

There's No Business

An adventure for 3 to 6 Family Associates or Gang Members. *(The adventure can be for just about any organization, but its best suited for Yakuza, especially the Oonishi Family.)*

Set up: Monday at 3pm. You are sitting in your usual hang out sipping beers and catching up on stock quotes on your PDA. Times are tough and the market is down. You could really use some cash. Fortunately, an opportunity has just walked through the door. Amida Ito, an Oonishi Family soldier has just entered the hang out. A guy like him doesn't just pay a casual visit. It must be visit.

"Gentlemen," he greets. "May I have a moment of your valuable time?"

(Amida is very polite. He will expect the PC's to be respectful. If they are not, he's likely to leave and the adventure is over.)

"I am seeking men of your talents for a particular job, one in which discretion would be very important. The pay is very lucrative, but I cannot stress enough the importance of discretion. Can you be counted on for this?" *(Assuming the PC's agree, he continues.)*

"Green Dragon Pictures is a movie company owned by the Hanako Corporation and based in Las Deudas. Currently, Green Dragon is shooting "Gulch", a movie centered around a famous gun fighter in Las Deudas named Eli Gulch. The star of the movie is Linda Loban, a young actress who has let her fame and fortune nearly destroy her. Linda is notorious for going on week-long benders, missing rehearsal and holding up production. She is recently out of rehab, but even her diehard fans are wary if it did the trick. The Hanakos have a lot at stake with this picture. They've poured millions into what they see as a box office smash. We also believe the picture will be very lucrative, but the Hanakos are greedy and will not let us help fund the movie. However, if Ms. Loban were to have an episode and hold up production of the picture for, say, a week or two. We may be able to convince the Hanakos to allow us to invest. I need you to find Ms. Loban and make sure she parties hardy. Very hardy. Can you do this?" *(Assuming the PC's agree, Amida will answer their questions.)*

Like questions from the PC's:

How much will we get paid? "If Ms. Loban is unable to work for the duration of our negotiations with the Oonishis, I am authorized to pay you 20 Wealth each." *(Amida will negotiate as high as 30, but this will require a successful Diplomacy check.)*

How long will negotiations take? "I am hopeful we can resolve things within a week. Two at most, but I cannot make guarantees."

What if she's back on the set before negotiations are over? "That would be unfortunate. I do not pay for failure. You must delay shooting at least a week. She must miss at least 50% of her time on the set."

Why don't we just kill her? "She must be alive to eventually shoot the movie, you fool!" *(Lose 5 Respect points for asking such a stupid question.)*

Can we just kidnap her? "No! The Hanako would tear apart the city looking for her and tear apart you when they found her!"

How are we expected to keep her busy? "She is a drug addict. Supply her with drugs and entertain her. But make sure she over-indulges, not overdoses."

What sort of things is she into? "I am told by a friend who works at a tabloid that Ms. Loban is addicted to cocaine and her drink of choice is tequila. She also enjoys fast cars and bad boys with tattoos."

Where can we find her? "She is staying at the New Milan Casino (Area 60 on the Las Deudas map)."

Is she alone? "No. She has a staff that tends to her needs. A small dog and her best friend, Berlin Holiday, accompany her wherever she goes. I believe they are staying with her as well. She is often seen in an Oonishi-controlled danced club called Loaded (Area 48 on the Las Deudas map). That might be a good place to run into her. I also have heard she likes to indulge in Italian food. For that, she would have to go somewhere on the Old Strip." *(Area 41 is La Villa de Malvagità, the best Italian restaurant in Las Deudas. For non-Italians to find this out requires a DC 10 Computer Use, a DC 12 Gather Information or a Mafia-related connection.)*

Does she have any security? “She has a bodyguard/driver take her to and from the set. He will usually arrive to pick her up in the morning, depending on her call time on the movie set. It is best that you keep her away from her hotel room. I am unaware of any other security. I do not think the driver is armed.”

Additional information when the characters are done asking questions: “Remember, Ms. Loban is a famous celebrity. She is hounded constantly by the paparazzi. Try and keep your face out of the newspapers. If the Oonishis suspect what you are doing, you may find yourself the target of their ire.”

Finding Linda: Although Linda is easy to spot and most people on the street will recognize her, she is protected by her entourage and, at times, her driver. Since she is also hounded by reporters, you won't be the only people looking for her. Use your skills and/or connections to locate Linda. (The use of an Entertainment or a Media Connection will give the PC's Linda's most immediate location. A DC 12 Knowledge (Pop Culture) will reveal that Linda is rumored to dating one of the managers of the Charcoal Spit (Area 59) a top notch Brazilian steakhouse. Below is Linda's schedule assuming it isn't interrupted for the next two weeks.)

Linda's Potential Schedule

MONDAY

3pm to 5pm Suite 4400 at the New Milan Casino
5pm to 7pm Dinner at “Morelli's Cuisine” inside the New Milan Casino
7 to 7:30pm Suite 4400 at the New Milan Casino
7:30 Linda, her dog and Berlin are picked up by her driver.
8pm Her driver drops Linda off at the set for a night shoot at the Green Dragon Pictures.
8pm to 9pm Linda is in make up and goes over her lines.
9pm Linda leaves with the movie crew and the set to shoot a scene in the desert 2 miles west of Green Dragon Pictures. Linda is needed for the entire shoot. There are two security guards for the set and Linda's driver is also here.

TUESDAY

3am Linda raps at the set. Her driver takes her back to the New Milan Casino.
3:30am Linda goes back to Suite 4400.
4am Linda and Berlin hop at cab to Loaded.
4:15am Linda and Berlin arrive at Loaded. By 4am, only the VIP room is still open.
6am Linda and Berlin, now drunk, hop a cab back to the New Milan.
6:15am Linda and Berlin go to Berlin's suite at 4404 and order room service.
7am Linda goes back to suite 4400 and goes to sleep.
Noon Linda gets up.
12:30pm Berlin comes over and she and Linda eat lunch in her suite.
1:30pm Linda's driver arrives. Linda, Berlin and the dog get into the car. They driver to the Las Deudas Mall (Area 46).
1:45-4pm Berlin and Linda shop.
4pm A Las Deudas Mall Security guard asks Linda to take her dog out of the mall. There is an altercation. Paparazzi take pictures. Berlin and Linda leave with the dog in a cab. The driver is forced to follow.
4:30pm The taxi driver attempts to lose the paparazzi. He is unsuccessful. Eventually, he pulls into a parking garage. On the fourth floor, Berlin and Linda pay the cabbie and hop back into the car with their regular driver. He exits the parking garage and loses the paparazzi.
5pm Linda calls the set and tells them she'll be late. She and Berlin go to La Villa de Malvagità (Area 41) for dinner. There they meet two, young casino pit bosses and begin drinking.
8pm The production coordinator arrives to ask Linda to report to the set. She gets into an argument, but reluctantly goes.
9pm Linda arrives on the set in the desert and gets into make up.

WEDNESDAY

2am Shooting goes poorly and Linda is such a problem, the director decides to let her go early.
 2:30am Linda arrives back at the New Milan and gets ready for a night out.
 3am Linda and Berlin get into a cab and head for Loaded.
 3:15am Linda and Berlin dance at Loaded.
 4am The pitbosses meet Linda and Berlin in the VIP room at Loaded.
 5am The girls leave with their new boy toys and go back to the New Milan Casino.
 5:15am The girls go back to their suites with their new boy toys and have sex with them.
 11am The guys leave to go to work.
 1pm Linda and Berlin get up and have room service in their own suites. They lounge around in their suites watching TV and talking on the phone.
 2pm Linda and Berlin workout in the hotel gym.
 3pm Linda grabs a shower and calls her driver.
 3:30pm Linda gets into the car and heads for the set.
 4pm Linda arrives at the Green Dragon and gets into make up.
 5pm Linda goes with the cast to the desert and continues shooting.
 3am Linda finishes shooting and heads back to her suite.
 3:30am Linda and Berlin get drunk in Berlin's suite.
 4am Linda calls it a night and goes to bed for once.

THURSDAY

11am Linda gets up early and hits the gym with Berlin.
 Noon Both Linda and Berlin get a massage in Berlin's suite. They also have a light lunch via room service.
 1:30pm Linda and Berlin hop a cab to Chocolate Salon, a trendy hair salon four blocks north of the Headdress Casino (Area 58).
 4:30pm The girls meet two men that Berlin met at a party last month at a casino on the New Strip two blocks west of the New Milan Casino called Pan's. It's them is that of Ancient Greece. The couples dine at the expensive Greek restaurant inside.
 6pm The couples walk the strip, but the paparazzi harass them.
 6:15pm Forced into a cab, the couple heads for the same parking garage after trying to lose the press.
 7pm Now with her regular driver, the group goes to Loaded for a night of dancing.
 2am The group calls it a night and heads for All Night Rockin' Casino (Area 39). The guys have suites on the 50th floor. They are both insanely rich. The girls have sex with them.

FRIDAY

11am The couples have breakfast in their respective rooms.
 Noon The girls head back to the New Milan Casino via cab.
 12:10pm The girls get back to the New Milan Casino.
 1pm Linda takes her dog for a walk. She talks to a guy she thinks is cute, but is harassed by the paparazzi and runs back inside the casino.
 1:30pm Linda calls her mom. Cries about the paparazzi.
 2pm Linda calls the director. Tries to back out of coming onto the set. She hangs up crying and starts drinking.
 3pm The production coordinator arrives and talks Linda into coming back to the set.
 4pm Linda insists on arriving with her own driver. The production coordinator leaves.
 4:30pm Running late, Linda heads for the set.
 5pm Linda arrives at the Green Dragon, but is rushed into a car and driven into the desert.
 5:15pm Linda arrives on set and gets into make up.

SATURDAY

Midnight Linda wraps for the day. The director is tired of her whining.
 12:30am Linda arrives back at her suite at the New Milan Casino. Berlin greets her at her room with her dog and tries to cheer her up.

2am At the last minute, the girls decide to get dressed and go out. They take a cab to Lucky Lucy's (Area 47)

2:15am The girls arrive at Lucy. Already drunk, they cause a scene by dancing on stage and giving lap dances to random men. They demand money just like the strippers, but at the end of the night, they give it all to the girls.

3:30am The paparazzi arrive and starts taking pictures. It's a mob scene and the police are eventually called as the strip club becomes flooded with patrons.

4am The driver arrives and talks the cops into letting him take Linda and Berlin back to their suites. Berlin throws up in his car.

4:15am The girls are escorted back to their room where they pass out.

2pm Linda and Berlin finally wake up. They get something from room service.

3pm Linda does a quick workout in the gym by herself.

3:30pm Linda calls for her car.

4pm Linda is picked up by her driver and heads for the studio.

4:30pm Linda gets into make up early and announces that she'll be leaving early as well. This doesn't sit well with the director, but the production coordinator manages to smooth things over.

SUNDAY

Midnight Linda insists on leaving in middle of a take and gets into a fight with the director. Eventually, the production coordinator talks her into staying for at least another hour.

1am The driver arrives with a limo. Berlin and the dog are already in the car. Linda changes in the car.

1:30am Linda and Berlin arrive at Loaded and go inside.

3am Linda and Berlin get picked up by two different guys. They hop a cab with them back to the New Milan Casino.

3:30am Drunk, the two couples sneak into the pool area for a naked swim. Unfortunately, the pool is being treated and the chemicals bleach everyone's hair. Freaked out, the night ends poorly and the guys leave. Linda calls her personal hair stylist and has her flown in from L.A.

4am Linda falls asleep in Berlin's room.

8am The hair dresser arrives, but Linda waves her off and goes back to sleep.

Noon Linda gets up and the hair dresser begins to work on her hair.

1pm Her hair now redone, Linda and Berlin hit the gym.

2pm Linda and Berlin go into the Casino's Food Court and eat lunch. They are harassed by a single photographer, but tough it out and finish their meal.

3pm Linda and Berlin get changed, grab the dog and get the driver to take them to the Blue Ridge National Park. They hike and walk the dog, but not very far.

6pm Bored, the girls get back into the car. They stop at a clothing store en route back the casino and go shopping for vintage clothes. The store two blocks south of the FBI Building (Area 33).

8pm The girls arrive back at the New Milan Casino and order room service.

10pm They hop a cab to Loaded. They are met by the men from the previous night. They go dancing again.

MONDAY

2am The couples head back to a casino on the New Strip called "Cleopatra's" and drink with the guys in their suite. They eventually have an orgy.

2pm The couples wake up and have a very late and very expensive champagne breakfast.

3pm The girls head back for the New Milan Casino in a cab.

3:15pm Linda's agent, frantic because she missed a 2pm meeting, is waiting for Linda. They get into an argument. The agent reschedules the meeting for next week.

4pm Linda and Berlin decide to smoke some weed. They call the driver and send him to go get some.

5pm The driver comes back with weed. The two girls smoke in Berlin's room and watch DVD's.

8pm The girls order way too much food, wasting most of it.

10pm Linda and Berlin get dressed.
11pm The girls hop a cab to Loaded.
11:15pm The girls arrive at Loaded. They meet two other girls there and dance.

TUESDAY

4am After fending over several men, the girls end up in the VIP room very drunk and disorderly.
5am Linda passes out, but a bartender revives her. He offers to take her to a hospital but she refuses. The girls leave.
5:15am The girls arrive back at the New Milan Casino. They stagger back to their suites. Linda passes out in Berlin's suite.
3pm Linda finally wakes up. (*Start the second week over from the top, except now the movie is shooting interiors at Green Dragon Pictures. Also, instead of the pool incident, the couples get into a car accident.*)

How to use Linda's Potential Schedule: Assume that if the PC's lose track of Linda, she'll eventually go back to the activities listed here. One or more of the PC's is going to have to make friends with her and guide her back on the path of really partying hardy with drugs. She is only needed on the set Monday through Friday. If the PC's can keep her off set for at least five of the potential ten days she has to work or more, it's a victory. It may seem easy at first if one of the PC's is handsome, but the girls quickly grow tired of new men and will throw them over for the next fun thing. They have absolutely no problem ditching the PC's the moment they get bored. Only the drugs or the promise of more fun will keep them in line.

2nd level Charismatic Mook/5th Level Personality (from the d20 Modern book): Linda Loban (24)

Str: 12/+1, Int: 10/+0, Wis: 8/-1, Dex: 15/+2, Con: 10/+0, Cha: 18/+4, Defense 13, 29 HP, Attack Bonus: +3, Fort: +5, Ref: +5, Will: +1, Skills: +14 Bluff, +11 Diplomacy, +3 Drive, +7 Knowledge (art), +12 Seduce, +6 Knowledge (Popular Culture), +10 Sex, +11 Sense Motive, +6 Hide Motive, +6 Bribe, +7 Sense Weakness, +7 Make Up, +7 Performance (Acting), Feats: Simple Weapon Proficiency, Gorgeous, Nimble, Enthrall, Renown, Entertainment Connection x2, Media Connection, Weaknesses: Drug Addict, Excess Addict, Respect: 580, Bank: 15, Talent: Fast Talk, Unlimited Access (add level to Diplomacy, Bluff or Bribe checks with regard to entering places), Royalty (+4 Wealth Bonus), Winning Smile (target must make a Will save DC 10 + Personality's class level and charisma bonus) or the target considers her a friend.) Wealth Bonus: +42 (*On the outside, Linda is a fabulous celebrity living a charmed life. On the inside, she's miserable and drives away the pain with drugs and alcohol. She's recently been to rehab, but it didn't work. Linda's dog is named "Pedro" and he has two hit points and a Defense of 12. His bite doesn't even do a point of damage, but his yelp is loud and annoying.*) **Weapon of Choice:** fists.

2nd level Charismatic Mook/5th Level Personality (from the d20 Modern book): Berlin Holiday (24)

Str: 12/+1, Int: 10/+0, Wis: 8/-1, Dex: 15/+2, Con: 10/+0, Cha: 18/+4, Defense 13, 29 HP, Attack Bonus: +3, Fort: +5, Ref: +5, Will: +1, Skills: +10 Bluff, +10 Diplomacy, +10 Seduce, +10 Knowledge (Popular Culture), +12 Sex, +8 Sense Motive, +10 Hide Motive, +15 Bribe, +4 Sense Weakness, +7 Make Up, +6 Performance (Modeling), Feats: Simple Weapon Proficiency, Gorgeous, Nimble, Enthrall, Renown, Entertainment Connection x2, Media Connection, Weaknesses: Excess Addict, Spoiled, Respect: 320, Bank: 0, Talent: Fast Talk, Unlimited Access (add level to Diplomacy, Bluff or Bribe checks with regard to entering places), Royalty (+4 Wealth Bonus), Winning Smile (target must make a Will save DC 10 + Personality's class level and charisma bonus) or the target considers her a friend.) Wealth Bonus: +86 (*Berlin is the daughter of a wealthy Hotel Company Magnate. She has lived a charmed life, but feels sorry for her friend Linda because she's had to "work so hard". Berlin would be hard pressed to spend her family's fortune, but she's giving it her best shot.*) **Weapon of Choice:** fists.

The Promise of Drugs: Currently, Linda is back to Stage 6 on the Drug Effects chart and is just barely managing her addiction. It won't take her much to be a full blown junkie again, but the PC's have a precarious

balance to maintain. If she gets too many drugs, she could die, but as soon as she gets some drugs, the PC's will have worn out their usefulness to her. The more drugs she gets, the more demanding and snippy she will get. If Linda gets to Stage 8 and misses her Addiction check with a 1, she takes way too much cocaine. She has a heart attack and dies. If she misses a check and the PC's refuse to give her any more cocaine, she'll attempt to drive down to the Barrio and score some herself.

Average Security Guard/Driver: 2nd level Fast Mook/4th Level Cop

Str: 13/+1, Int: 13/+1, Wis: 10/+0, Dex: 15/+2, Con: 14/+2, Cha: 10/+0, Defense 17, 31 HP, Attack Bonus: +4, Fort: +2, Ref: +3, Will: +0, Skills: Gather Information +4, Diplomacy +4, Knowledge (streetwise) +3, Spot +6, Search +3, Listen +5, Drive +8, Feats: Simple Weapon Proficiency, Combat Martial Arts, Personal Firearms Proficiency, Light Armor Proficiency, Toughness, Corporate Connection, Weaknesses: Code of Honor (they must protect the company/employer/set, etc), Talent: Evasion, Identify Family Members, Interrogate, Respect: 300, Bank: 0, Wealth Bonus: +12 (*These are top of the line security that the movie studio pays for. They specialize in making sure celebrities don't make their indiscretions national news. They are armed, but they rarely expect to have to pull their piece.*) **Weapon of Choice:** Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag., collapsible baton D1d6

2nd level Fast Mook: Average Paparazzi Photographer

Str: 10/+0, Int: 10/+0, Wis: 10/+0, Dex: 16/+3, Con: 12/+1, Cha: 12/+1, Defense 14, 14 HP, Attack Bonus: +1, Fort: +0, Ref: +2, Will: +0, Skills: +5 Minor Con, +6 Disable Device, +5 Gather Information, +6 Drive, +5 Hide, +5 Move Silently, +5 Diplomacy, +4 Craft (Visual Arts), +5 Bluff, +5 Knowledge (pop culture), Feats: Simple Weapon Proficiency, Run, Creative, Weaknesses: Tactless, Respect: 50, Bank: 0, Talent: Evasion, Wealth Bonus: +8 (*These guys will do almost anything for a story or a steamy photo. They are armed with multiple cameras.*) **Weapon of Choice:** fists

Events: These are the sort of events that will happen during the course of the week. They can happen in any order. Assuming the PC's manage to lure the girls to them with drugs, they should quickly become a handful as their demands get increasingly costly and decadent.

1) Seducing the Girls: (*This strategy will only work if the PC's make sure the Charismatic PC is dressed in very expensive clothes. No less than 12 Wealth on clothes and an equal amount of jewelry will even get the consideration of these two fashion divas. Additionally, the PC's need of a charisma of at least 15. Odds are, the PC's will make their move at Loaded. Read the following description to them after the PC's make their opening moves. Buying them drinks, chatting them up, etc. It requires a successful DC 12 Diplomacy or Seduce to chat them up.*) Linda laughs and knocks back the rest of her drink. She and Berlin seem to be sizing you up. "Okay, hottie. You'd better know how to dance. C'mon, let's see your moves." Berlin and Linda rush out onto the dance floor. (*If the PC hesitates, he must make a DC 14 Spot check to find them in the mob of people. When dancing with the girls, the PC must make the best out of five DC 12 Performance (Dance) checks. Anything less and the girls will make fun of the PC causing him to lose 20 Respect points. The high loss is due to the fact the girls are considered the current arbiters of what's "cool". Even in the world of crime, people will talk about it if the PC's look like dorks. Failure means, the girls attempt to lose the PC in the dance club. They pretend to go to the bathroom together and then ditch him, unless the PC lures them back with the promise of drugs. Linda must miss her Addiction check.*)

2) Escape the Photographers: As you are exiting the casino/nightclub/whatever, you see a crush of paparazzi attempt to get near you. They snap photos relentlessly. At first, Berlin and Linda smile and pose, but eventually, they become annoyed.

"Get us a Stretch Hummer and let's leave," suggests Linda.

"Yeah, a Stretch Hummer would be hot," agrees Berlin.

The girls seem pretty adamant that it be a Stretch Hummer.

(To talk the girls out of a Stretch Hummer requires a DC 23 Diplomacy or Seduce. Bribe has no effect on either of them. Even if the PC's succeed, they will want to escape in style. Nothing less than a limo or a car costing 35+ Wealth points will be acceptable. If the PC's refuse, they call their driver and ditch them. The PC's have connections through their family, but it will require them to convince one of their friends, a limo driver by the name of Harold Fong, that Linda will sign and autograph for them. Unless the PC's put a gun to her head, there's no way she will do it. She thinks it's tacky. The PC's will have to lie and the Bluff is against Harold's +5 Sense Motive or Bribe him with a DC 17 Bribe check. Alternatively, they can use a Corporate Connection. If the check fails, they still should manage to get a regular limo.)

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
Stretch Limo	1	7	425 lbs.	-4	-4	195 (19)	6	5	38	G	36
Stretch Hummer	1	8	600 lbs.	-5	-5	140 (14)	11	6	42	G	38

The Chase: Despite your best efforts to leave without being follow, a guy with a camera follows you in a Chevy Cavalier. He drives with one hand and takes pictures with the other. His driving is a little unsteady. *(Todd Johnston, the photographer, is a relentless pursuer. He's been following Linda since she left Los Angeles. The PC's will need to lose him or run him off the road. To lose him requires that the PC driver beat him in the best out of 5, 3 and then 1 drive check modified by the car's maneuverability. Failure means the attempt clicks up by one number, a max of 7. If the PC beats Todd on the "1", they lose him. An easier way is to drive Todd off the road. This requires the PC to execute a controlled bump of Todd's car without smashing into him or to convince Todd to turn before they crash. To do this without damaging the limo requires a DC 27, without regard for the limo requires a DC 20. If Todd misses his check, he flips his car and the girls squeal with delight. Further attempts to persuade the girls will be made at +2. The same thing happens if the PC's pull over and beat Todd to a pulp.)*

3) The Boxer Boyfriend: *(This should happen sometime after Linda is back on cocaine. She texts her ex-boyfriend, a professional boxer named Fernando Juayo. Fernando comes to her rescue 12 hours later.)*

"Hey!" says a demanding, deep voice.

You turn around and see Lightweight Champion Contender, Fernando Juayo. *(A PC that makes a DC 12 Pop Culture will remember reading in a tabloid that he used to date Linda.)*

"Who are you punta?" he demands. "I don't want you around Linda. Get lost."

(If the PC's are revealed to be drug dealers, Fernando will beat the crap out of them unless they pull guns. He also threatens to go to the cops. The only way they can get rid of him is to get Linda to get rid of him. That will require beating Fernando's Seduce check with a PC check. There is a small chance the PC's may be able to beat him up. Killing him would effectively end the PC's careers. He's a national figure and the police would spare no expense to find his killers. Fernando can only stay in town 1d3 days and then he must return to training.)

Fernando Juayo (26): 1st level Fast Mook/8th level Professional Athlete

Str: 16/+3, Int: 11/+0, Wis: 12/+1, Dex: 17/+3, Con: 17/+3, Cha: 16/+3, Defense 21, 73 HP, Attack Bonus: +8/+3, Fort: +4, Ref: +7, Will: +3, Skills: +10 Bluff, +8 Diplomacy, +11 Concentration, +9 Climb, +9 Swim, +7 Sense Weakness, +5 Hide Motive, +7 Knowledge (Current Events), +8 Sex, +5 Sense Motive, +7 Intimidate, +12 Knowledge (Tactics), +5 Knowledge (Popular Culture), Feats: Simple Weapon Proficiency, Athletic, Lightning Reflexes, Brawl, Improved Brawl, Knockout Punch, Improved Knockout Punch, Weaknesses: Love Addict (Linda), Vendetta Against Drug Dealers, Respect: 900, Bank: 300, Talent: Evasion, Star Athlete, Bob & Weave, Hard Body, Team Leader, Dedicated to Victory, Sports Star, Wealth Bonus: +32 *(Fernando hates drug dealers with a passion. He'd like to see them all die. He's in love with Linda, but he realizes she has a serious problem with drugs.)* **Weapon of Choice:** fists

4) The Working Girl: You are a few blocks off the strip because Berlin insisted on stopping some place to buy Skittles. As you are heading back, you spot a prostitute on the corner. The girls light up with evil delight. “Oh, my God! Look Berlin! A whore! Let’s hire her and make her do stuff!” says Linda suddenly. “Ewwww!” says Berlin. “No, not like that!” says Linda. “Let’s make her like pick up trash with her teeth and kiss the street!” The girls laugh. This is beyond cruel and worse yet, you recognize the prostitute. She is a woman that goes by the name of Gina Booty. Gina, you recall, does not take disrespect or humiliation well. She’s broken the noses of more than one john. This could be a devastating confrontation. What do you do?

(If the PC’s admit they know Gina, Linda and Berlin will never have sex with them unless they’re coerced by drugs. Additionally, they will insist on having their way or the PC’s can hit the highway. They’ll even attempt to throw them out of the vehicle they are in and leave them on the side of the road.)

Gina Don’t Play: *(Assuming the PC’s agree to this confrontation, read the following.)* Linda sticks her head out of the window. Gina sashays over.

“What can I do for you, girl?” asks Gina.

“Oh, lots,” says Linda.

“Wait a minute. Don’t I know you? Are you on TV or something?” asks Gina.

“No,” says Linda dismissing. “I want to hire you. How much?”

“Depends on what you want, girl,” explains Gina.

“Everything and anything. I want you to do anything I want without complaining, how much?” giggles Linda.

Gina laughs. She can’t believe her luck. “All right, sugar. Three thousand dollars and I’m yours for the night.”

“Okay, give me a sec,” says Linda, looking over to you. “I don’t have any cash, what do you have?”

(\$3000 is approximately 21 Wealth check. Berlin should have about half that in her purse. If the PC’s don’t have it, the girls make fun of them for being poor. They lose 20 Respect or half that amount if they agree to go to a nearby money machine.)

With Gina paid, she climbs into the limo. Linda starts ordering her around almost immediately.

“I’m yours girl, what do you want me to do?” asks Gina politely.

“Shut up, whore,” says Linda. “I’ll say when you can speak.” *(Make a check for Gina’s Short Fuse, if she misses it, she must check for a Violent Temper too. If she misses the first, she shouts back at Linda and they argue. If she misses the second one at any time, she’ll beat the Hell out of Linda. The PC’s can force Gina to make additional checks by constantly reminding her of the money she was paid. Gina and the PC’s know each other. If she senses the PC’s are in on this humiliating “date”, she’ll mention that she knows them.)*

Gina immediately bristles at this comment, but she stays quietly. Berlin and Linda are laughing hysterically.

“Okay, uh....” Linda looks at *(random PC)* “Give him a blow job!”

Linda and Berlin wait until Gina is in position and unzipping the PC’s pants before they finally burst out laughing.

“Oh, my God! You are a whore!” says Berlin. “Stop! Stop!”

“I’m sorry,” says Gina trying to be polite. “Which one of you do I listen to?”

“Shut up, whore!” insists Linda, laughing. “Uh, let’s see.” *(Make another check)*

Linda looks around the limo, grabs a drink and throws it in Gina’s face. *(Make another check.)*

“Did you like that whore? Say yes,” orders Linda

Gina, clearly getting angry says, “Yes, I liked it.”

“You try, you try,” says Linda to Berlin.

“Tch, okay. Uh, let me adjust your make up,” says Berlin.

For a second, you think she might be trying to be nice, but Berlin takes out a make up pad and just dabs make up all over Gina’s face. *(Make another check.)* The girls laugh. Berlin goes to put her make up pad back and thinks better of it and hands it to Gina.

“Here, take this,” says Berlin. “Uh, put it in your mouth.”

Gina reluctantly complies, but she's clearly about to boil over at any second. (*Make another check.*) The girls laugh, but are clearly getting bored with their plaything.

"Okay," says Linda. "Let's let the skank out."

The vehicle stops and Gina starts to get out. Linda gestures for the driver to drive as she steps onto the street. (*If a PC driver complies, Gina falls over and the girls laugh uproariously. For the rest of the night, the PC driver can make checks against the girls at +2. If Gina attacks the girls, the PC's will probably have to tear Gina off of them. If Linda takes more than 5 points of damage, she has a black eye. If she takes more than 50% of her hit points, she's injured badly enough to want to go to the hospital. If she is reduced to 0 or less, she actually needs stitches and she'll be off the set for at least a week while her face heals.*)

Gina Booty (30): 2nd level Strong Mook/2nd level Family Associate: Babe/4th level Prostitute

Str: 16/+3, Int: 11/+0, Wis: 11/+0, Dex: 13/+1, Con: 11/+0, Cha: 14/+2, Defense 16, 32 HP, Attack Bonus: +5, Fort: +3, Ref: +5, Will: +3, Skills: +6 Bluff, +4 Sense Weakness, +10 Make Up, +4 Knowledge (Streetwise), +4 Gather Information, +10 Sex, +6 Sense Motive, +4 Intimidation, +9 Seduce, +7 Exploit, Feats: Simple Weapon Proficiency, Athletic, Brawl, Personal Firearms Proficiency, Good Earner, Legitimate Businesswoman, Dodge, Agile Riposte, User, Region Bonus, Weaknesses: Short Fuse, Violent Temper, Respect: 800, Bank: 300, Talent: Extreme Effort, Trophy Girl, Sex Worker, Art of Conversation, Wealth Bonus: +9 (*Gina grew up on the streets of Las Deudas. She doesn't take crap from anyone. Her violent past has left her no alternative but to work the streets. Escort services will no longer hire her.*) **Weapon of Choice:** fists

5) If one of the PC's has sex with Berlin and/or Linda: (*The PC will get the benefits of the respect, but Berlin and Linda have no boundaries. While the PC is in the bathroom, one of the girls will find the PC's gun if they brought it.*) As you walk out of the bathroom, you hear Berlin/Linda laughing. She's standing in the middle of the room, naked, next to your pile of clothes. She whirls around and aims your weapon at you.

"This is cool!" she says. "What kind of gun is it?"

She is pointing the loaded weapon right at you. (*Make a DC 14 Spot check to notice the safety off.*)

(*If the PC is completely casual about her holding the gun, Berlin/Linda eventually drops it on the clothes. If the PC insists on her dropping the gun or gets mad, Berlin/Linda accidentally tenses up and fires at the PC with a -8 modifier. She then screams and drops the gun. The first thing either one of them will do if they shoot someone is call the other. Hotel Security arrives in five rounds to investigate. Two armed security guards will enter the room and they will demand a full accounting of the events unless the PC bribes them or scares them off. The cops will arrive an hour later. Berlin and Linda will completely sell out the PC's. They have absolutely no sense of loyalty. At this point, they'd probably rather be rid of them.*)

6) Scoring Drugs for Linda: (*The PC's have connections to do this. Use the narcotics price chart in the Complete Mafia for d20 handbook to determine price. Linda will want the absolute best coke money can buy, so increase the price by 2d4 Wealth. Should the PC's lose track of Linda at some point and she's forced to score her own drugs, they will eventually fall in with some very unsavory characters.*) You enter the room and find a group of Latino guys having a party in Linda's suite. There are about two dozen people, drinking booze, eating food and getting high. The place is an absolute mess. In the middle of it all is Linda and Berlin. They are doing lines of coke on a mirror and snorting using hundred dollar bills. Both girls look completely wired and the two muscular gang members next to them grope them continually. One of the gang members looks up at you. "Hey, who are these puntas?"

(*These guys are the Mission Street Hombres and they are making a fortune off of Linda and Berlin. They have no intention of leaving until the money runs out. They stay for days or until Linda and Berlin finally kick them out. They will attempt to mooch off the characters as well or, if they see the characters are mooching too, they'll attempt to scare them out. There is a 5% cumulative chance per day that the girls will get into a fight with the hombres' groupies. If this happens, they'll put Linda in the hospital and the PC's may be dispatched for a revenge mission. Lisa will be in the hospital for weeks. The Oonishis will have to make a DC 25 Knowledge Business check at +10 or they will take 1d20 Wealth out of the PC's reward.*)

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Average Mission Street Hombre (14)

2nd level Strong Mook/4th level Gang member

Str: 17/+3, Int: 12/+1, Wis: 10/+0, Dex: 13/+1, Con: 12/+1, Cha: 16/+3, Defense 16, 45 HP, Attack Bonus: +5, Fort: +4, Ref: +4, Will: +1, Skills: +4 Hide, +4 Move Silently, +5 Bluff, +5 Knowledge (streetwise), +1 Cheat, +4 Beat, +3 Sense Motive, +3 Hide Motive, +3 Craft (Mechanical), +3 Repair, +4 Disable Device, +5 Drive, +3 Sense Weakness, +7 Intimidate, +4 Gather Information, Feats: Simple Weapon Proficiency, Brawl, Improved Brawl, Personal Firearms Proficiency, Car Jockey, Weaknesses: Religious Guilt, Tough Guy, Talent: Ignore Hardness, Gang Banger, Balls, Respect: 600, Bank: 90, Wealth Bonus: +7 (*The hombres protect the barrio and are extremely loyal to one another.*) **Weapon of Choice:** TEC-9, 9mm machine pistol, D2d6, 40ft range, 20 mag.

Average Mission Street Hombre Groupie (12):

2nd level Fast Mook/1st Level Family Associate/Babe

Str: 13/+2, Int: 11/+0, Wis: 11/+0, Dex: 16/+3, Con: 12/+1, Cha: 14/+2, Defense 15, 17 HP, Attack Bonus: +5, Fort: +3, Ref: +2, Will: +1, Skills: +5 Bluff, +5 Knowledge (streetwise), +6 Shake Down, +5 Make Up, +2 Sense Motive, +3 Exploit, +3 Hide Motive, +2 Knowledge (Business), +6 Sense Weakness, +6 Seduce, +6 Sex, +2 Destroy Evidence, +3 Gather Information, +5 Disable Device, Feats: Simple Weapon Proficiency, Brawl, Discount Diva, Fearless, Weaknesses: Religious Guilt, Character of Habit (goes to church every Sunday), Respect: 300, Bank: 50, Talent: Evasion, Trophy Girl, Wealth Bonus: +6 (*The groupies are the girls and girlfriends of the hombres. They are extremely tough and have no problem fighting with the men.*) **Weapon of Choice:** knife 1d4

Awards:	Experience	Respect Points	Suspicion Index Points
Seducing Linda and/or Berlin	100 each	5	+1
Getting photographed with Linda	25	5	+2 each time
Ditching the paparazzi in the Hummer	350	10	+2
Ditching the paparazzi in the limo	400	10	+2
Defeating Fernando without weapons	1000	100	+4
Defeating Fernando with melee weapons	500	20	+4
Defeating Fernando with guns	250	10	+5
Losing a fight to Fernando	500	5	+2
Losing the fight in one punch to Fernando	250	-10	+1
Letting Linda get beat by Gina	100	-5	+2
Letting Linda and Berlin humiliate Gina		-10	
Having sex with Linda and/or Berlin	100	Sex+1d20	+1
Scoring cocaine for Linda and Berlin	50	0	+2
Defeating the Hombres in combat	600 each	25 each	+2 each
Getting rid of the Hombres non-combat	200 each	0	-1 each
Linda goes back to the set		-5	-1
Complete Success (full payment)	500	1d20	+2
Partial Success (partial payment)	250	1d20	+2
Failure	200	-5d20	0