

Complete Mafia: West Coast for d20 Demo: A Beginning Adventure New Players

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What you need: This adventure is designed to be played as a standalone demo. For more details, consult *Tony DiGerolamo's Complete Mafia for d20* from Living Room Games (www.lrgames.com) and *Complete Mafia: West Coast for d20* from the Le Games (www.thelegames.com). To play the demo, you'll need this entire supplement. You should have someone to act as the GameMaster (the referee or GM) and two to six players play the characters in the game. Each character is part of a Mafia Crime drama (like a movie or a novel) and the GM is like the director or author. But instead of a predetermined ending, the players make decisions for the characters that can affect the eventual outcome for good or bad.

You will also need pencils and a set of dice that include 20-sided, 10-sided, 8-sided, 6-sided and 4-sided dice. (Shorthand for the dice are d20, d10, d8, d6 and d4.) The main die you will use is the 20-sided one. Whenever the characters perform an action that has a chance of failure, they must roll a 20-sided die and beat the Difficulty Check. This check is a number that is set by the GM and outlined in the adventure. (For example, if the character has to make a Drive check to evade the police, the GM might say that a 15 or higher number is needed. The player then rolls the 20-sided die for the character that is driving and adds his total Drive Skill. If the final number is 15 or above the character out-drives the police. If it is below 15, the GM announces that the police have boxed in the character's car and now the player must decide to surrender or shoot it out with the cops, prompting further decisions and dice rolls.) The GM rolls the dice and speaks for all other characters in the game that are not controlled by the players. He also reads the description in each section of the adventure to set the mood. The description in this font is read aloud while the description in *italic is secret information for the GM or information that the players must discover through their character's actions.*

For best results, the GM should read through the entire supplement first. Each player should familiarize themselves with the character they choose. Six characters have been included in this supplement (Four wiseguys and two Babes). If you need more characters, simple copy the ones given and change the names around. Other characters are available for download at www.lrgames.com and at Tony DiGerolamo's website at www.thefixsite.com. There are also characters included with the core rulebook, *Tony DiGerolamo's Complete Mafia for d20* and the PDF supplement *Complete Mafia: West Coast for d20*.

Giving the Boss the Finger

An adventure for two to six Family Associates

For the GM only: This Complete Mafia: West Coast adventure takes place in the campaign city that comes with the rulebook called "Las Deudas". Las Deudas is fictional city located in Nevada and is similar to Las Vegas or Reno. Players with experience with the previous Complete Mafia campaign in New Milan should note that the major differences are that prostitution is legal, the police are better trained and instead of dominating Mafia families, there are dominating Yakuza and Triad Families. (The Mafia is on the way down in Las Deudas.) The GM can change the location to whatever city he feels comfortable using. The GM will have to adlib the dialogue of the other characters the players will interact with. He may have to "wing it" if the players do something unusual or unexpected. Use your best judgment. If there is a chance of failure for the act, assign a difficulty number and have the player roll a 20-sided die. Let the player add any applicable skills or attribute bonuses that might apply. If he rolls over the amount, he succeeds. If he rolls under, he fails.

Set up: It's about 1AM and you and your associates are sitting in a martini bar in called "The Jade Dragon". (*It is located on the 2004 Las Deudas map near Area 55, approximately two blocks north and one block east.*) The bar has no words on its street sign, just a green dragon insignia on the front door. It is widely known to cater to mid-level Associates and low level made guys in the Yakuza. The samurai sword behind the bar is prominently displayed as a symbol of the Oonishi Family's power in Las Deudas. Triad associates and made men are also welcomed here provided they behave. Mikey Ito, a good friend of yours and a recently made Yakuza, has invited you here for drinks and hinted that there may also be an important service that you could fulfill for him. Such an opportunity is rare and working for the Yakuza can be extremely profitable. Putting on your good suit, you

arrived and were greeted warmly by the Japanese staff. The Jokyu or Hostess, is a striking Japanese woman named Katrina. Jokyus provide companionship and entertainment for Japanese businessmen, like modern day Geishas. They are **not** prostitutes.

“Gentlemen (and ladies if present), welcome to the Jade Dragon. I am Katrina. How can I make your stay more pleasant?” she greets.

If Katrina sits down at your table, she will bill you for her time. You may, politely, decline her offer by asking to be shown a table or simply go to the bar. How do you respond? (*Katrina charges 7 Wealth an hour for her companionship and tips are expected. If the PC's are especially charming or polite, the GM may opt to have Katrina say, "You are quite the gentleman. Please accept this complimentary sake." If the PC's accept, they gain 5 Respect points. Katrina will be positively disposed toward the PC's in the future and is a good source of information about the local gangs. Although she cannot directly talk about them, she may indirectly give the PC's hints like: "I've heard that a certain Yakuza made man is in trouble with his powerful Oyabun over at the airport." This would be a clue to a man that works for the Oonishis, since they control the Warren G. Harding Airport. If the PC's are rude, Katrina will say something like, "Eh, thank you for your comment. I am sorry to have offended you. Life is too short for offensive language and I'm sure you know all about being short and offensive." The offending PC loses 20 Respect. Since Zin Yi is a Sex Addict, she has to make a weakness check or she will attempt to Seduce Katrina. This may or may not go over well with her boyfriend or overly protective brother. The GM should play it by ear and see where the players take it. After they are settled in their characters and the bar, begin the next sequence "Mikey's Problem".*)

1st level Fast Mook: Average Staff Member at the Jade Dragon

Str: 14/+2, Int: 12/+1, Wis: 11/+0, Dex: 15/+2, Con: 11/+0, Cha: 16/+3, Defense 14, 8 HP, Attack Bonus: +0, Fort: +0, Ref: +1, Will: +0, Skills: +4 Bluff, +5 Gamble, +6 Knowledge (Current Events), +3 Swim, +6 Craft, Cooking, +3 Sense Motive, +5 Diplomacy, +5 Drive, Feats: Simple Weapon Proficiency, Defensive Martial Arts, Corporate Connection x2, Weaknesses: none, Respect: 100, Bank: 12, Talent: Evasion, Wealth Bonus: +5 (*These Japanese waitresses and bartenders know their place and are extremely respectful. They speak Japanese first and English second, but both excellently.*) **Weapon of Choice:** fists

Katrina Mamika (22): 2nd level Strong Mook/2nd level Family Associate: Babe/4th level Jokyu

Str: 16/+3, Int: 12/+1, Wis: 11/+0, Dex: 13/+1, Con: 10/+0, Cha: 17/+3, Defense 16, 35 HP, Attack Bonus: +5, Fort: +3, Ref: +5, Will: +3, Skills: +8 Bluff, +10 Diplomacy, +10 Performance (singing), +12 Sense Weakness, +8 Performance (Guitar), +2 Make Up, +4 Knowledge (Streetwise), +9 Joke, +4 Gather Information, +10 Sex, +9 Sense Motive, +6 Knowledge (Business), +4 Knowledge (Current Events), +4 Knowledge (Civics), +11 Seduce, +7 Exploit, Feats: Simple Weapon Proficiency, Athletic, Brawl, Good Earner, Discount Diva, Legitimate Businesswoman, Dodge, Agile Riposte, User, Other Family Connection (Yakuza, Mr. Hanako), Weaknesses: High Maintenance, Respect: 800, Bank: 100, Talent: Extreme Effort, Trophy Girl, Art of Conversation, Musician, Wealth Bonus: +12 (*Katrina is a gorgeous, talented, well-spoken woman, but she is used to the best. It would cost a PC a lot of money to date her.*) **Weapon of Choice:** fists.

Mikey's Problem: Mikey Ito comes out of a smoky back room with six other Japanese gentlemen, who disperse and either exit or go to other places inside the dark bar. Mikey, with his hand wrapped in a white cloth, walks directly to your table. He looks a little pale. “I need you to make a delivery for me. It is very important. Direct to the Oyabun.” He hands Marty a bloody handkerchief containing a severed pinky finger. (*Marty must make a weakness check for Germ-o-phobe or he will not take the finger. Unless one of the other PC's immediately intercedes, Marty loses 10 Respect points as Mikey calls him an "idiot".*) “Deliver the package to the Rising Sun Casino (Area 28). It is for the Oyabun, Dwayne Oonishi, and for him only. Let no one stop you from this delivery. Do this and I shall reward you greatly. Fail me and I shall use the remaining time I have on this Earth to see that you are murdered in the most painful way possible.” It is appropriate for you to ask Mikey questions at this time, but you should probably be quick about it.

Likely questions from the players (Let the players ask whatever questions they want. The GM should adlib answers to questions not listed here. If the players waste too much time, dock them Respect points

and have Mikey yell at them. If they don't obey Mikey, remind them that Mikey is much more powerful than the characters and that there are dozens of other Yakuza here honor-bound to assist him in a fight.):

Are you coming with us? "No. I must get to a doctor."

Do you want us to drive you to a doctor? "Thank you, no. It has been arranged."

Why did you cut your finger off? "I failed to deliver on a business proposition."

What business proposition? "That is not for underlings like yourself to know." (*Everyone loses 2 Respect.*)

Will the Oonishis be expecting us? "They will be expecting someone. Behave appropriately. They are men of honor."

Can we drop the package off with a representative of the Oyabun? "I would prefer the Oyabun himself, but if you cannot, a blood relative of the Oonishis would be acceptable."

How much is the great reward? "I am prepared to give you a garage and a business repainting and refurbishing cars. It will be most lucrative, I assure you. Forgive me. I cannot go into greater detail at the moment."

How lucrative? "You are truly men of business. I applaud your entrepreneurship. I promise you all at least 15 Wealth." (*Everyone gains 2 Respect.*)

When do we deliver the package? "Immediately. Leave now."

Mikey Ito (30): 2nd level Smart Mook/3rd Level Family Associate/Wiseguy/5th level Yakuza Soldier Gurentai (Hoodlum):

Str: 14/+2, Int: 16/+3, Wis: 12/+1, Dex: 12/+1, Con: 13/+1, Cha: 11/+0, Defense 15, 45 (49) HP, Attack Bonus: +8/+2, Fort: +4, Ref: +4, Will: +2, Skills: +10 Intimidate, +13 Bluff, +7 Knowledge (streetwise), +4 Disable Device, +6 Craft (cooking), +3 Shake Down, +2 Drive, +8 Sense Motive, +6 Exploit, +3 Hide Motive, +4 Run a Crew, +7 Sense Weakness, +8 Diplomacy, +7 Beat, +9 Gamble, +9 Gather Information, Feats: Simple Weapon Proficiency, Brawl, Personal Firearms Proficiency, Confident, Point Blank Shot, Good Earner, Weaknesses: Braggart, Addict, Caffeine, Physical Flaw, Talent: Savant: (Gamble), Know Respect, Balls, Absolute Loyalty, Shatei, Street Network, Respect: 925, Bank: 0, Wealth Bonus: +13 (*Mikey bragged about the money a scheme he concocted would make, but when it underperformed the Oyabun became very upset. His Good Earner status saved his life.*) **Weapon of Choice:** Glock 20, 10mm autoloader, D2d6, 40ft range, 15 mag., Walther PPK .32 autoloader, D2d4, 30ft range, 7 mag.

Exiting the Green Dragon: (*Determine which character is carrying the finger before you read the next passage. Mikey goes out the front door of the Dragon, hops in a waiting car and heads for a mob doctor in the suburbs.*) You exit out the back of the Green Dragon where Chika and Yang parked their cars. You arrived when it was still light outside and now the alley is almost pitch black. Suddenly, a homeless man stumbles out of the darkness and blunders into (*the PC's carrying the finger*) both go down. (*If the PC's search for the finger they will need make a DC13 Spot check. They roll a 20-sided die, adding any Wisdom bonus or Spot Check points they may have. If the number is 13 or higher, they see the finger roll through a grate and drop about eight feet into a sewer. A rat grabs the finger and scurries into the darkness with it. Even if the finger is recovered, it's chewed to pieces. The PC's may not notice the finger missing right away, but they will probably check. The homeless guy is just a random bum in the wrong place at the wrong time. If the PC's decide to fire guns, remind them that they are close to a gangster hang out and that would be very poor form. There are plenty of overpasses and desert spots the PC's can take him to.*)

2nd level Strong Mook: John Meadows (55)

Str: 15/+3, Int: 15/+2, Wis: 11/+0, Dex: 14/+2, Con: 12/+1, Cha: 11/+0, Defense 13, 16 HP, Attack Bonus: +2, Fort: +2, Ref: +0, Will: +0, Skills: +4 Bluff, +2 Sense Weakness, +8 Listen, +8 Spot, +1 Sense Motive, +4 Knowledge (streetwise), +4 Exploit, Feats: Simple Weapon Proficiency, Personal Firearms Proficiency, Discount Diva, Brawl, Streetfighting, Weaknesses: Drinking Addict, Respect: 16, Bank: 0, Talent: Extreme Effort, Wealth Bonus: +0 (*John is a veteran that destroyed his life with alcohol. His finger will not pass as Mikey's as he is Caucasian and Mikey is Asian.*) **Weapon of Choice:** fists, broken bottle 1d4.

Getting a New Finger: (If the PC's successfully use Intimidate on John (DC 10 to Intimidate) he'll gladly tell them where there are other bums. He's sure some of them are Asian. One of the PC's might volunteer his own pinky finger. If this happens, the PC immediately gains 50 Respect. If Mikey later finds out about the finger, he will give the PC that lost his finger -50 Respect and give the PC that gave up his finger 50 Respect. He will also treat the PC like his own brother, sponsoring him to become a made guy when the time is right if he is eligible. Alternatively, the PC's may decide to hunt down a tourist this could prove a lot more dangerous, as a tourist might eventually be missed.) You've got a problem. If you don't show up to the Oyabun within hours with a severed pinky from an Asian man, Mikey Ito is going to rain down death upon you and all those you love.

Intimidating John: (If the PC's successfully Intimidate, Torture or use Shake down against John, read the description. They can use the Beat skill to make sure they don't accidentally kill him by making a DC 12 check.) "Okay, please!" begs the bum. "Just don't kill me. I know where there are some other bums. Some of the guys are Asian. I'm not sure if they're Japanese. I'm not racist or nuthin', but it ain't exactly well-lit by the overpass. It ain't far. I can take ya." The bum stinks to high heaven. Whose car will he ride in? (The bum's stink will be transferred to the car and will need to be cleaned. The PC's with cars may argue over this. If Chika is ordered to put the bum in her car, she may bristle at the suggestion. If she has another plan, make a Control Freak weakness check or she insists on going with **her** plan.)

The Overpass: Beneath a roadway going over a dry reservoir, a group of about two dozen bums eek out an existence at the edge of the city. (It's located north of Area 52 on the Las Deudas city map.) They have makeshift houses and campfires. (Out of the 22 bums living here, eight are Asian. Only three are Japanese and only two are male.)

Bribing the Bums: (One of the Japanese bums is willing to trade his finger for some Wealth points. If the PC's hand him 7+ Wealth, in cash, he'll let them cut off his pinky if they promise to drop him off at a hospital. The PC's can attempt to use the skills Seduce, Bribe, Diplomacy or Bluff. The DC check is 15. If the PC's make the deal in front of the other bums, they will watch from a distance. If they refuse to hand over the money, six of the bums come to the aid of the injured one and attack the PC's. If the PC's shoot at the bums, they all flee.) "Okay, I'll do it," agrees one of the bums. "Hand me the cash. Once I got it deposited, I'll come back and you can cut it off." (The bum is lying. If the PC's hand him the money, he'll leave and not come back. If they insist to do it now, he'll laugh and say, "Just kidding.")

Attacking the Bums: (If the PC's charge in and attack, the bums will defend themselves. They are disorganized, so only 1d6 additional bums attack. If the PC's fire a gun, they flee. The PC's need to make a DC 15 Spot check to spot the Japanese bums.) As you charge, the wary bums pick up clubs and prepare to defend themselves.

2nd level Tough Mook: Average Bum

Str: 13/+1, Int: 12/+1, Wis: 14/+2, Dex: 12/+1, Con: 13/+1, Cha: 10/+0, Defense 12, 15 HP, Rep: +2, Attack Bonus: +3, Fort: +2, Ref: +2, Will: +2, Skills: +3 Bluff, +4 Sense Weakness, +4 Hide, +4 Move Silently, +2 Knowledge (streetwise), +3 Sense Motive, +1 Diplomacy, Feats: Simple Weapon Proficiency, Discount Diva, Stealthy, Prison Veteran, Legitimate Businessman, Streetfighting, Weaknesses: Low Self-Esteem, Drinking Addict, Respect: 120, Bank: 0, Talent: Remain Conscious, Wealth Bonus: +1 (These bums have had it tough in Las Deudas. They eat out of trash containers and sleep on the street. 50% have other weaknesses like Drug Addict or some kind of Mental Illness.) **Weapon of Choice:** fists, club 1d6

Mugging a Tourist: (The PC's can cruise Las Deudas until they locate a drunken or wandering Japanese tourist alone. Near the new strip, there is a great deal of video surveillance and cops. The PC's will most likely have to kidnap someone, kill them, take their finger and bury them in the desert. There is a 1 in 10 chance that when the PC's strike, a patrol car is in the area. The cops will get a DC 14 Spot check. If they succeed, the PC's may have a lot of explaining to do. Most likely they will have to flee or be arrested. If they are arrested, the

adventure is a complete failure. The PC's are murdered by Mikey Ito's associates if they stay in jail more than a week. If they are out on the street, Mikey and two of his associates roll up to the PC on the street and machine gun him to death.)

1st level Fast Mook: Average Las Deudas Tourist

Str: 13/+1, Int: 11/+0, Wis: 10/+0, Dex: 15/+2, Con: 13/+1, Cha: 12/+1, Defense 13, 9 HP, Attack Bonus: +0, Fort: +0, Ref: +1, Will: +0, Skills: +5 Bluff, +3 Diplomacy, +2 Sense Weakness, +5 Hide Motive, +2 Knowledge (Current Events), +5 Gambling, +3 Drive, +3 Sex, +3 Sense Motive, +2 Intimidate, +5 Knowledge (Popular Culture), Feats: Simple Weapon Proficiency, Focused, Corporate Connection, Weaknesses: none, Respect: 70, Bank: 0, Talent: Evasion, Wealth Bonus: +15 (*Las Deudas tourists have too much time and money on their hands.*) **Weapon of Choice:** fists

Average Las Deudas Cop: 2nd level Tough Mook/3rd Level Cop (2 in a car)

Str: 14/+2, Int: 12/+1, Wis: 12/+1, Dex: 14/+2, Con: 15/+3, Cha: 12/+1, Defense 15, 35 HP, Attack Bonus: +4, Fort: +4, Ref: +1, Will: +0, Skills: Gather Information +4, Investigate +4, Spot +7, Search +4, Listen +3, Drive +6, Destroy Evidence +4, Beat +4, Feats: Simple Weapon Proficiency, Combat Martial Arts, Personal Firearms Proficiency, Light Armor Proficiency, Bureaucratic Connection, Weaknesses: Code of Honor (they must uphold the law), Talent: Remain Conscious, Identify Family Members, Interrogate, Respect: 500, Bank: 50, Wealth Bonus: +9 (*Las Deudas cops are better trained and more honest than their East Coast counterparts. They are careful not to damage potential evidence.*) **Weapon of Choice:** Glock 20, 10mm autoloader, D2d6, 40ft range, 15 mag., light bullet proof vest.

Vehicle	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Owner
Ford Crown Vic	5	425 lbs	-2	-1	185	(18) 8	5	34	H	28	

Shotgun in the car: Mossberg 12 gauge, D2d8, 30ft. range, 6 internal shells

Raiding the Morgue: (*The city morgue, located in the complex in area 61, is the least well guarded building in the security-laden complex. But it is full of video cameras and morgue employees. To get a finger, the PC's will need to distract Stella, a woman at the front desk, Jack, a morgue worker and Thomas, a coroner. Their stats have been provided. The PC's cannot avoid video taping, but they can, if they are smart, remove the finger away from the cameras as there is room to hide. Distracting the mooks is easier if the PC's use their Sense Weakness to figure out their weaknesses. The PC's need to chat the target up and guess their weakness, then make a roll. A DC 12 succeeds and the GM should drop hints in the conversation as these mooks are bored and easily manipulated. It's easy to steal the finger of a Japanese man if all three mooks are distracted. The PC's don't necessarily have to pick the weakness to distract them, but the weakness is a gimme. Bribery over the target's current wealth or seducing them may work.*)

2nd level Strong Mook: Stella Gruber (49)

Str: 16/+3, Int: 13/+1, Wis: 11/+0, Dex: 11/+0, Con: 14/+2, Cha: 12/+1, Defense 12, 18 HP, Attack Bonus: +2, Fort: +2, Ref: +0, Will: +0, Skills: +4 Bluff, +2 Sense Weakness, +3 Hide, +5 Make Up, +3 Swim, +1 Sex, +1 Sense Motive, +3 Diplomacy, +3 Seduce, Feats: Simple Weapon Proficiency, Athletic, Long Memory, Toughness, Archaic Weapon (bow), Weaknesses: Conceited, Respect: 200, Bank: 35, Talent: Extreme Effort, Wealth Bonus: +4 (*Stella's hobby is Archery. She thinks she's awesome. Archery is all she talks about. Flattery will distract her.*) **Weapon of Choice:** fists

2nd level Charismatic Mook: Jack Arlington (29)

Str: 13/+1, Int: 10/+0, Wis: 11/+0, Dex: 12/+1, Con: 13/+1, Cha: 17/+3, Defense 11, 13 HP, Attack Bonus: +1, Fort: +2, Ref: +2, Will: +0, Skills: +8 Bluff, +6 Exploit, +6 Seduce, +7 Sex, +5 Sense Motive, +4 Hide Motive, +5 Sense Weakness, +6 Joke, +5 Performance (stand up comedy), Feats: Simple Weapon Proficiency, Corporate Connection, Media Connection, Funny Guy, Deceptive, Weaknesses: Sex Addict, Respect: 160, Bank: 0, Talent: Fast Talk, Wealth Bonus: +5 (*Jack is a handsome fellow that wants to break into comedy. He loves the ladies,*

but his job sometimes makes it hard for him to meet people. Enticing Jack with sex or talking about hot babes will distract him.) **Weapon of Choice:** knife D1d3.

1st level Fast Mook: Dr. Thomas Martinez (38)

Str: 14/+2, Int: 13/+1, Wis: 11/+0, Dex: 15/+2, Con: 14/+2, Cha: 12/+1, Defense 13, 10 HP, Attack Bonus: +0, Fort: +0, Ref: +1, Will: +0, Skills: +4 Bluff, +7 Knowledge (Life Sciences), +4 Swim, +6 Treat Injury, +3 Sense Motive, +5 Diplomacy, +5 Drive, +4 Diplomacy, +3 Craft (Chemical), Feats: Simple Weapon Proficiency, Acrobatic, Surgery, Green Thumb, Corporate Connection, Weaknesses: Smoking Addict, Respect: 100, Bank: 12, Talent: Evasion, Wealth Bonus: +23 (*Dr. Martinez loves to smoke, but he's not allowed to do it inside the building. It makes him irritable. If anyone offers him a smoke, he'll be distracted. There is an old cigarette machine in the lobby.*) **Weapon of Choice:** fists

Meeting the Oyabun: (*Read this next description if the PC's have a finger to present.*) You arrive at the Rising Sun Casino and head to the Oonishi offices. A doorman stops you. "Can I ask the nature of your visit?" he says routinely. (*This is an employee of the casino, not a Yakuza. He'll call the upstairs office and let the PC's in. If the PC's show the finger, he is shocked and the PC's will lose points for it later.*)

Oyabun Elevator: The doorman directs you to an unlabeled elevator and the doors open. Two large Japanese men get out and greet you. "We are representatives of Mr. Oonishi. You have something for us?" (*If the PC's give up the finger here, they lose points. The bodyguards won't press the issue if they refuse and ask to see the Oyabun.*) "Please face the wall, we must search you for weapons." The bodyguards search you thoroughly. (*Make a DC 12 Search check unless the PC's attempt to smuggle a weapon upstairs. If the PC's volunteer their weapons, the bodyguards will nod politely, but still search them.*) "Your weapons will be returned when you leave, please enter the elevator."

Oyabun Office: The elevator opens into the largest private office you've ever seen. On either side of the elevator are two Japanese men holding machine guns. They bow as you enter. A man dressed in a very expensive suit gestures for you to come forward to his desk. This is Dwayne Oonishi, the Oyabun of the Oonishis. His desk is covered with various business papers and he darkens the screen of his computer as you approach. "I have a conference call in ten minutes, so I'm afraid I'm pressed for time. I believe you have something for me?" (*The PC may present the finger now. Any finger will work, as Dwayne is only going to throw it away.*) Dwayne looks at it routinely. "Yes, very good. You can throw it in there." Dwayne points to a wastepaper basket. "Thank you for making the delivery. Allow me to validate your parking." The Oyabun takes your ticket stub and stamps it for you. "There, now it's free. You might as well stay and gamble. Here's a coupon for the buffet. Enjoy." (*As long as the PC's are politely, the exchange should go smoothly. Attacking the Oyabun means death as there are several weapons hidden within the room and the two bodyguards are both expert marksmen. Two days later, the PC's are awarded by Mikey Ito and given the keys to Hanson Auto Garage located exactly five blocks south of Area 60. The PC's are now in the business of fencing stolen cars and will make a good deal of money as long as the status quo of their scheme remains the same.*)

Hanson's Auto Garage Stolen Car Scheme

Type: Regular

Who: Family Associates and made guys

Pay-off: Each PC gets 5 Wealth per month

Prerequisite: 5+levels of Family Associates with a soldier in charge, a mechanic's garage.

Skill checks required: Run a Crew (this skill check is done by Mikey Ito), Repair or Disable Device x 5

Time: Continuous, takes 1 month to set up.

Chop shops are garages that appear to be normal mechanics, but are in fact places to repaint and resell stolen cars. This garage is mainly to fence high end cars from tourists. They are repainted and shipped out of state. Hanson's does not deal with bulk, they deal in quality. A car must be worth at least 31 Wealth or be very exotic and new to be targeted.

Awards:	Experience Points	Respect Points	Suspicion Index Points
Having Katrina sit down	10	5	-1
Acquiring the finger	25		+2
Beating up John the bum	100	15	+3
Killing John the bum	200	25	+5
Failure to dispose of a body			+5
Bribing a bum	100	-10	+3
Getting robbed by bum	50	-50	-1
Beating up a tourist	100	15	+3
Killing a tourist	200	25	+5
Killing a cop	1000	50	+10
Raiding the morgue	400		+1
Delivering the Finger	200	10	+3
Eating in the casino			-1
Acquiring the Scheme	1000	25	+1
Finishing the delivery		1d10	
Doing a favor for Mikey		1d20	
Following Mikey's instructions		1d6	

Continuing the adventure: Using the Complete Mafia: West Coast for d20 supplement and Complete Mafia for d20 book, the players would continue the action where they left off. To lower their Suspicion Index points, they may lay low for a few weeks. Dwayne may have only appeared to be uninterested in the finger and may eventually find out about the PC's deception. He'll use this as leverage to play the PC's against Mikey if they become too powerful. If the PC's used a bum's finger, he may return to blackmail the PC's. Mikey Ito will be grateful for the PC's help if they delivered on time. He'll have a job for them stealing cars or maybe he'll get into more trouble the PC's will have to help get him out of.

Complete Mafia for d20 FAQ

I've played the demo, what happens now?

If your GM acquires a copy of Complete Mafia: West Coast for d20 and Tony DiGerolamo's Complete Mafia for d20, you can continue the Mafia drama with Marty, Yang, Zin and whoever else survived.

My character died, can I continue to play?

Sure, all you need to do is make a new character. Character creation is outlined in the new rulebook or you can use another one of the template characters provided and modify it to your own liking. Lots of players get together on a weekly basis, like a regular poker game.

Could my character eventually become Oyabun or Dragonlord?

If you play your cards right. Your GM should be able to construct a world where you'd have that opportunity.

Our GM was fine for this demo, but we'd like to meet other more experienced GM's that can show us how to play. Where can we find them?

You'll find that most role-playing stores have a community of game players and game masters that can help. Anyone familiar with the d20 System, especially d20 Modern or Complete Mafia can be of help. Visit the Complete Mafia message board to meet other players and GM's at <http://tonyd.freeforums.org/complete-mafia-for-d20-c3.html>.

Where do I get this other book, Complete Mafia for d20?

You can order through your local game store or order it direct from Living Room Games at www.lrgames.com.

Okay, but what if I have questions about the rules of the game and I can't figure it out from the book?

Visit the message board and post your question. There will be further updates of the game at my website (www.thefixsite.com) at <http://www.thefixsite.com/completemafia/MafiaMenu.html>. Additionally, Living Room Games still has over 50 adventures from the previous book you can download for free.

Crime Family: the Oonishis

	Relation
Oyabun: <u>Dwayne Oonishi</u>	<u>none</u>
Saiko Komo: <u>Kevin Oonishi</u>	<u>none</u>
Waka Gashira: <u>Hector Oonishi</u>	<u>none</u>
Shatei Gashira: <u>Hichru Futimaki</u>	<u>none</u>
Shatei: <u>Ukon Ochi</u>	<u>none</u>
Shatei: <u>Gary Nomo</u>	<u>none</u>
Komon: <u>Hiro Lee</u>	<u>none</u>
Kaikie: <u>Edward Ito</u>	<u>none</u>
Kaike: <u>"Mr. Miso"</u>	<u>none</u>
Kumicho Hisho: <u>Mikio</u>	<u>none</u>
Kumicno Hisho: <u>Shin</u>	<u>none</u>
Wakashu: <u>Katsu</u>	<u>none</u>
Wakashu: <u>Juro</u>	<u>none</u>
Associate: <u>Mai Lee</u>	<u>none</u>
Associate: <u>Takeshi</u>	<u>none</u>
Associate: _____	_____
Associate: _____	_____
Associate: _____	_____

My Crew

Shatei: _____

Wakashu: _____

Wakashu: _____

Wakashu: _____

Wakashu: _____

Associate: Atsuo Kudo none

Associate: Yang "YoYo" Yi none

Associate: Gouzhi Ho none

Associate: Chika Araki cousin

Associate: Zin Yi none

Other Associates

Rank	Name	Family
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Suspicion Index: 3 _____

Min. Current

Experience Points: 3,000

Background

Bloodline: Goku

Father's Side (*=deceased)	Blood
Grandfather: _____	_____
Grandmother: _____	_____
Father: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Mother's Side (*=deceased)	Blood
Grandmother: _____	_____
Grandfather: _____	_____
Mother: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____

My Siblings	Age	Occupation
1) _____	_____	_____
2) _____	_____	_____
3) _____	_____	_____
4) _____	_____	_____
5) _____	_____	_____
6) _____	_____	_____
7) _____	_____	_____

Immediate Family	Age	Blood
Wife: _____	_____	_____
Children: _____	_____	_____
Children: _____	_____	_____
Children: _____	_____	_____

	Age	Upkeep
Mistress: _____	_____	_____
Girlfriend: _____	_____	_____
Girlfriend: _____	_____	_____
Girlfriend: _____	_____	_____

Weaknesses: Over Emotional (10), Germ-o-phobe (10)



Character Sheet www.thefixsite.com, www.thelegames.com, www.lrgames.com

Name: Atsuo Kudo Family: the Oonishis Rank: Family Associate
 Age: 27 Birthday: _____ Height _____ Weight _____ Blood: Kudo
 Level 2 Basic Class: Strong Mook Level 1 Advanced Class: Wiseguy Talent Tree: _____
 Level _____ Advanced Class: _____ Talent Tree: _____

Attributes	Modifier	Combat Modifiers	Respect	Bank
Strength <u>14</u>	<u>+2</u>	Melee <u>+2</u>	<u>242</u>	<u>29</u>
Intelligence <u>10</u>	<u>+0</u>		HP: <u>22</u>	
Wisdom <u>12</u>	<u>+1</u>	Will Save <u>+1</u>		
Dexterity <u>10</u>	<u>+0</u>	Reflex Save _____	Attack Bonus <u>+3</u>	
Constitution <u>15</u>	<u>+2</u>	Fortitude Save <u>+3</u>	Range <u>+2</u>	Initiative: _____ Defense: <u>13</u>
Charisma <u>12</u>	<u>+1</u>	Rep _____	Wealth Bonus: <u>+6</u>	

Skill	Ranks	Modifier	Total	Feats	Modifier			
<u>Intimidate</u>	<u>3</u>	<u>+1</u>	<u>+4</u>	<u>Simple Weapon Prof.</u>	<u>Use simple weapons</u>			
<u>Bluff</u>	<u>2</u>	<u>+1</u>	<u>+3</u>	<u>Brawl</u>	<u>+1 and 1d6 w/ fists</u>			
<u>Sense Motive</u>	<u>2</u>	<u>+1</u>	<u>+3</u>	<u>Long Memory</u>	<u>+4 Cha vs. friends & family</u>			
<u>Sense Weakness</u>	<u>2</u>	<u>+1</u>	<u>+3</u>	<u>Prison Veteran</u>	<u>+10 Respect, +1 fam.</u>			
<u>Shake Down</u>	<u>3</u>	<u>+2</u>	<u>+5</u>	<u>Fearless</u>	<u>-4 to Intimidate you</u>			
<u>Gather Information</u>	<u>2</u>	<u>+1</u>	<u>+3</u>	<u>Personal Firearms Prof</u>	<u>use guns</u>			
<u>Beat</u>	<u>2</u>	<u>+2</u>	<u>+4</u>					
<u>Destroy Evidence</u>	<u>2</u>	<u>+1</u>	<u>+3</u>					
<u>Disable Device</u>	<u>4</u>		<u>+4</u>					
_____	_____	_____	_____					
_____	_____	_____	_____					
_____	_____	_____	_____					
_____	_____	_____	_____					
Weapon	Mag	ROF	Range	Damage	On-person items	Wt.	Location	Owner
<u>Brass knuckles</u>	<u>+1</u>	<u>to hit/dam & lethal</u>	<u>w/fists</u>					
_____	_____	_____	_____	_____	_____	_____	_____	_____

Scheme Duration	Wealth Bonus	Check	Jobs	Family	Date						
_____	_____	_____	_____	_____	_____						
_____	_____	_____	_____	_____	_____						
Vehicles	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Owner
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Character Summary: You are an associate of the Oonishi Family, the most powerful Yakuza Family in Las Deudas. You grew up on the streets and you don't take shit from anybody. This world is about respect and those that disrespect you need to be confronted and taught a very tough lesson. You like the action on the strip. Sometimes you lose money, but what's life if not a gamble? Your buddy, Marty, always has your back. You came up together. He's a bit of a prissy boy sometimes, but he knows his way around a poker table. If only you had that kind of luck at cards. You are currently dating Zin Yi, a sister of a Triad Associate, Yang "Yo-Yo" Yi. Yang is a little too protective of his sister, so you must be careful around him. Behind his back and yours, she is a whore. But at least she is a hot whore.

Crime Family: the Oonishis

	Relation
Oyabun: <u>Dwayne Oonishi</u>	<u>none</u>
Saiko Komo: <u>Kevin Oonishi</u>	<u>none</u>
Waka Gashira: <u>Hector Oonishi</u>	<u>none</u>
Shatei Gashira: <u>Hichru Futimaki</u>	<u>none</u>
Shatei: <u>Ukon Ochi</u>	<u>none</u>
Shatei: <u>Gary Nomo</u>	<u>none</u>
Komon: <u>Hiro Lee</u>	<u>none</u>
Kaikie: <u>Edward Ito</u>	<u>none</u>
Kaike: <u>"Mr. Miso"</u>	<u>none</u>
Kumicho Hisho: <u>Mikio</u>	<u>none</u>
Kumicno Hisho: <u>Shin</u>	<u>none</u>
Wakashu: <u>Katsu</u>	<u>none</u>
Wakashu: <u>Juro</u>	<u>none</u>
Associate: <u>Mai Lee</u>	<u>none</u>
Associate: <u>Takeshi</u>	<u>none</u>
Associate: _____	_____
Associate: _____	_____
Associate: _____	_____

My Crew

Shatei: _____

Wakashu: _____

Wakashu: _____

Wakashu: _____

Wakashu: _____

Associate: Marty Goku none

Associate: Yang "YoYo" Yi none

Associate: Gouzhi Ho none

Associate: Chika Araki none

Associate: Zin Yi girlfriend

Other Associates

Rank	Name	Family
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Suspicion Index: 3 _____

Min. Current

Experience Points: 3,000

Background

Bloodline: Kudo

Father's Side (*=deceased)	Blood
Grandfather: _____	_____
Grandmother: _____	_____
Father: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Mother's Side (*=deceased)	Blood
Grandmother: _____	_____
Grandfather: _____	_____
Mother: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____
Sibling: _____	_____

My Siblings	Age	Occupation
1) _____	_____	_____
2) _____	_____	_____
3) _____	_____	_____
4) _____	_____	_____
5) _____	_____	_____
6) _____	_____	_____
7) _____	_____	_____

Immediate Family	Age	Blood
Wife: _____	_____	_____
Children: _____	_____	_____
Children: _____	_____	_____
Children: _____	_____	_____

Age	Upkeep
Mistress: _____	_____
Girlfriend: _____	_____
Girlfriend: _____	_____
Girlfriend: _____	_____

Weaknesses: Short Fuse (9), Addict, Gambling (11)



Character Sheet www.thefixsite.com, www.thelegames.com, www.lrgames.com

Name: Yang "Yo-Yo" Yi Family: the Red Pockets Rank: Family Associate
 Age: 28 Birthday: _____ Height: 5' 10" Weight: 199 lbs. Blood: Yi
 Level 2 Basic Class: Charismatic Level 1 Advanced Class: Wiseguy Talent Tree: _____
 Level _____ Advanced Class: _____ Talent Tree: _____

Attributes	Modifier	Combat Modifiers	Respect	Bank
Strength <u>13</u>	<u>+1</u>	Melee <u>+1</u>	<u>220</u>	<u>0</u>
Intelligence <u>13</u>	<u>+1</u>		HP: <u>21</u>	
Wisdom <u>9</u>	<u>-1</u> Will Save <u>+3</u>	Attack Bonus <u>+2</u>		
Dexterity <u>11</u>	<u>+0</u> Reflex Save <u>+2</u>	Range _____ Initiative: _____ Defense: <u>12</u>		
Constitution <u>12</u>	<u>+1</u> Fortitude Save <u>+1</u>			
Charisma <u>16</u>	<u>+3</u> Rep <u>+2</u>	Wealth Bonus: <u>+2</u>		

Skill	Ranks	Modifier	Total	Feats	Modifier
<u>Intimidate</u>	<u>3</u>	<u>+5</u>	<u>+8</u>	<u>Simple Weapon Prof.</u>	<u>Use simple weapons</u>
<u>Bluff</u>	<u>3</u>	<u>+5</u>	<u>+8</u>	<u>Combat Martial Arts</u>	<u>+1 and 1d4 w/ fists</u>
<u>Sense Motive</u>	<u>3</u>	<u>-1</u>	<u>+2</u>	<u>Combat Reflexes</u>	<u>attack of op. vs. flatfoots</u>
<u>Drive</u>	<u>3</u>	<u>+0</u>	<u>+3</u>	<u>Personal Firearms</u>	<u>use guns</u>
<u>Hide Motive</u>	<u>3</u>	<u>+0</u>	<u>+3</u>	<u>Legendary Rep</u>	<u>+10 to Respect bonus</u>
<u>Gamble</u>	<u>3</u>	<u>+5</u>	<u>+8</u>	<u>Religious Connection (10)</u>	
<u>Destroy Evidence</u>	<u>3</u>	<u>-1</u>	<u>+2</u>		
<u>Diplomacy</u>	<u>3</u>	<u>+5</u>	<u>+8</u>		
<u>Bribe</u>	<u>3</u>	<u>+1</u>	<u>+4</u>		
<u>Disable Device</u>	<u>3</u>	<u>+0</u>	<u>+3</u>		
<u>Sense Weakness</u>	<u>3</u>	<u>-1</u>	<u>+2</u>		
<u>Seduce</u>	<u>2</u>	<u>+3</u>	<u>+5</u>		
<u>Sex</u>	<u>2</u>	<u>+0</u>	<u>+2</u>		

TALENT	MODIFIER
<u>Fast Talk</u>	<u>+2 Bluff, Diplomacy, Gamble, etc.</u>
<u>Know Respect</u>	<u>+2 Cha checks vs. Family</u>

Weapon	Mag	ROF	Range	Damage	On-person items	Wt.	Location	Owner
<u>Sai</u>				<u>1d6</u>				
<u>.38 Special</u>	<u>6 cyl</u>	<u>S</u>	<u>30 ft</u>	<u>2d6</u>				

Scheme Duration	Wealth Bonus	Check	Jobs	Family	Date
_____	_____	_____	_____	_____	_____

Vehicles	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Owner
<u>Ford Crown Vic</u>	<u>5</u>	<u>425 lbs</u>	<u>-2</u>	<u>-1</u>	<u>185</u>	<u>(18) 8</u>	<u>5</u>	<u>34</u>	<u>H</u>	<u>28</u>	<u>Yang</u>

Character Summary: You are an associate of the Red Pocket Triad, the biggest Triad organization in Las Deudas. At age 13 you started as a messenger on the streets for the Society and within two years, you were supervising the younger boys. They saw great things for you, but it somehow never happened. You've been stuck in a rut trying to capitalize on opportunities, but they never seem to happen. Maybe because you got sidetracked with your family. You have to keep an eye on your sister, Zin. She likes the bad boys. Your buddy, Gouzhi, is the grandson of the Dragonlord, but he once shot a guy in a drug deal that he arranged just to rob him. Many of the other Triads consider him dishonorable when it comes to business, but you know him as a stand up guy.

Crime Family: <u>the Red Pockets</u>			Background		
			Bloodline: <u>Yi</u>		
Relation			Father's Side (*=deceased)		Blood
Dragonlord: <u>Genghis "Kahn" Jiangxi</u>	<u>none</u>		Grandfather: _____		
Asst. Dragonlord: <u>Zemin Mao</u>	<u>none</u>		Grandmother: _____		
Vanguard: <u>He Tong</u>	<u>none</u>		Father: _____		
Incense Master: <u>Junjie Man</u>	<u>none</u>		Sibling: <u>Zin Yi</u>		
White Paper Fan: <u>Qi Tong</u>	<u>none</u>		Sibling: _____		
Red Pole: <u>Donnie Duan</u>	<u>none</u>		Sibling: _____		
Straw Sandal: <u>Max "Maxi" Woo</u>	<u>none</u>		Sibling: _____		
Soldier: <u>Guang</u>	<u>none</u>		Sibling: _____		
Soldier: <u>Ping</u>	<u>none</u>		Mother's Side (*=deceased)		Blood
Soldier: <u>"Big Li"</u>	<u>none</u>		Grandmother: _____		
Soldier: <u>Scotty "Hong Kong" Hong</u>	<u>none</u>		Grandfather: _____		
Soldier: <u>Rong</u>	<u>none</u>		Mother: _____		
Soldier: <u>Renshu</u>	<u>none</u>		Sibling: _____		
Associate: <u>Wuzhou</u>	<u>none</u>		Sibling: _____		
Associate: <u>Xiaobo "Bo-bo"</u>	<u>none</u>		Sibling: _____		
Associate: _____			Sibling: _____		
Associate: _____			Sibling: _____		
Associate: _____			Sibling: _____		
My Crew			My Siblings		
Soldier: _____			1) _____	Age	Occupation
Soldier: _____			2) _____		
Soldier: _____			3) _____		
Soldier: _____			4) _____		
Soldier: _____			5) _____		
Associate: <u>Marty Goku</u>	<u>none</u>		6) _____		
Associate: <u>Atsuo Kudo</u>	<u>none</u>		7) _____		
Associate: <u>Gouzhi Ho</u>	<u>none</u>		Immediate Family		
Associate: <u>Chika Araki</u>	<u>none</u>		Age		Blood
Associate: <u>Zin Yi</u>	<u>sister</u>		Wife: _____		
Other Associates			Children: _____		
Rank	Name	Family	Children: _____		
_____	_____	_____	Age Upkeep		
_____	_____	_____	Mistress: _____		
_____	_____	_____	Girlfriend: _____		
_____	_____	_____	Girlfriend: _____		
_____	_____	_____	Girlfriend: _____		
Suspicion Index: <u>3</u>			Weaknesses: <u>Peaked (7), Family Man (11)</u>		
Min. Current			_____		
Experience Points:					
<u>3,000</u>					

Crime Family: <u>the Red Pockets</u>			Background		
			Bloodline: <u>Yi</u>		
Relation			Father's Side (*=deceased)		Blood
Dragonlord: <u>Genghis "Kahn" Jiangxi</u>	<u>none</u>		Grandfather: <u>Genghis "Kahn" Jiangxi</u>		
Asst. Dragonlord: <u>Zemin Mao</u>	<u>none</u>	Grandmother: _____			
Vanguard: <u>He Tong</u>	<u>none</u>	Father: _____			
Incense Master: <u>Junjie Man</u>	<u>none</u>	Sibling: <u>Zin Yi</u>			
White Paper Fan: <u>Qi Tong</u>	<u>none</u>	Sibling: _____			
Red Pole: <u>Donnie Duan</u>	<u>none</u>	Sibling: _____			
Straw Sandal: <u>Max "Maxi" Woo</u>	<u>none</u>	Sibling: _____			
Soldier: <u>Guang</u>	<u>none</u>	Sibling: _____			
Soldier: <u>Ping</u>	<u>none</u>	Mother's Side (*=deceased)	Blood		
Soldier: <u>"Big Li"</u>	<u>none</u>	Grandmother: _____			
Soldier: <u>Scotty "Hong Kong" Hong</u>	<u>none</u>	Grandfather: _____			
Soldier: <u>Rong</u>	<u>none</u>	Mother: _____			
Soldier: <u>Renshu</u>	<u>none</u>	Sibling: _____			
Associate: <u>Wuzhou</u>	<u>none</u>	Sibling: _____			
Associate: <u>Xiaobo "Bo-bo"</u>	<u>none</u>	Sibling: _____			
Associate: _____		Sibling: _____			
Associate: _____		Sibling: _____			
Associate: _____		Sibling: _____			
My Crew			My Siblings		
Soldier: _____			1) _____	Age	Occupation
Soldier: _____			2) _____		
Soldier: _____			3) _____		
Soldier: _____			4) _____		
Soldier: _____			5) _____		
Associate: <u>Marty Goku</u>	<u>none</u>		6) _____		
Associate: <u>Atsuo Kudo</u>	<u>none</u>		7) _____		
Associate: <u>Yang "Yo-Yo" Yi</u>	<u>none</u>		Immediate Family		
Associate: <u>Chika Araki</u>	<u>girlfriend</u>		Age	Blood	
Associate: <u>Zin Yi</u>	<u>none</u>		Wife: _____		
Other Associates			Children: _____		
Rank	Name	Family	Children: _____		
_____	_____	_____	Age	Upkeep	
_____	_____	_____	Mistress: _____		
_____	_____	_____	Girlfriend: <u>Chika Araki</u>	<u>girlfriend</u>	
_____	_____	_____	Girlfriend: _____		
_____	_____	_____	Girlfriend: _____		
Suspicion Index: <u>3</u>	_____		Weaknesses: <u>Addict, Caffeine (11), Tarnished</u>		
	Min.	Current	<u>History (10)</u>		
Experience Points:					
<u>3,000</u>					



Character Sheet www.thefixsite.com, www.thelegames.com, www.lrgames.com

Name: Zin Yi Family: the Red Pockets Rank: Family Associate
 Age: _____ Birthday: _____ Height _____ Weight _____ Blood Yi
 Level 2 Basic Class: Charismatic Level 1 Advanced Class: Babe Talent Tree: _____
 Level _____ Advanced Class: _____ Talent Tree: _____

Attributes	Modifier	Combat Modifiers	Respect	Bank
Strength <u>9</u>	<u>-1</u>	Melee <u>-1</u>	<u>202</u>	<u>0</u>
Intelligence <u>10</u>	<u>+0</u>		HP: <u>18</u>	
Wisdom <u>7</u>	<u>-2</u>	Will Save <u>+2</u>	Attack Bonus <u>+2</u>	
Dexterity <u>14</u>	<u>+2</u>	Reflex Save <u>+3</u>	Range <u>+2</u>	Initiative: <u>+2</u> Defense: <u>12</u>
Constitution <u>10</u>	<u>+0</u>	Fortitude Save <u>+1</u>		
Charisma <u>17</u>	<u>+3</u>	Rep <u>+3</u>	Wealth Bonus: <u>+4</u>	

Skill	Ranks	Mod	Total	Feats	Modifier			
Intimidate _____	<u>3</u>	<u>+3</u>	<u>+6</u>	Simple Weapon Prof.	Use simple weapons			
Bluff _____	<u>3</u>	<u>+5</u>	<u>+8</u>	Excellent Blood	blood relative of boss			
Sense Motive _____	<u>3</u>	<u>-2</u>	<u>+1</u>	Other Family Connect. (19)	con. to other fam			
Joke _____	<u>3</u>	<u>+3</u>	<u>+6</u>	Media Connection (14)	connect to media			
Destroy Evidence _____	<u>3</u>	<u>-2</u>	<u>+1</u>	Enthrall _____	<u>+2 Seduce</u>			
Make up _____	<u>2</u>	<u>+2</u>	<u>+4</u>	Gorgeous _____	<u>+2 Seduce/Sex</u>			
Sense Weakness _____	<u>3</u>	<u>-2</u>	<u>+1</u>	_____	_____			
Seduce _____	<u>5</u>	<u>+7</u>	<u>+12</u>	_____	_____			
Exploit _____	<u>2</u>	<u>+3</u>	<u>+5</u>	_____	_____			
Hide Motive _____	<u>3</u>	<u>-2</u>	<u>+1</u>	_____	_____			
Sex _____	<u>2</u>	<u>+4</u>	<u>+6</u>	_____	_____			
Minor Con _____	<u>4</u>	<u>+3</u>	<u>+7</u>	TALENT	MODIFIER			
Spot _____	<u>4</u>	<u>-2</u>	<u>+2</u>	Fast Talk _____	<u>+2 Bluff, Dip, Gamble</u>			
_____	_____	_____	_____	Trophy Girl _____	increase Cha 2 pts.			
_____	_____	_____	_____	_____	_____			
_____	_____	_____	_____	_____	_____			
Weapon	Mag	ROF	Range	Damage	On-person items	Wt.	Location	Owner
taser	<u>1</u>	<u>S</u>	<u>5ft</u>	<u>1d4+</u>	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Scheme Duration	Wealth Bonus	Check	Jobs	Family	Date						
_____	_____	_____	_____	_____	_____						
Vehicles	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Owner
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Character Summary: You are the sister of Yang “Yo-Yo” Yi, an associate of the Red Pocket Triads. You are currently dating Atsuo Kudo, an associate of the Oonishi Yakuza Family. Atsuo is a nice guy and those Yakuza make a lot of money. Your brother Yang protected you when you came to America, but now he’s suffocating you. Won’t let you have a good time. You like guys. America is the land of the free. Should you be free to have sex with any guy you want? Loud noises give you a headache, so you don’t like guns unless they are silenced.

Crime Family: <u>the Red Pockets</u>			Background		
			Bloodline: <u>Yi</u>		
Relation			Father's Side (*=deceased)		Blood
Dragonlord: <u>Genghis "Kahn" Jiangxi</u>	<u>none</u>		Grandfather: _____		
Asst. Dragonlord: <u>Zemin Mao</u>	<u>none</u>		Grandmother: _____		
Vanguard: <u>He Tong</u>	<u>none</u>		Father: _____		
Incense Master: <u>Junjie Man</u>	<u>none</u>		Sibling: <u>Yang Yi</u>		
White Paper Fan: <u>Qi Tong</u>	<u>none</u>		Sibling: _____		
Red Pole: <u>Donnie Duan</u>	<u>none</u>		Sibling: _____		
Straw Sandal: <u>Max "Maxi" Woo</u>	<u>none</u>		Sibling: _____		
Soldier: <u>Guang</u>	<u>none</u>		Sibling: _____		
Soldier: <u>Ping</u>	<u>none</u>		Mother's Side (*=deceased)		Blood
Soldier: <u>"Big Li"</u>	<u>none</u>		Grandmother: _____		
Soldier: <u>Scotty "Hong Kong" Hong</u>	<u>none</u>		Grandfather: _____		
Soldier: <u>Rong</u>	<u>none</u>		Mother: _____		
Soldier: <u>Renshu</u>	<u>none</u>		Sibling: _____		
Associate: <u>Wuzhou</u>	<u>none</u>		Sibling: _____		
Associate: <u>Xiaobo "Bo-bo"</u>	<u>none</u>		Sibling: _____		
Associate: _____			Sibling: _____		
Associate: _____			Sibling: _____		
Associate: _____			Sibling: _____		
My Crew			My Siblings		Age Occupation
Soldier: _____			1) _____		
Soldier: _____			2) _____		
Soldier: _____			3) _____		
Soldier: _____			4) _____		
Soldier: _____			5) _____		
Associate: <u>Marty Goku</u>	<u>none</u>		6) _____		
Associate: <u>Atsuo Kudo</u>	<u>boyfriend</u>		7) _____		
Associate: <u>Yang "Yo-Yo" Yi</u>	<u>brother</u>		Immediate Family		Age Blood
Associate: <u>Chika Araki</u>	<u>none</u>		Wife: _____		
Associate: <u>Gouzhi Ho</u>	<u>none</u>		Children: _____		
Other Associates			Children: _____		
Rank	Name	Family	Children: _____		
_____	_____	_____	Age Upkeep		
_____	_____	_____	Boyfriend: <u>Atsuo Kudo</u>		<u>boyfriend</u>
_____	_____	_____	Boyfriend: _____		
_____	_____	_____	Boyfriend: _____		
_____	_____	_____	Boyfriend: _____		
Suspicion Index: <u>3</u>			Weaknesses: <u>Migraines (9), Sex Addict (9)</u>		
Min. Current			_____		
Experience Points:					
<u>3,000</u>					



Character Sheet www.thefixsite.com, www.thelegames.com, www.lrgames.com

Name: Chika Araki Family: the Oonishis Rank: Family Associate
 Age: _____ Birthday: _____ Height _____ Weight _____ Blood: Araki
 Level 2 Basic Class: Smart Mook Level 1 Advanced Class: Babe Talent Tree: _____
 Level _____ Advanced Class: _____ Talent Tree: _____

Attributes	Modifier	Combat Modifiers	Respect	Bank
Strength <u>10</u>	<u>+0</u>	Melee <u>+0</u>	<u>262</u>	<u>8</u>
Intelligence <u>14</u>	<u>+2</u>		HP: <u>18</u>	
Wisdom <u>12</u>	<u>+1</u>	Will Save <u>+2</u>		
Dexterity <u>13</u>	<u>+1</u>	Reflex Save <u>+1</u>	Attack Bonus <u>+2</u>	
Constitution <u>11</u>	<u>+0</u>	Fortitude Save <u>+1</u>	Range <u>+1</u>	Initiative: <u>+1</u> Defense: <u>12</u>
Charisma <u>13</u>	<u>+1</u>	Rep <u>+1</u>	Wealth Bonus: <u>+6</u>	

Skill	Ranks	Modifier	Total	Feats	Modifier			
<u>Intimidate</u>	<u>3</u>	<u>+1</u>	<u>+4</u>	<u>Simple Weapon Prof.</u>	<u>Use simple weapons</u>			
<u>Bluff</u>	<u>3</u>	<u>+1</u>	<u>+4</u>	<u>Combat Martial Arts</u>	<u>+1 attack, 1d4 w/ fists</u>			
<u>Sense Motive</u>	<u>1</u>	<u>+1</u>	<u>+2</u>	<u>Personal Firearms Prof</u>	<u>use guns</u>			
<u>Diplomacy</u>	<u>2</u>	<u>+1</u>	<u>+3</u>	<u>Improved Combat Martial Arts</u>	<u>+4 attack, 19-20 crit.</u>			
<u>Hide Motive</u>	<u>3</u>	<u>+1</u>	<u>+4</u>	<u>Combat Reflexes</u>	<u>attack of op. vs. flatfoots</u>			
<u>Make Up</u>	<u>3</u>	<u>+4</u>	<u>+7</u>	<u>Martial Arts Weapon Feat w/Katana, 2d6, two attacks or</u>				
<u>Knowldg. Strwise</u>	<u>3</u>	<u>+2</u>	<u>+5</u>	<u>block a shot or +1 to hit and critical</u>				
<u>Listen</u>	<u>3</u>	<u>+1</u>	<u>+4</u>					
<u>Spot</u>	<u>3</u>	<u>+1</u>	<u>+4</u>					
<u>Drive</u>	<u>3</u>	<u>+1</u>	<u>+4</u>					
<u>Sense Weakness</u>	<u>3</u>	<u>+1</u>	<u>+4</u>					
<u>Disable Device</u>	<u>3</u>	<u>+2</u>	<u>+5</u>	TALENT	MODIFIER			
<u>Seduce</u>	<u>2</u>	<u>+1</u>	<u>+3</u>	<u>Savant</u>	<u>+2 Make Up</u>			
<u>Exploit</u>	<u>3</u>	<u>+1</u>	<u>+4</u>	<u>Trophy Girl</u>	<u>increase Cha by 2 for 24 hrs.</u>			
<u>Sex</u>	<u>3</u>	<u>+1</u>	<u>+4</u>					
<u>Destroy Evidence</u>	<u>3</u>	<u>+1</u>	<u>+4</u>					
<u>Craft, Mechanical</u>	<u>1</u>	<u>+2</u>	<u>+3</u>					
Weapon	Mag	ROF	Range	Damage	On-person items	Wt.	Location	Owner
<u>Katana</u>				<u>2d6</u>				

Scheme Duration	Wealth Bonus	Check	Jobs	Family	Date
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Vehicle	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Owner
<u>Ford Crown Vic</u>	<u>5</u>	<u>425 lbs</u>	<u>-2</u>	<u>-1</u>	<u>185</u>	<u>(18) 8</u>	<u>5</u>	<u>34</u>	<u>H</u>	<u>28</u>	<u>Chicka</u>

Character Summary: You are the cousin of Marty Goku, an associate of the Oonishi Family. You are an expert in Japanese sword fighting despite the fact that men prefer you not perform such “manly” actions. You will show them. You’re smarter than all of them. You are dating a Triad associate named Gouzhi Ho. He’s the grandson of the Red Pockets Triads. If men will not give you the power you deserve, perhaps you can have it through Gouzhi. You like control your surroundings. Things that you don’t control usually get screwed up. People should just listen to you or stay out of your way. You keep the sword in the trunk of your car in a hidden compartment. It requires a DC 15 Search for others to find.

Crime Family: the Oonishis

Relation

Oyabun: Dwayne Oonishi none

Saiko Komo: Kevin Oonishi none

Waka Gashira: Hector Oonishi none

Shatei Gashira: Hichru Futimaki none

Shatei: Ukon Ochi none

Shatei: Gary Nomo none

Komon: Hiro Lee none

Kaikie: Edward Ito none

Kaike: "Mr. Miso" none

Kumicho Hisho: Mikio none

Kumicno Hisho: Shin none

Wakashu: Katsu none

Wakashu: Juro none

Associate: Mai Lee none

Associate: Takeshi none

Associate: _____

Associate: _____

Associate: _____

My Crew

Shatei: _____

Wakashu: _____

Wakashu: _____

Wakashu: _____

Wakashu: _____

Associate: Marty Goku cousin

Associate: Yang "YoYo" Yi none

Associate: Gouzhi Ho boyfriend

Associate: Atsuo Kudo none

Associate: Zin Yi none

Other Associates

Rank	Name	Family
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Suspicion Index: 3 _____

Min. Current

Experience Points: 3,000

Background

Bloodline: Kudo

Father's Side (*=deceased) Blood

Grandfather: _____

Grandmother: _____

Father: _____

Sibling: _____

Sibling: _____

Sibling: _____

Sibling: _____

Sibling: _____

Mother's Side (*=deceased) Blood

Grandmother: _____

Grandfather: _____

Mother: _____

Sibling: _____

Sibling: _____

Sibling: _____

Sibling: _____

Sibling: _____

My Siblings	Age	Occupation
1) _____	_____	_____
2) _____	_____	_____
3) _____	_____	_____
4) _____	_____	_____
5) _____	_____	_____
6) _____	_____	_____
7) _____	_____	_____

Immediate Family	Age	Blood
Wife: _____	_____	_____
Children: _____	_____	_____
Children: _____	_____	_____
Children: _____	_____	_____

	Age	Upkeep
Mistress: _____	_____	_____
Boyfriend: <u>Gouzhi Ho</u>	_____	<u>boyfriend</u>
Boyfriend: _____	_____	_____
Boyfriend: _____	_____	_____

Weaknesses: Control Freak (9), Addict, Power (10)