

Tsun's Pork

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 Triads. For other cultures, a change in the main event and the food stuff would work.)*

Set up: You're sitting in your usual hang out drinking beers, playing video poker and looking over the ads for the legal prostitutes just outside the city limits. Also in your hang out is a made guy by the name of Tsun. Tsun is a member of (pick the PC's Triad house or the most popular one amongst the PC's). He's a good earner, but a bit of a hothead. Tsun meets one of his associates in the back of the room. It's none of your business and you go back to whatever it is you're doing. Suddenly, a beer bottle sails across the room and hits (choose random PC to take 1d6 points of damage) and glass shards go everywhere (1d2 for anyone sitting next to the chosen PC). Tsun is flipping out at his associate and in the process hurled a beer bottle in your direction. The beating quickly escalates and Tsun looks like he's lost control. You remember seeing a patrol car roll by the window a few minutes ago. You'd be doing Tsun a favor by keeping him from killing this guy, not to mention the fact that the cops conducting a murder investigation in your favorite place just ain't good for the karma of the place. What do you do? *(What happens next is largely up to the PC's. The PC injured by the bottle might have to make a weakness check or the PC's may just leave. If that happens, the adventure is over and you should just skip to the next one. Tsun makes his check when the cop comes back, runs out the back and escapes. The PC's will encounter him again and the same set up will occur. Tsun frequently beats his underlings when they displease him. Assuming the PC's intervene, Tsun gets a new weakness check if the PC's do something to calm him down. If he succeeds, he stops being his minion, Liwei. Read "After the beating" if the PC's manage to calm Tsun down.)*

After the beating: "Sorry about that bottle," apologizes Tsun. "I met to hit this idiot!" Tsun gives Liwei one last kick. He moans from the fetal position on the floor.

"The moron was supposed to pick up a truckload of ipods to pay off another moron's debt. I take the trade in good faith! Now I the moron! He come back with a truck full of pork! And it's all thawed out! What am I supposed to do with rotten pork?!" says Tsun.

Just then, on the TV above the bar, a commercial comes on for this Saturday's Chinese New Year festival. The commercial touts the many food vendors that will be in attendance. Tsun gets an impish look in his eye.

"Hey, maybe pork not so bad. Tomorrow's Saturday, if we can dump this on the festival vendors, we can make a killing," suggests Tsun.

The festival is being held in (choose the PC's Triad rival or a Triad the PC's do not belong to)'s territory. They might have something to say about the sale of questionable pork on their turf. If you want in on this scam, now is the time to ask Tsun questions.

Likely questions for the PC's:

What's in it for us? "We split the profits, but I get three shares. Moron here gets nothing."

How do we sell rotten pork? "We soak it in lemon juice tonight. It make it look fresh tomorrow. We'll be gone before they serve it. Besides, you don't give vendors a choice."

What if people get sick? "People get sick everyday. What are you? A doctor? Do you want to make money or not?"

When do we do this? "Early morning. We start around 3 am. Festival starts at 9am. I figure we finish by 7 or 8. I'll meet you here. You take the truck with moron. I'll supervise from my car and text you."

Should we kill Liwei? "No! He's my moron! Find your own."

How much money are we talking here? "I figure there's about 14-18 Wealth worth of pork on the truck. Don't worry. You'll get something." *(Tsun is exaggerating the money. The pork is really only worth about 12-15 Wealth tops.)*

What do we do if the vendors don't want the pork? "Make them want it. What? Do I have to spell it out for you?"

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How many vendors do we hit? “Until my truck is empty of pork!”

How do we find the vendors? “You leave that to me. I supervise entire operation. You just look for my text messages.”

Tsun Dailo (35): 3rd level Strong Mook/2nd level Family Associate/3rd level Triad

Str: 15/+2, Int: 13/+1, Wis: 12/+1, Dex: 12/+1, Con: 14/+2, Cha: 11/+0, Defense 17, 48 HP, Attack Bonus: +7/+2, Fort: +5, Ref: +2, Will: +2, Skills: +9 Intimidate, +7 Bluff, +4 Sense Weakness, +9 Beat, +4 Shake Down, +4 Knowledge (streetwise), +3 Destroy Evidence, +5 Disable Device, +4 Craft (Cooking), +6 Sense Motive, +4 Diplomacy, +5 Exploit, Feats: Simple Weapon Proficiency, Speak Language (English), Combat Martial Arts, Improved Combat Martial Arts, Personal Firearms Proficiency, Combat Reflexes, Legitimate Businessman, Good Earner, Weaknesses: Violent Temper, Sentimental, Disrespectful, Respect: 800, Bank: 300, Talent: Ignore Hardness x2, Know Respect, Absolute Loyalty, Guanxi Network, Wealth Bonus: +12 (*Tsun is a shrewd operator, but he likes to get his hands dirty. He also has a habit of calling everyone “moron”. Despite the way he treats Liwei, he doesn’t have the heart to kill him.*) **Weapon of Choice:** Walther PPK .32 autoloader, D2d4, 30ft range, 7 mag.

Liwei Ming (22): 2nd level Smart Mook/3rd Level Family Associate/Wiseguy:

Str: 10/+0, Int: 15/+2, Wis: 10/+0, Dex: 13/+1, Con: 12/+1, Cha: 12/+1, Defense 13, 23 HP, Attack Bonus: +3, Fort: +4, Ref: +2, Will: +1, Skills: +7 Bluff, +5 Knowledge (streetwise), +6 Drive, +5 Hide Motive, +8 Destroy Evidence, +6 Sense Motive, +11 Craft (mechanical), +6 Gambling, +9 Repair, Feats: Simple Weapon Proficiency, Brawl, Personal Firearms Proficiency, Gearhead, Legitimate Businessman, Weaknesses: Gambling Addict, Talent: Savant (Repair), Know Respect, Balls, Respect: 500, Bank: 30, Wealth Bonus: +9 (*Liwei is a moron in just about everything except cars. He could fix the truck if someone loaned him or purchased him tools. His skills are useful, but he’s a hopeless degenerate gambler. His check for gambling is 18.*) **Weapon of Choice:** fists

Lemon Juice: Time is of the essence and you will need several gallons of lemon juice to soak the pork. Tsun gives (the lead PC) 8 Wealth to purchase the juice and instructions to come right back. There is an all night supermarket called CostlyCo that should suit your purposes nicely. (*This trip is uneventful unless the PC’s miss their weakness checks. To get there, they have to drive through a bad neighborhood that’s full of drug dealers, so any PC’s with a drug addiction will have to make a check or the driver will have to make a DC 12 Drive check to avoid the drug dealers. The PC’s can also take this time to buy any items they need. CostlyCo has everything at very cheap prizes and huge volumes. If, for some reason, the PC’s do not return before 3am with the lemon juice, each encounter with a vendor examining the product gives the vendor +4 to their Spot checks to notice the rotten pork.*)

3 AM: You’ve done all you can to make the pork smell and look edible. Airing out the truck at least made the gag-inducing smell dissipate (somewhat). You’re now ready to start selling to vendors. Hopping into the truck and Tsun in his black Mercedes, you start to drive to the festival. The truck holds three passengers up front and two in the back and more once the truck begins to be unloaded. The pork is shipped in large barrels and there are 16 on the truck. Tsun estimates a vendor could probably go through about two containers each. Tsun wants to get 8 Wealth per container or more, but he’ll settle for something as low as 6. (*Tsun will not object to carrying the overflow of PC’s in his car the first time, but if they smell like rotten pork because they didn’t have time to soak it, he won’t let them ride in the car after the first deliver because they smell like “dead pigs.”*)

FOR THE GM ONLY: Encounters with the vendors take a minimum of 10 minutes each. The PC’s should be done by about 5am if all goes well. It takes the PC’s a half hour to get to the first open vendor. All the vendors and their assistants have the same stats unless noted. They are Chinese cooks, not gangsters.

Average Chinese Festival Food Vendor: 4th level Smart Mook/3rd level Mook

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Str: 11/+0, Int: 15/+2, Wis: 11/+0, Dex: 12/+1, Con: 14/+2, Cha: 12/+1, Defense 16, 32 HP, Attack Bonus: +4, Fort: +4, Ref: +5, Will: +5, Skills: +5 Bluff, +3 Drive, +6 Knowledge (business), +11 Craft (Cooking), +10 Knowledge (Life Sciences), +6 Sex, +10 Knowledge (current events), +5 Climb, +8 Sense Motive, +7 Exploit, +5 Hide Motive, +8 Bribe, +7 Computer Use, +8 Sense Weakness, +7 Repair, +9 Destroy Evidence, +7 Diplomacy, +9 Knowledge (technology), Feats: Simple Weapon Proficiency, Defensive Martial Arts, Long Memory, Police Connection, Good Earner, Corporate Connection x2, Legitimate Businessman, Weaknesses: none, Talent: Savant (Craft Cooking), Linguist, Earn, Respect: 650, Bank: 120, Wealth Bonus: +15 (*These monks have ties to the local police department because they are constantly feeding them. However, they understand that organized crime is part of their business. They won't use their Police Connection unless the PC's do something drastic like maim or killed one their family.*) **Weapon of Choice:** fists.

Vendor #1: Jingguo Tse (34): The first food vendor is setting up his booth in the street in front of a restaurant called "Jing's Chinese Cuisine." You hear him order his assistants inside to begin cooking as he hoses down the tables in preparation. (*Jingguo is a typical vendor. The festival is good promotion for him. He will make a Spot check vs. the PC's Camouflage or Cooking Craft ability if they have it. If they don't, the PC's can use Tsun's skill at +4 and another +2 if they did something else like air out the containers or pour in some kind of spice or any other common sense move. The lemon juice is a factor in the vendor's check. The vendors get +4 without the lemon juice.*)

If Jingguo likes the pork: "Okay, I take two containers. I offer you 7 Wealth a piece." (A successful DC 16 Diplomacy will get him to go to 8, but no higher.)

If Jingguo smells the rotten pork: "Ew! What are you crazy! I can't sell that! Must customers throw up everywhere!" (*Only an Intimidation check will get Jingguo to buy the pork and he will only offer 3 Wealth. An additional Intimidation check will have to be made to get him up to the minimum. He won't go higher and Tsun will eventually text the PC's to take the money.*)

Vendor #2: Bart Siyu (33): The second vendor is stoking the grills that he'll be using to cook. He gives your group a curious look as you approach. An old man sits on a folding chair nearby in front of a place called "Grand Mountain Chinese".

If Bart likes the pork: "I suppose I could use some pork. I'll give you 6 for a barrel." (*Bart doesn't really need the pork and won't budge on the price. A Diplomacy check will get him to buy a second barrel. The PC's will have to successfully intimidate him to go up with the price. The old man nearby is his grandfather and he is very frail. If the PC's threaten him, Bart is automatically intimidated. The old man cannot fight due to his advanced age. Bart will insult the PC's and make them lose honor if they hurt his grandfather. Each insult will cause them to lose 1d6 Respect.*)

If Bart smells the rotten pork: "No thank you, I don't think I can sell this." (*Only an Intimidation check will get Bart to buy the pork and he will only offer 3 Wealth. An additional Intimidation check will have to be made to get him up to the minimum. He won't go higher and Tsun will eventually text the PC's to take the money. The PC's will get the max if they threatened his grandfather.*)

Vendor #3: Johnny Mao (44): The third vendor is in the middle of unloading cooking supplies from a cart under his table. The store behind him is called "Happy Chinese Supermarket", a Chinese Supermarket.

If Johnny likes the pork: "Thank you, no. I've got plenty." (*Johnny runs a supermarket and he has plenty of food to sell. He'll only willingly buy if the PC's give him a deal of 4 Wealth or below.*)

If Johnny smells the rotten pork: "Look, I don't want any trouble. How much to make you go away? How 'bout I give you 3 Wealth and you keep your pork?" (*A DC 10 Spot check will reveal that Johnny's two sons, Martin and Victor are inside watching the proceedings. They look pretty big and Victor has a crowbar in his hand. Tsun will approve of the bribe if the PC's ask. Otherwise, the PC's will have to defeat Martin and Victor, who have Strengths of 15, with +2 to Melee, plus crowbars that do 1d6+1 point of damage. If the PC's take more than six rounds to defeat them or pull out guns, Tsun calls them off and tells them to flee. He also insults them for not taking the bribe for a loss of 1d4 x 10 Respect points.*)

Vendor #4: Wen Shing (28): The next vendor is hanging Peking duck up and placing drip pans underneath them to catch their juices. His wife (Genji Shing) eyes you warily as you approach. *(In this case, Genji monitors the purchases of her husband. She gets +4 to her Spot check.)*

If Wen likes the pork: “Yeah, sure. I’ll take two barrels. How much?” *(Wen is willing to pay up to 8 Wealth for the pork. His wife goes along if she thinks the pork is good too. If she doesn’t, she chastises Wen and they get into an argument. Wen has the weakness Muy Macho! If the PC’s exploit this by implying that his wife is running the business, he’ll shove her aside and buy four barrels of pork!)*

If Wen smells the rotten pork: “I’m sorry. That pork smells funny. I think I will pass.” *(If Genji doesn’t like the pork, she backs up her husband, pulls out her cellphone and threatens to call the police. The PC’s will lose 25 Respect points each if they back down to her. If Genji likes the pork, but Wen doesn’t, the argument starts. If the PC’s insist and Wen misses his weakness check, under no circumstances will he buy the pork. He’d rather take a beating than give in to his wife. If Wen is incapacitated, Genji will pay 6 Wealth for one barrel or whatever the PC’s demand, depending on if she’s intimidated or not. She’ll insist the PC’s leave before her husband wakes up to save his honor. Any PC with “Man of Honor” will have to make a weakness check or he will insist on going along with the plan. If the PC’s steal the Peking Ducks and sell them, they can get another 4 Wealth.)*

Driving to the next vendor: As you make your way through the crowded streets of Las Deudas, you get stuck in a traffic jam with several other vendors. To your left is a side alleyway that cuts over to another street. It looks just wide enough for your truck, but there is a group of performers preparing a paper dragon in your way. What do you do? *(The performers are making last minute changes to the paper dragon and it needs to stay in the alley. It’s too big to bring inside unless they fold it up. The PC’s could just charge down the alley and hope the performers get out of the way, but they will be unable to move the dragon in time. It requires a DC 14 Drive check to make it down the alley without hitting the sides and damaging the truck. The resulting chaos gives everyone driving down the alley +5 Suspicion immediately. This also destroys the paper dragon. There are a total of ten performers here. If the PC’s stop their truck, they will attempt to beat them up. If the DC check is missed by more than 10, the PC hits the wall so hard, the truck engine shuts off. The performers pull them out and beat them up if they can. The entire scam is a disaster. Tsun blames the PC’s and insist they pay him back the 20 Wealth he lost, plus a new truck. If the PC’s fail to take this short cut, they are stuck in line for 45 minutes.)*

Vendor #5: Ronnie Jin (51): The next vendor is mixing up a giant pot of what smells like Won Ton soup. His three teenage children, two girls and one boy, are assisting. He’s set up shop in front of “Jin’s Noodle House”. *(Ronnie is running short on pork so he will be anxious to make the purchase and overlook the rotten pork. He gets -2 on his Spot check.)*

If Ronnie likes the pork: “I can use the pork right now. How much?” *(Ronnie mistakenly thinks the PC’s are with the festival and that they are driving around charging more for supplies to vendors. He’ll pay up to 9 Wealth per barrel, but he only wants two.)*

If Ronnie smells the rotten pork: “What you try to pull? This is rotten! You come back with better stuff and I buy.” *(Ronnie will reluctantly buy the pork if Intimidated, but he has the weakness Cheap. If he fails his weakness check, he won’t pay more than 4 Wealth per barrel unless the PC’s can convince him he’s getting a bargain. If the PC’s threaten his kids, he’ll pay whatever the PC’s want. If the PC’s beat him in front of his kids, any PC with the weakness “Family Man” must make a weakness check or he won’t go along with the beating. If the PC’s beat Ronnie more than 2 rounds, Ronnie’s kids start crying and screaming. Tsun scolds the PC’s for beating the guy in front of his kids and tells them to get out. The PC’s lose 5 Respect points.)*

Vendor #6: Billy Heng (38): The next vendor is setting up his woks and cooking supplies. He’s in front of a Chinese restaurant called “Heng’s”. *(Have the PC’s make a DC 13 Spot check. If they succeed, they notice a*

pistol sticking out of the back of Heng's pants.) **Heng's gun:** Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag.

If Billy likes the pork: "Give me three barrels. I'll give you 6 Wealth each."

If Billy smells the rotten pork: "This shit is rotten, but I'll buy it. You gotta give me a discount." *(If the PC's insist on 6 Wealth, Billy buys two barrels. He offers to buy four barrels for 5 Wealth or the remaining barrels for 4 Wealth each. He doesn't care about his customers, he just figures rotten pork should be cheaper.)*

Vendor #7: Tony Hua (22): The next vendor is running late. He just started setting up his tables with two other vendors. *(Tony tells the PC's they'll have to wait until he gets the tables set up. If the PC's help him, he'll buy two barrels, unseen, for 7 Wealth, but the PC's add another ten minutes to the time. If they insist on immediate service, Tony becomes suspicious and examines the barrels with +2 to the check.)*

If Tony likes the pork: "I could always use more pork on a day like today. I'll give you 6 Wealth each."

If Tony smells the rotten pork: "Whoa, whoa. No way I can use this." *(Tony will need some coercion to buy. He'll try and pay the minimum. The other food vendors will go inside, but watch from a distance. This adds another +3 to Suspicion for each vendor unless the PC's take pains to make sure they don't watch or if they don't Intimidate them.)*

Vendor #8: Chris Chow (45): The next vendor is all set up and ready to go. He's making Chinese pancakes in front of a greasy, Chinese take out place called "The Emperor's Palace".

Chris Chow (45): 3rd level Tough Mook/1st level Family Associate: Wiseguy

Str: 13/+1, Int: 12/+1, Wis: 10/+0, Dex: 12/+1, Con: 16/+3, Cha: 14/+2, Defense 13, 36 HP, Rep: +2, Attack Bonus: +3, Fort: +2, Ref: +2, Will: +2, Skills: +6 Bluff, +7 Hide, +7 Move Silently, +4 Knowledge (streetwise), +9 Intimidate, +4 Craft (Cooking), +7 Sense Motive, +4 Diplomacy, Feats: Simple Weapon Proficiency, Brawl, Stealthy, Legitimate Businessman, Entertainment Connection, Personal Firearms Proficiency, Weaknesses: Greedy, Slob, Respect: 340, Bank: 205, Talent: Remain Conscious, Robust, Know Respect, Wealth Bonus: +10 *(Chris is an associate of a rival Triad. He'll imply that he's a made guy, but he isn't.)*

Weapon of Choice: Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag., fists *(Chris's gun is under the counter inside his restaurant.)*

If Chris likes the pork: "I could buy this, but only for a good price." *(Chris will only buy if he's convinced he's getting a bargain. The PC's will need to make a DC 16 Diplomacy or Bluff check.)*

If Chris smells the rotten pork: "Hey, fuck you guys. I got Triads that will eat at my tables. You want me to buy this shit, I'll give you 2 Wealth a barrel." *(If the PC's check with Tsun, he'd rather not draw the ire of another Triad gang. The whole thing is getting tiresome and if it's after 6am, he'll want to dump the rest of the pork and call it a day. Otherwise, he'll just suggest skipping to the next guy. If the PC's beat up Chris, he may, at the GM's discretion, return with six of his buddies and baseball bats. They'll hunt down the PC's at another vendor or at their hang out and smash them and the place up.)*

Vendor #9: Chung Bo (29): The next vendor is a short, muscular man that's cooking noodles. He's set up in front of a Chinese take out place called "The Jade Samurai".

If Chung likes the pork: "Good stuff. Name your price." *(Chung is arrogant and doesn't know his prices very well. He'll pay up to 9 Wealth per barrel and he can be convinced to buy up to 4 with the Diplomacy check, but only really wants two.)*

If Chung smells the rotten pork: "Are you crazy?! You can't sell this!" Chung grabs the edge of the barrel and shoves it over! *(Chung will attempt to dump all the PC's pork. He'll need a good beat down to purchase the pork. He'll end up throwing it out.)*

Vendor #10: Michael Li (39): The next vendor has four assistants. Their table is already set up with a variety of dishes, especially ribs.

If Michael likes the pork: “I’ll give you 6 Wealth a barrel. How many you sell me? I could use three.”

(Michael buys up to three barrels. If the PC’s negotiate 8 Wealth, he’ll only buy two.)

If Michael smells the rotten pork: “Are you crazy?! You can’t sell this!” *(Michael doesn’t want the pork, but he’ll reluctantly buy it for 6 each if the PC’s Intimidate him. He’ll break down in tears if the PC’s try to extort more money from him.)*

Other vendors: If the PC’s still have barrels left, the GM should just adlib the other vendors. They are pretty compliant. As long as the PC’s get out by 6am, they should be fine.

6:30am and after: *(Have the PC’s make a Spot check vs. the Triad’s drive. A group of four Triad associates got wind of what the PC’s are doing. They’ve come to extort money from the PC’s for operating in “their” territory. However, since they are associates, they are not technically Triads. If the PC’s make a Spot check, they spot a black Dodge Neon following them with four Chinese guys.)*

Confrontation: The four Chinese guys get out of their car and approach. “Hey. What do you think you’re doing? This is our turf. You pay us or you get lost.” *(If Tsun is consulted, he’ll say, “Those guys are nobody. Kick their asses.” If he’s not consulted, he’ll wait to see what the PC’s do. If they back down, he gets on the phone and shouts, “You morons! They’re nobody! Kick their asses!” The PC’s lose 10 Respect each. The Triad associates will stick with melee weapons unless the PC’s pull guns. If the PC’s pull guns, the four guys back down and promise to alert the Triad of their presence. If this happens, Tsun tells the PC’s, “Okay, we should get out of here soon. Two more vendors and that’s it.”)*

Triad Associates: Ming, Shen, Carlos, Dante: 2nd level Dedicated Mook/4th Level Family

Associate/Wiseguy:

Str: 12/+1, Int: 15/+2, Wis: 15/+2, Dex: 12/+1, Con: 10/+0, Cha: 14/+2, Defense 13, 37 HP, Attack Bonus: +3, Fort: +4, Ref: +1, Will: +4, Skills: +8 Bluff, +7 Knowledge (streetwise), +6 Gamble, +5 Sense Motive, +4 Disable Device, +4 Knowledge (Current Events), +7 Diplomacy, +4 Intimidate, +4 Gather Information, Feats: Simple Weapon Proficiency, Combat Martial Arts, Region Bonus, Advanced Combat Martial Arts, Personal Firearms Proficiency, Weaknesses: Greedy, Talent: Skill Emphasis: Intimidate, Know Respect, Balls, Absolute Loyalty, Respect: 600, Bank: 100, Wealth Bonus: +3 *(This gang is used to others backing down for them. They’re like the PC’s and just looking to make a buck. Any bribe over their current Wealth will cause them to go away.)* **Weapon of Choice:** baseball bats

7:30 and after: At this point, the police begin blocking the streets and patrolling because the area becomes more crowded. The PC’s have a 1 in 6 chance every ten minutes of encountering two bike cops. These cops are likely to respond to gun shots or any other commotion the characters cause when things get out of hand. Their response time is 10+2d20 minutes. They are on ten speed bikes.

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

Str: 14/+2, Int: 10/+0, Wis: 12/+1, Dex: 14/+2, Con: 15/+3, Cha: 10/+0, Defense 15, 35 HP, Attack Bonus: +4, Fort: +4, Ref: +1, Will: +0, Skills: +5 Sense Motive, Gather Information +4, Investigate +4, Knowledge (streetwise) +3, Spot +6, Search +3, Listen +3, Drive +8, Feats: Simple Weapon Proficiency, Combat Martial Arts, Personal Firearms Proficiency, Light Armor Proficiency, Vehicle Expert, Run, Weaknesses: Code of Honor (they must uphold the law), Talent: Remain Conscious, Identify Family Members, Interrogate, Respect: 500, Bank: 50, Wealth Bonus: +9 *(The bike cops are in great shape and wear light bullet proof vests. The revolver they carry is a back up piece that’s secured in a container on the bike.)* **Weapon of Choice:** Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag., Ruger Service-Six Revolver, .38S, D2d6, 30ft range, 6 cylinder.

Awards:

Experience Respect Points

Suspicion Index Points

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| | | | |
|--|-----------|-----|---------|
| Intimidating a vendor | 50 | 10 | +2 |
| Beating up a vendor | 100 | 15 | +3 |
| Destroying the paper dragon | | -10 | +5 |
| Selling all the barrels | 400 | | +3 |
| Abandoning the truck | | | +5 |
| Beating up the Triad Associates | 500 each | +15 | +2 each |
| Getting beat up by the performers | | -80 | |
| Getting beat up by the Triad Associates | 50 | -20 | |
| Threatening a kid or old man | 50 each | | |
| Selling all the barrels without intimidating | 500 bonus | | -5 |
| Finishing before 6:30am | 100 | | -2 |
| Selling spilled barrels | 50 | 5 | |
| Stealing the Peking Ducks | 100 | 10 | +1 |
| Getting chased by the bike cops | | | +3 each |

Wealth award: Accumulate the Wealth awards as if adding it to a character. Begin with the highest WP bonus and increase it by one for each additional wealth award, adding the lowest wealth awards first. Once the first group gets to 10, add another group until that gets to 10. Add the 10's together. 10+10=11, 10+10+10=12, etc. As a bonus, the GM may increase the total wealth award by another 1 point by adding any remainder. If Tsun is pleased with the PC's work, he'll throw in the truck for free. He doesn't want it and it's stolen anyway. Liwei will offer to fix up the truck, replace the Vin numbers and do the paper work for 10 Wealth. He'll even fix the air condition unit in the back for free if the PC's get him access to tools. Additionally, if the PC's don't hit him much and treat him with respect, he'd be happy to join their crew. Tsun will be happy to be rid of him. The truck has the following stats:

| Vehicle | Crew | Pass | Cargo | Init | Man | Top | Def | Hrd | HP | Sz | Purchase DC |
|-----------------|------|------|-------------|------|-----|----------|-----|-----|----|----|-------------|
| Lg. Panel Truck | 1 | 3 | 20,000 lbs. | -3 | -3 | 170 (17) | 7 | 5 | 3 | H | 31 |

This Large Panel Truck is a new vehicle. It's a typical rental truck, big enough for moving, but small enough that anyone with a driver's license can handle it without special feats. It's used by commercial retailers that are too small to want a tractor trailer. This particular model is missing 5 hit points, minus any additional damage done to it during the adventure. It's designed to be a refrigeration truck, but the cold unit is currently broken. It can be fixed with an 18 DC of Repair and/or Craft, Mechanical. It's current resell value is about 18 Wealth.