



MADE-MEN

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When first interacting with Tony, New York's kingpin of goods and gear, a bloodthirsty group might decide to take him and take over his criminal enterprise for themselves.

If your megalomaniacal villains have this issue, you can beef up Iron Head Tony's bodyguards from a few enforcers and thugs to the "Made Men."

The Made men are androids, each sporting an entirely black three piece suit, black tie, and black expressionless helmet/faceplates that look straight out of Daft Punk.

Tony has named each of them after a famous mafioso: Capone, Siegel, Gambino, Costello, and Corleone. Corleone is his personal favorite—he wears a million-dollar Rolex!

Tony loves to watch the Made Men work over anyone who gets too pushy. They're brutal, efficient, and utterly ruthless bodyguards. Tony keeps them close at hand, but may occasionally send one or two out on a mission if he really needs the extra punch.

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Each of the Made Men have a fusion core that allows them to operate at a very high function, they can channel this energy through laser cannons that emerge from their forearms or out the backs of the elbow to empower staggering melee attacks.

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d10, Fighting d10, Focus d10, Notice d10, Stealth d10, Intimidation d10

Pace: 8; **Parry:** 11; **Toughness:** 20 (6)

Edges: Block (Imp), Counterattack (Imp), First Strike, Level Headed, Marksman, Nerves of Steel, Quick, Super Powers (40), Take the Hit

Special Abilities:

■ **Armor +6 (3):** Iron body.

■ **Construct (8):** +2 to recover from being Shaken; ignores 1 point of Wound penalties; doesn't breathe or suffer from disease or poison.

■ **Broadcast (2):** The Made Men can see and hear communication signals within 10 miles.

■ **Hardy (2):** A second Shaken result in combat doesn't cause a Wound.

■ **Fearless (2):** The Made Men are immune to Fear and Intimidation.

■ **Melee Attack (4):** Str+2d6

■ **No Vital Organs (1):** The Made Men have redundant circuitry throughout their metal frames.

■ **Pace (2):** Pace 8.

■ **Parry (4):** Parry +8.

■ **Toughness (6):** Toughness +6.

■ **Ranged Attack (6):** Fire. Focus. Range 12/24/48, Damage 3d6, AP 4. Charge.



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