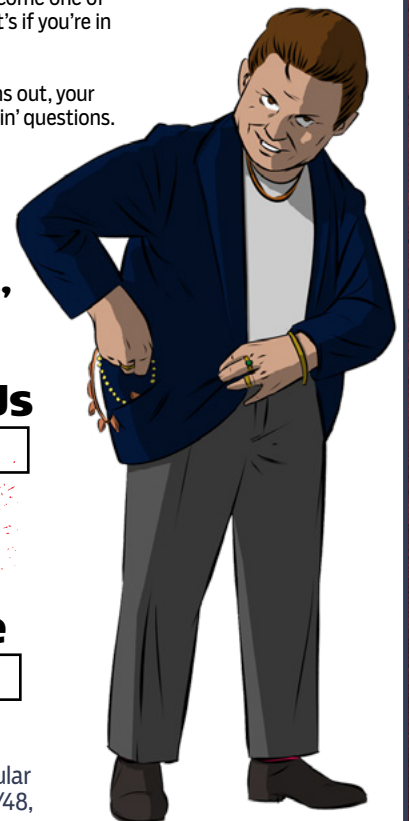
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Pace: 6 Parry: 6 Toughness: 5

Edges: Goodfella, Streetwise, Thief

Hindrances: Quirk (Brooklyn accent), The Usual Suspect (Major), Thin Skinned (Minor)

Gear: Brass Knuckles (Str+d4, a gangster wearing brass knuckles is considered to be an Unarmed Defender), Cellular Interceptor, Lineman's Telephone (Repair roll to tap into a phone line), Lockpicks, Peacemaker (.45) (Range 12/24/48, 2d6+1, Shots 6, AP 1, RoF 1, Revolver), Telephone Tap (Bug)



Winston Brown

Elvis impersonator / Pickpocket

Give you a few minutes; you can impersonate anyone you've observed before. Las Vegas has been a blessing for you. The weather is lovely 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 wallets.

You're the best Elvis impersonator that's ever lived and you're ready to prove it to any contender. You prefer to stay outside of casinos because, for some reason, you bring bad luck to gamblers around you.

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



"Eyes up here, honey!"

Attributes

d8	d6	d8	d6	d6
Agility	Smarts	Spirit	Strength	Vigor

Skills

d4	d4	d6	d6	d8	d6
Athletics	Common Knowledge	Fighting	Notice	Performance	Persuasion
d6	d8	d6	d8	Wounds	
Shooting	Stealth	Taunt	Thievery	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 	
				Fatigue	
				<input type="checkbox"/> <input type="checkbox"/>	


Pace: 6 Parry: 5 Toughness: 5

Edges: Bolster, Charismatic, Martial Artist, Work the Room
Hindrances: Delusional (Minor – greatest Elvis impersonator alive), Jealous (Major), The Cooler
Gear: Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP1, RoF 1, Semi-Auto)

Attributes

Agility	Smarts	Spirit	Strength	Vigor

Skills

				Wounds	
				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 	
				Fatigue	
				<input type="checkbox"/> <input type="checkbox"/>	

Pace: Parry: Toughness:

Edges:
Hindrances:
Gear: