

Paranoia

NICO AMBROSIO

Nicola “Nico” Ambrosio is a *caporegime*, a middle manager in New York’s Genovese Family circa 2004.

Personality: Low tolerance for frustration. Expects others to keep their cool, then explodes.

Rage Passion: Having to repeat himself.

Noble Passion: Nico lives modestly and doles out wealth generously, both to his underlings and charitable causes in his territory.

Fear Passion: Cancer, especially the stomach or bowel (Helplessness)

Wound Threshold: 50

Wise Guy 60*%: Of course I can rule by fear without starting a bloodbath, tell when someone isn’t kicking up their full percentage, convince the underboss I’m kicking up mine (Subs Status, Coerces Helplessness, Provides Firearm Attacks)

Captain (Unconscious Avatar) 60%

Notches	Helplessness	Isolation	Self	Unnatural	Violence
Hardened	4	3	5	3	6
Failed	1		2	1	2

Appearance: Skinny, early forties, good diction. Missing two fingers on his right hand.

Possessions: Nico makes money by “taxing” low level criminal enterprises on the West Side of Manhattan and through his share of the Family’s rigged municipal garbage contracts.

TROY GOTTARDI

The only other made guy in Ambrosio’s outfit. According to the unwritten rules of the game, the organization is supposed to back made members in disputes against people outside the family, answering any sleight with instant retaliatory violence.

Personality: Smart and resourceful, eager to please with counterproductive displays of violence.

Rage Passion: Having things spilled or splattered on him.

Noble Passion: Sob stories, but only romantic ones.

Fear Passion: The undead, especially people he killed (Unnatural)

Wound Threshold: 50

Mobbed Up 60*%: Of course I can of course I can skip the line, get you some fun young people to party with, source a safecracker. (Subs Lie, Coerces Violence, Provides Firearm Attacks)

Notches	Helplessness	Isolation	Self	Unnatural	Violence
Hardened	3	2	4	1	5
Failed		1		1	2

Appearance: Jacket, silk shirt, too much pomade. Good face, hideous hands.

Possessions: A knife and a gun, though he ditches both if he thinks the police are onto him.

ASSOCIATES

A rotating cast of petty and semiprofessional criminals. Mazama, Slow Eddie, Narrazia, Big Jew, Harvey Glottis, Fingers. These guys work for the mob and enjoy some perks and protection, but are not considered part of the family and will be sacrificed at a moments notice to shield the inner circle.

Start with this stat block from Book 4 and staple on some passions.

Petty Crook 50%: of course I can get you something cheap that fell off a truck, arrange to get you bonded out of jail, tell you which beat cop is bent (Subs Lie, Subs Secrecy, Subs Pursuit)

Notches	Helplessness	Isolation	Self	Unnatural	Violence
Hardened	3	3	3	1	4
Failed	1	1			1

LOBSTERNADO

An all night seafood restaurant on the Hell's Kitchen waterfront. The owner owes Ambrosio's crew enough money that the mob effectively owns the restaurant. They treat themselves to lobster dinners, lunches and breakfasts and it's a safe bet that there's at least one hood there if you need to find a mobster.

WHAT YOU HEAR

Back in the 1950s, the Sleepers used Cliomancy to turn the New York families against wizards. They were *very* afraid that the National Crime Syndicate would acquire magick powers and become a serious rival to their own conspiracy (like what eventually happened with TNI). It also gave them a convenient pack of unwitting attack dogs which they could unleash on uncooperative mages. Fifty years later the Sleepers and TNI are almost extinct, but the Sicilian hoods still kill any wizard they catch. Like other rules of the game it's rarely discussed, but everyone learns one way or another that "Satanic black magic" is not tolerated.

That's how it's supposed to work, anyway. Organized crime has a paradox, just like magick users. For all the talk about brotherhood and community, guys are drawn to the life out of selfishness. The life of crime lets you take things that don't belong to you instead of slaving away at a real job. That means when the chips are down they'll steal from each other, betray each other, kill each other over petty interpersonal beefs, inform on each other to stay out of jail... and when it happens everyone acts surprised, like they expected better.

Street level goons are always under pressure to keep the money flowing upward while leaving enough for them and their families. Like selling drugs on the side, mages and their get rich quick schemes tempt Troy and his underlings to clandestinely break the rules in exchange for extra cash. And that's before someone has a serious health problem. Ambrosio could change his tune if he got sick.