

Look Both Ways

An adventure for 3 to 6 Family Associates or Gang Members. (*The adventure can be for just about any organization.*)

Set up: You and your crew are driving around in the strip. (*Give the PC's a car that will hold them all or put them in two cars.*) The scheme is simple. You drive in front of a rich-looking tourist, while your second driver Kwan Fung, an associate of yours, drives the lead car. At a prearranged spot, Kwan stops short in front of you. The tourist bumps you from behind. When the guy gets out to discuss the accident, you size him up. If he's an easy mark with expensive jewels and casino winnings, you might rob him right there and maybe take his car too. Most times, you and your associates pretend as if you're going to engage the driver in a big lawsuit, but then "settle" the matter right there on the side of the road for a few hundred bucks 4-6 Wealth. It's easier to do the latter because you can bump people all night, but you can only carjack so many tourists before the cops get wise. You have been loaned a car for this scheme. In return, you have to pay the family tribute. If you are forced to ditch the car, it will cost you a collective 8 Wealth. Pick a driver and prepare for the night's activities. Remember, you might get stopped by the cops, so you probably don't want to be carrying anything too illegal. It's 7pm, but you're not on any kind of time limit. You must return the borrowed vehicle some time the next day.

(*Give the PC's time to prepare and plan. They may want to purchase fake I.D.'s or hide their weapons.*)

2nd level Fast Mook/3rd level Family Associate: Kwan Fung (23)

Str: 12/+1, Int: 12/+1, Wis: 14/+2, Dex: 16/+3, Con: 10/+0, Cha: 14/+2, Defense 14, 12 HP, Attack Bonus: +1, Fort: +0, Ref: +2, Will: +0, Skills: +7 Hide, +7 Move Silently, +3 Knowledge (Streetwise), +5 Sleight of Hand, +5 Disable Device, +5 Knowledge (Pop Culture), Read/Write Language, +6 Craft (Mechanical), +9 Repair, +9 Drive, Feats: Simple Weapon Proficiency, Defensive Martial Arts (+1 Defense vs. melee), Improved Initiative (+4 Initiative), Stealthy, Personal Firearms Proficiency, Car Jockey, Weaknesses: Addict, Caffeine, No Life, Respect: 500, Bank: 230, Talent: Evasion, Wealth Bonus: +11 (*Kwan's entire life centers around cars, drinking coffee and pulling this scam. He's great at it and talks of little else. He's Vietnamese and the PC's family have, thus far, treated him well.*) **Weapon of Choice:** .38 Special, D2d6, Range 30ft, 6 cylinder. Kwan's gun is under the passenger seat in the springs of the seat and covered with masking tape. It requires a DC 15 Search check to find, -4 unless they look specifically under the seat.

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

The First Mook: Your somewhere near St. Nicholas' Hospital (about three blocks east on the Las Deudas map) when Kwan calls you (PC driver) on the cellphone. "See that guy in silver Mercedes S-Class? He looks good for a bump. You ready to do this?" Kwan is great at spotting rubes for this scam. There Mercedes is just the sort of car that should be full of rich tourists. Do you go for it? If you wait much longer, the Mercedes could end up in a parking garage within a few blocks. (*If the PC's decide to pull up and check out the driver, give them a DC 12 Spot check. The windows are lightly tinted, but the interior contains what appears to be a middle-aged couple in dress casual clothes. The man has what looks like an expensive watch. Unfortunately, just as you determine that, the guy pulls onto the strip and right into the valet parking for one of the casinos. You've lost him. Kwan calls. "Hey, dumbass. I've been doing this a long time. You just cost us money. If you don't trust me, this is going to be a really expensive night. The PC's lose 5 Respect. Assuming the PC's trust Kwan, move on to the next block of text.*)

The Bump: You don't want to smash up the Mercedes, but you want to make sure it at least bumps you. To accomplish this, the PC Driver must make a DC15 Drive check. (*If the PC fails, the car stops in time. On a "1", the car hits the PC's at full speed and does 3d6 to everyone in both cars. The people in the Mercedes take*

half damage because of the air bags, but the PC's borrowed car had them removed and sold. On a roll of a 20, the accident is completely believable and the PC's get +2 to negotiations with the tourist couple).

Tourist Couple: A good-looking, older couple in their early fifties gets out of the Mercedes. The man approaches you. "Sorry about that, fella. You just cut right out in front of me. Is everyone okay?" (To Bluff George and Olivia the PC's can use their Bluff and Performance (acting) if they have it. George and Olivia can spot bad actors a mile away and can use their Performance (acting) to stack on their Sense Motive. If the PC's fail, all they have to do is threaten to keep the couple there for a long time, if George or Olivia miss their weakness check they will give in to the PC's demands to a maximum of 7 Wealth. George will attempt to Bribe them starting at 2. George's watch can be sold for 6-10 Wealth and his car can be sold for 11-15 Wealth, however, it comes equipped with a car locator device. If the PC's carjack him, he calls the cops. A patrol car catches up with the Mercedes in 3d20 minutes. It will take the PC's at least 2d20 minutes to get to the chop shop in Triad territory, 1d20 in Mafia territory and 3d20 in Yakuza territory.)

George and Olivia Evans (51): 2nd level Charismatic Mooks:

Str: 12/+1, Int: 11/+0, Wis: 10/+0, Dex: 10/+0, Con: 10/+0, Cha: 16/+3, Defense 11, 14 HP, Attack Bonus: +1, Fort: +2, Ref: +2, Will: +0, Skills: +4 Bribe, +4 Knowledge (business), +6 Bluff, +6 Gamble, +9 Knowledge (Current Events), +3 Sex, +2 Sense Motive, +4 Drive, +5 Performance (writing), Feats: Simple Weapon Proficiency, Know Someone's Heart, Gorgeous, Trustworthy, +6 Performance (acting), Weaknesses: Impatient, Respect: 200, Bank: 75, Talent: Fast Talk, Wealth Bonus: +28 (George and Olivia are a husband and wife news anchor team from Des Moines. They are on vacation.) **Weapon of Choice:** none

Vehicle	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Purchase DC
Mercedes S-Class (Luxury Sedan)	1	4	325 lbs.	-2	+0	280	(28) 8	5	33	H	31

The Second Mook: After driving around for a hour, Kwan spots another potential rube for the scam. He calls you (driving PC). "Okay, I know what you're going to say, but trust me on this. Guy in an electrician's van. He on a job. No time to mess with us. All by himself, we hit him for a quick buck." You look over to the van two lanes away. The guy behind the wheel is a burly, blue-collar type drinking coffee out of a paper cup. It's unlikely that he's carrying a lot of cash and selling his equipment would be a big pain in the ass. He might be good for a hundred (1 or 2 Wealth points) tops. This is not a good target. Maybe you shouldn't trust Kwan's judgment so much. (Kwan is bored and he wants a challenge. To talk Kwan into targeting a new mook, the PC's must make a DC 16 Diplomacy, DC 18 Intimidate, DC 20 Bluff or a DC 8 Bribe. If any check succeeds, Kwan moves on to the next mook, otherwise go to the Electrician.)

The Electrician: (To cut in front of Roy only requires a DC 12 Drive check. Anything over 15 and he spills coffee all over himself in the process too.) Roy the electrician is in a worn suit of overalls. He looks absolutely exasperated when he gets out of the van. "Fuck! I didn't see you. Why'd ya cut me off like that?" (Roy only has 1 Wealth on his person. His tools can be sold for 4 Wealth, but it will take hours to find a buyer and the van is all but worthless. A chop shop would give 1 or 2 Wealth. If the PC's are polite to Roy, he'll offer to do electrical work for them one time for free. He's not above doing something illegal, although he won't risk his life. This could come in handy in future adventures. If the PC's threaten him, he'll still agree, but he'll leave a long trail of evidence to make sure to sell out the PC's if he has to.)

Roy Grinder (38): 2nd level Tough Mook/5th level Mook

Str: 13/+1, Int: 12/+1, Wis: 11/+0, Dex: 12/+1, Con: 15/+2, Cha: 10/+0, Defense 14, 47 HP, Attack Bonus: +3, Fort: +3, Ref: +3, Will: +2, Skills: +7 Repair, +13 Craft (electronics), +8 Knowledge (technology), +3 Sense Motive, +5 Knowledge (streetwise), +5 Bluff, +3 Sense Weakness, +6 Drive, +4 Destroy Evidence, Feats: Simple Weapon Proficiency, Brawl, Mr. Fix-It, Creative, Long Memory, Corporate Connection, Legitimate

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Businessman, Weaknesses: Talent: Skill Evasion, Remain Conscious, Earn, Respect: 700, Bank: 90, Wealth Bonus: +12 (*Roy is working late hours because his has a hefty child support settlement to pay. If threatened openly, he retrieve a pipe he keeps under his seat for just such an emergency.*) **Weapon of Choice:** fists or pipe for 1d6

Vehicle	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Purchase DC
Dodge Van	1	2	700 lbs.	-2	-2	195(19)	8	5	34	H	28

The Third Mook: The phone rings. It's Kwan. "Check out this little cutie in the red coupe." Just ahead, at a stop sign is a brunette in her 20's checking her make-up in the rear view mirror. She is definitely hot and the car looks new. "I say we go for it. At the very least, you can look at her tits." Kwan doesn't sound very enthusiastic about this mook, but there's no arguing with his reasoning.

The Cutie: (*To pull the scam on Darcy will be easy, but she is a very poor driver. It requires a 10 Drive check to cut her off. If she misses her Drive check by more than 5, she crashes into the PC's for 1d6 points of damage for every point above five for a maximum of five.*) The woman staggers out of the car, barely balancing on her stiletto heels. She is smokin' hot and is wearing the smallest miniskirt you've ever seen. When she climbed out of her car, you noticed she wasn't wearing any underwear. "Oh, my God! I'm so sorry! Are you all right?" (*Darcy is a bit of an airhead, but she's also the niece of the Police Commissioner. She lives a charmed life thanks to her wealthy, casino-owning parents. She's on her way to a party to meet some friends. If any of the PC's have Charisma scores above 15 and look like they might have at least 20 Wealth, she'll invite them along for a night of fun, drinking and dancing. She's not above trading sex to make this accident go away, but only if the PC's promise to fix her car, which was a present from her dad. She is willing to buy her way out and will offer up all 7 of her Wealth. She is a poor negotiator. Under no circumstances will she pay AND have sex with the PC's. She'll threaten to call her uncle if the PC's are rude or threatening. Darcy's car is worth 20 Wealth, but it has a car locator just like the first mook. She is wearing 12 Wealth worth of jewelry and a PC with an eye for fashion, probably a female, might notice that her handbag is worth 10 by itself.*)

2nd level Charismatic Mook: Darcy Meadows (26)

Str: 13/+1, Int: 8/-1, Wis: 11/+0, Dex: 10/+0, Con: 13/+1, Cha: 18/+4, Defense 11, 13 HP, Attack Bonus: +1, Fort: +2, Ref: +2, Will: +0, Skills: +5 Bluff, +4 Exploit, +6 Seduce, +7 Sex, +5 Sense Motive, +4 Hide Motive, +5 Sense Weakness, +6 Make Up, +5 Craft (cooking), Feats: Simple Weapon Proficiency, Gorgeous, Golden Girl, Police Connection, High Level Police Connection, Weaknesses: Naive, Respect: 160, Bank: 0, Talent: Fast Talk, Wealth Bonus: +35 (*Darcy lives a charmed life and is completely innocent when it comes to the ways of the world outside her parties and friends.*) **Weapon of Choice:** knife D1d3.

Vehicle	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Purchase DC
Aston-Martin Vanquish	1	1	175 lbs.	-2	+0	335 (33)	8	5	34	H	36

The Fourth Mook: Kwan calls you. Looks like he's got a live one. "This one's for the money, baby! I saw this old man get into car. He was carrying a shoe box full of cash! He too crazy to carry around that much money! Let's rob his sorry ass! Blue Dodge across the street." Across the street you can see two men in a car talking. The driver is wearing a fedora and the other is wearing a hooded sweat shirt. The car looks like a standard cheap rental, but if these guys are stupid enough to carry a box of cash around with them, who are you to look a gift horse in the mouth? You and Kwan follow the car for a few blocks, but there appears to be nowhere to make your move. The car stops at a tattoo parlor about two blocks sound of Area 19 (Pinky's Bar). The guy in the hooded sweatshirt gets out of the car and goes inside. You and your associates park across the street and wait to make your move. Hopefully, they haven't spotted you. Unfortunately, the guy in the fedora

gets out of the car and starts screaming at you. He's an older guy, but he seems pretty intense. "Hey, you motherfuckers!" he shouts from the middle of the street brandishing a magnum. "You keep fuckin' following me and I'll air out all your God damned skulls!" This guy looks like at least a wiseguy, maybe even Mafia. What do you do? *(Give the PC's a round to react. The man yelling at them is Johnny "Head" Hedio, a soldier in the Magoladro Family from New Milan. He's in Las Deudas with one of his younger cousin making a few stops and picking up some payments. He doesn't like Asians and has had bad dealings with the Karate Tong.)*

One Round Later: Just when you think things can't get any worse, a truck speeds by and hits the guy in the fedora. His body goes flying. *(If the PC's haven't moved, he lands on the hood of their car.)* A few seconds later, the man in the hooded sweatshirt comes out of the tattoo parlor. "Hey!" he screams. "I see you! You fuckin' hit my uncle!" *(If the PC's make a spot check, they will recognize the guy in the hooded sweatshirt as Dwayne Hedio, a wiseguy, but soon to be made guy in the Fercassi Family. There is no way the PC's want this information to get out. At best, it will start a war. At worst, it will mean the PC's will become the target of made men. Dwayne will take off if the PC's have stayed or charge after him. If the PC's have left, he goes to check on his uncle and then dials 911. He knows he can't talk to the cops because of all the money that's in the car, so he'll leave his uncle behind and head for Pinky's. The PC's will have to chase down Dwayne, kill him and bury him with his uncle in the desert or risk the wrath of the local Mafia. 1d6 days later, they will be able to track down the PC that drove the car. They will send four guys to his house to try and take him alive. If they can, they'll torture him to get the info on the other PC's and Kwan. If the PC's manage to avoid capture, the Mafia guys capture, torture and kill Kwan, getting all the info they need on the PC's. One by one, they will be targeted for death. If the PC's avoid the Mafia guys for six months, they'll leave them alone, but during that time there is a 1 in 10 chance they will be attacked in Mafia territory and 1 in 20 in any other each day. If the PC's kill more than two Mafia guys, the contract is left open indefinitely, but most wiseguys will be too afraid to take the job. The shoe box contains 25 Wealth in cash.)*

Car Chase: To force Dwayne off the road requires enough damage to the car to make it stop or for you to catch up to him and force him off the road. You must beat his Drive check by 5 to do this. He starts either one or two rounds ahead of the PC's depending on how fast they take off after him. To catch up, they need only to beat Dwayne's Drive Check a number of times equal to the number of rounds they are behind. Each time they fail, they fall a round behind. If Dwayne gets more than three rounds ahead, he can attempt to lose the PC's. Kwan immediately takes off when he sees Johnny Hedio get hit by a car.

Dwayne Hedio (31): 2nd level Fast Mook/3rd Level Family Associate/Wiseguy:

Str: 15/+2, Int: 12/+1, Wis: 11/+0, Dex: 16/+3, Con: 14/+2, Cha: 12/+1, Defense 15, 29 HP, Attack Bonus: +4, Fort: +5, Ref: +3, Will: +2, Skills: +7 Hide, +6 Move Silently, +8 Bluff, +6 Knowledge (streetwise), +6 Sense Weakness, +6 Destroy Evidence, +3 Gather Information, +3 Exploit, +3 Hide Motive, +7 Sense Motive, +5 Sleight of Hand, +5 Drive, +7 Intimidate, Feats: Simple Weapon Proficiency, Personal Firearms Proficiency, Good Earner, Legitimate Businessman, Attentive, Weaknesses: Family Guilt, Talent: Increased Speed, Know Respect, Balls, Respect: 500, Bank: 320, Wealth Bonus: +11 *(Dwayne feels bad about being a crook, but it's also a family tradition.)* **Weapon of Choice:** .38 Special, D2d6, 30ft range, 6 cylinder

Vehicle	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Purchase DC
Chevy Cavalier	1	4	275 lbs.	-1	-1	185 (18)	9	5	30	L	26

Average LDPD Beat Cop: 2nd level Tough Mook/3rd Level Cop

Str: 14/+2, Int: 12/+1, Wis: 10/+0, Dex: 14/+2, Con: 15/+3, Cha: 10/+0, Defense 18, 32 HP, Attack Bonus: +4, Fort: +4, Ref: +1, Will: +0, Skills: Diplomacy +4, Investigate +4, Knowledge (streetwise) +3, Spot +6, Search +3, Listen +2, Drive +8, Gamble +4, Survival +3, Feats: Simple Weapon Proficiency, Combat Martial Arts, Personal Firearms Proficiency, Light Armor Proficiency, Vehicle Expert, Weaknesses: Code of Honor (they

must uphold the law), Talent: Remain Conscious, Identify Family Members, Interrogate, Respect: 500, Bank: 50, Wealth Bonus: +10 (*LDPD have had extensive training, but they tend to spend most of their time dealing with tourists. They are better trained, better equipped and less corrupt than the cops of New Milan. There are always two cops in a patrol car.*) **Weapon of Choice:** Glock 17, D2d6, range 30 ft., 17 in the clip, single shot, light bullet proof vest.

Vehicle	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Purchase DC
Crown Victoria	1	5	425 lbs.	-2	-1	185 (18)	8	5	34	H	28

LDPD patrol cars come with a standard issue tire spikes, six road flares, a first aid kit, rain gear for two and a Browning BPS 10 gauge shotgun, D2d10, range 30 ft., single shot, holds five.

Fercassi Hit Crew: This four guy crew will be assigned to inflict payback on the PC's. It's not personal unless the PC's do something to make it so. The crew can be bribed. They are especially interested in getting back the money.

2nd level Fast Mook/3rd Level Family Associate/Wiseguy: Silvio DiLima (32)

Str: 13/+1, Int: 11/+0, Wis: 12/+1, Dex: 16/+3, Con: 14/+2, Cha: 13/+1, Defense 17, 38 HP, Attack Bonus: +5, Fort: +4, Ref: +3, Will: +1, Skills: +5 Bluff, +5 Knowledge (streetwise), +2 Cheat, +6 Shake Down, +5 Beat, +4 Sense Motive, +3 Exploit, +3 Hide Motive, +7 Drive, +6 Sense Weakness, +6 Diplomacy, +3 Intimidate, +4 Destroy Evidence, +6 Gamble, +3 Gather Information, +5 Disable Device, Feats: Simple Weapon Proficiency, Brawl, Improved Brawl, Personal Firearm Proficiency, Prison Veteran, Weaknesses: Impatient, Violent Temper, Respect: 500, Bank: 80, Talent: Evasion, Know Respect, Balls, Wealth Bonus: +12 (*Silvio had a rough time in prison. He doesn't respond well to authority figures or threats.*) **Weapon of Choice:** fists.

Anthony Buco (35) 2nd level Strong Mook/3rd Level Family Associate/Wiseguy

Str: 15/+2, Int: 12/+1, Wis: 12/+1, Dex: 12/+1, Con: 14/+2, Cha: 10/+0, Defense 13, 31 HP, Attack Bonus: +5, Fort: +4, Ref: +1, Will: +1, Skills: +5 Bluff, +2 Knowledge (streetwise), +3 Drive, +5 Shake Down, +5 Beat, +4 Sense Motive, +4 Exploit, +4 Hide Motive, +4 Sleight of Hand, +3 Sense Weakness, +2 Diplomacy, +5 Intimidate, Feats: Simple Weapon Proficiency, Brawl, Improved Brawl, Prison Connection, Weaknesses: Aggressively Dominant, Violent Temper, Respect: 425, Bank: 60, Talent: Extreme Effort, Know Respect, Balls, Wealth Bonus: +10 (*Anthony tends to punch first and ask questions later. He gets along great with Silvio.*) **Weapon of Choice:** brass knuckles

Vito "Bandito" (30): 2nd level Tough Mook/4th Level Family Associate/Wiseguy/1st level Soldier

Str: 14/+2, Int: 13/+1, Wis: 11/+0, Dex: 12/+1, Con: 16/+3, Cha: 13/+2, Defense 16, 52 HP, Attack Bonus: +6, Fort: +5, Ref: +1, Will: +3, Skills: +5 Bluff, +4 Knowledge (streetwise), +2 Listen, +3 Cheat, +4 Bribe, +3 Shake Down, +5 Beat, +5 Sense Motive, +4 Exploit, +3 Hide Motive, +5 Professional Criminal, +3 Disable Device, +3 Sense Motive, +5 Diplomacy, +7 Intimidate, +3 Gamble, +3 Gather Information, Feats: Simple Weapon Proficiency, Brawl, Personal Firearms Proficiency, Good Earner, Legitimate Businessman, Weaknesses: Wrong Blood, Vindictive, Talent: Remain Conscious, Know Respect, Balls, Absolute Loyalty, Respect: 700, Bank: 150, Wealth Bonus: +16 (*Vito is half Mexican and the guys in his crew make fun of him constantly for it. Despite this fact, he was able to become a soldier because of his outstanding ability to get things done for the family.*) **Weapon of Choice:** Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag.

Frankie Georgio (34): 2nd level Dedicated Mook/4th Level Family Associate/Wiseguy/1st level Soldier,

Str: 16/+3, Int: 13/+1, Wis: 15/+2, Dex: 12/+1, Con: 10/+0, Cha: 12/+1, Defense 15, 32 HP, Attack Bonus: +5, Fort: +5, Ref: +1, Will: +5, Skills: +10 Gamble, +6 Bluff, +1 Knowledge (streetwise), +6 Cheat, +5 Shake Down, +3 Beat, +5 Sense Motive, +3 Exploit, +3 Hide Motive, +4 Sleight of Hand, +3 Sense Weakness, +4 Intimidate, +3 Gather Information, Feats: Simple Weapon Proficiency, Brawl, Know Someone's Heart, Deceptive, Personal Firearms Proficiency, Police Connection, Weaknesses: Gambling Addict, Sentimental,

Talent: Skill Emphasis: Gambling, Know Respect, Balls, Absolute Loyalty, Respect: 675, Bank: 100, Wealth Bonus: +5 (*Frank spends almost as much time betting money as he does collecting it from bettors. He always takes care of his friends.*) **Weapon of Choice:** Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag.

Awards:	Experience	Respect Points	Suspicion Index Points
Successful "bump"	50		
Robbing a mook	200	10	+2
Scamming a mook	150	5	+1
Having Sex with Darcy	50	Sex+1d20	
Robbing Darcy after having sex with her	100	10	+1
Letting Dwayne live			+5
Killing Dwayne	500	25	+5
Taking Johnny to the hospital			-1
Stealing the shoe box money	400	10	+2