

Crime Lord

Crime is well organized in the large cities of the Old World. In some places, things are organized in guild fashion with a Guildmaster at the top surrounded by trusted lieutenants. In other places, such as Tilean City-States, these organizations are like a family business with the head of the extended family ("Don", or "Padrone" in Tilean families) as "Boss" surrounded by his sons and other trusted family members. These Crime Lords usually control most of the illegal activities in their areas of control (smuggling, extortion, slavery, illegal gambling, and loan sharking). These activities are covered by legitimate ones (mostly the Family-run operations) such as trade and craft. In addition, many Crime Lords contribute to openly philanthropic causes, especially for the poorer classes. The Street or Pünker Gangs are the exception to this as they deal with the world on their own violent terms.

Would-be Crime Lords have to either take over a current Crime Lord's territory or carve out a piece of that territory. Either way, the would-be Crime Lord would have to initiate gang warfare. A would-be Crime Lord can become a Crime Lord in fact only by surviving such a war and gaining territory and exclusively directing criminal activity therein. Ensuing warfare can erupt at any time.

Advance Scheme

| M | WS | BS | S | T | W | I | A | Dex | Ld | Int | Cl | WP | Fel |
|---|-----|-----|----|----|----|-----|----|-----|-----|-----|-----|-----|-----|
| - | +20 | +20 | +1 | +1 | +4 | +20 | +1 | +20 | +40 | +20 | +20 | +20 | +20 |

Skills:

Bribery
Charm
Dance
Embezzling
Etiquette
Evaluate
Numismatics
Secret Language- Guilder
Specialist Weapon- Firearms
Spot Trap
Street Fighter
Torture

Entered From:

Assassin
Outlaw Chief
Racketeer
Slaver

Career Exits:

Nil

Trappings:

Hand Weapon
Hidden Pistol
Townhouse
Warehouse(s)
10D6 Gold Crowns
2D6 Bodyguards
2D6 Racketeers