

MAGGIA BODYGUARD

The Maggia bodyguard are some of the more visible members of the Maggia, protecting important members, homes and businesses. They are often seen wearing suits and hats, with the more well off families providing expensive suits with concealed armour built into the suits. They are armed with weapons that are modelled after the infamous tommy guns to give them a 'classic gangster' look.

MAGGAI BODYGUARD

Human Thug, Tough Ord 1/Strong Ord 1

Defense 16, Touch 13, Flat-Footed 15 (+1 Dex, +2 Class, +3 Undercover vest)
Hit Points 14 (1d10+2 plus 1d8+2)
Mass Dam Threshold 15
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	13 (+1)	19 (0)	8 (-1)

Initiative +1
Condition Immunities None
Saves Fort +4, Ref +1, Will +0
Skills Climb +2, *Concentration* +4, *Drive* +5, *Intimidate* +5, *Knowledge (current events)* +2, *Listen* +1, *Profession* +1, *Search* +1, *Spot* +3, *Swim* +1
Grapple +1
Languages English, Italian
Reputation +2
Challenge 1
Possessions Maggia Tommy Gun special, 5 magazines or 2 drums of ammunition, Suit (functions as under cover vest), various gear.

Take 'em Outside. When the bodyguard makes a melee strike against a target, the target must make a Fort save DC 10 + damage dealt or be Dizzy. On a successful critical hit, the target is Stunned on a failed save, or Dizzy on a successful save.

Fish In A Barrel. When the Maggia Bodyguard makes a successful ranged attack against a Stunned target, they deal double damage.

Actions

Bodyguard. *Once per turn, the Maggia Bodyguard can pick a friendly within 10 feet of him and apply half his Class bonus to Defense to that target. However he can't move more than 10 feet from the target, and applies only half his class bonus to Defense to himself.

Rifle Butt. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 1d6+2 bludgeon **Maggia Tommy Gun Special.** *Range Weapon Attack:* +6 to hit, range incr 60 ft., one target. *Hit* 2d10 ballistic

Reactions

Hair Trigger. Maggia Bodyguards are charged with protecting important members, and thus must react quickly. If they are attacked by a ranged weapon within 50 feet of them, they can use one of their attack of opportunity for the round to attack the attacker with a ranged weapon in hand, but at -4 to attack roll.