

## Yo! CEO!

An adventure for 3 to 6 Yakuza Associates or Made Yakuza men. *(It could also be adapted for a mixed group, but at least one person should be Yakuza.)*

**Set up:** You are sitting in Eddie's 22 Sushi enjoying a nice assortment of sushi and sashimi. Eddie has really out-done himself and the tuna belly is particularly fresh and succulent. As one of the waiters brings you a hot towel, Alfie Kudo, a Vice President in the Oonishi Corporation sits down next to your group. He makes himself at home, gobbling up the last piece of eel roll.

"Eddie," he calls over the chef. "Another round of sushi for my friends here."

Alfie is not known for being very magnanimous. He even accentuates his treat by throwing a couple of crisp hundred dollar bills on the table, paying your check.

"Gentlemen, we're all busy, so I'll get right to the point," explains Alfie. "The Oonishi Corporation would like to hire you as outside brokerage consultants. Mr. Oonishi is trying to make a bid for Rayovic Corp, the company that owns the Blue Cactus."

The Blue Cactus is a casino on the new strip. It is one block west of Loaded (area 48) the hot dance club on the strip. Word is, the Cactus is doing a steady business.

"Mr. Oonishi feels the price Rayovic is offering on their shares is too high. We'd like to lower the price. Here is a share of Rayovic for each of you. The shareholders meeting is in two days. We'd like you to attend and disrupt things. Make sure the meeting ends in complete chaos and feel free to insult the CEO of Rayovic, Mr. Raymond Victors. Any questions?"

### **Likely questions of the PC's:**

**Where is the shareholders' meeting:** "Inside the Blue Cactus in their main meeting room. It's catered with an open bar, so go nuts."

**Why are we doing this?** "Mr. Oonishi feels and I concur that if the meeting were to be disrupted, Rayovic's share price would go down and we could mount a hostile takeover. It could save the company a great deal of money."

**What's in it for us?** "Mr. Oonishi has authorized to purchase back that one share from each of you for 13 Wealth if you do a good job. Not bad for a day's work." *(Alfie will negotiate as high as 20, but no higher.)*

**What's the security like in the Cactus?** "They have a private staff of guards that are armed, but they will not be in the meeting. There are security cameras, but not in the conference room."

**Do we have to kill the CEO?** "Absolutely not! Look, you can hardly spend the money I'm paying you when your dead or living on death row."

**What do you mean by chaos?** "Get drunk. Be loud and obnoxious. Start some fights. Start slow and let it build. If you get thrown out too early, it could back fire. But by the end of that conference, I want people throwing chairs at each other. Ask around. Find out what really pisses some of the other shareholders off and use that to get them going. Just don't do anything that's going to cost you more than a few days in jail."

**Who is the CEO Raymond Victors?** "Ah, he just got lucky. Built his casino right next to our hot dance club! We knew it would be hot, but who knew it would be the ticket of the town? We originally planned to build it in one of the casinos, but oh well. What can you do? Victors used to be in real estate in California. Sunk his money in the cactus and now he's even more rich. Look, even if you lower the price for him, he's still gonna be rich. Not like he gonna miss it."

**Should we bring guns?** "What are you, deaf?" *(Lose 10 Respect)* "It's a casino, dumbass. You can't roll in there like a bunch of cowboys. You're supposed to be shareholders. Leave the guns at home."

**Assuming the PC's are done:** "I'll call you a few hours after the meeting. Good luck."

**Prep Time:** You've got plenty of time to prepare for this meeting. *(Let the PC's make any purchases they think they might need. Disruptive items like itching powder should be easily acquired. Attempting to do things inside the Blue Cactus are almost impossible without getting caught. There are video cameras everywhere and security guys. The ventilation system is state-of-the-art and computers are constantly monitoring the air)*

quality. There isn't any more information to be found. Alfie's pretty straight forward and there wasn't a reason to lie to the PC's. Any skill checks will confirm Alfie's story.)

**The Meeting:** Arriving at the front door of the Blue Cactus, you are greeted by the valets. Nearby, two security guards chat with each other. They are armed with nightsticks, pistols and radios. The valets wear blue vests with the Blue Cactus logo on them. *(This is the main entrance to the casino. There are video cameras everywhere. There are other exits on the sides, but they are fire exits and they are alarmed. There are exits in the back that open into cafes, restaurants and stores. There is another valet service in the back. The Cactus has its own parking garage, which has video cameras everywhere. Generally, the only place that doesn't have video cameras are the hotel rooms, the bathrooms and some of the conference rooms. If the PC's do something to alert security, make a DC 12 Spot check. If they are seen, two security guards arrive in 2d20 rounds.)*

#### **Average Blue Cactus Valet: 1st level Fast Mook**

Str: 12/+1, Int: 10/+0, Wis: 10/+0, Dex: 14/+2, Con: 12/+1, Cha: 10/+0, Defense 11, 8 HP, Attack Bonus: +1, Fort: +0, Ref: +1, Will: +1, Skills: Drive +4, +1 Diplomacy, Bluff +3, Feats: Simple Weapon Proficiency, Run, Weaknesses: Pushover, Respect: 25, Bank: 0, Wealth Bonus: +6 *(The valets are armed with pepper spray (Fortitude save vs. 15 or blinded 1d4 rounds) and will attempt to run if the PCs attack.)*

#### **Average Blue Cactus Security Guard: 2nd level Strong Mook**

Str: 15/+2, Int: 11/+0, Wis: 12/+1, Dex: 13/+1, Con: 13/+1, Cha: 10/+0, Defense 12, 18 HP, Attack Bonus: +2, Fort: +2, Ref: +0, Will: +0, Skills: +2 Bluff, +3 Listen, +3 Spot, +3 Intimidate, +2 Sense Motive, +4 Computer Use, +2 Sense Weakness, Feats: Simple Weapon Proficiency, Brawl, Corporate Connection, Toughness, Legitimate Businessman, Weaknesses: Code of Honor *(the BC Security Guards have agreed to be extremely tolerant of guests)*, Respect: 160, Bank: 20, Talent: Ignore Hardness, Wealth Bonus: +9 *(The BC guards don't hit guests unless they are hit first. They will throw guests out of the hotel before calling the police.)* **Weapon of Choice:** Beretta 93R, 9mm machine pistol, D2d6, 30ft range, 20 mag., baton D1d6 or fists

**The Conference:** You are led to a large room with many chairs and tables. The Blue Cactus staff are manning two open bars while waiters walk around with snacks. The conference will be rated by Sway Points. If you can reduce the Sway Point total of the room to 1 or below, you break the moral of the shareholders. The score begins at 17. If it goes 20 or above, their moral becomes too solid to break. So be careful with your first few moves. *(Below are various encounters. Most can happen in any order. You will have to adlib depending on the outcome of the previous encounters.)*

#### **Average Blue Cactus Employee: 1st level Charismatic Mook:**

Str: 13/+1, Int: 11/+0, Wis: 10/+0, Dex: 12/+1, Con: 13/+1, Cha: 15/+2, Defense 10, 7 HP, Attack Bonus: +0, Fort: +1, Ref: +1, Will: +0, Skills: +6 Bluff, +5 Drive, +2 Sex, +4 Diplomacy, +4 Sense Motive, +5 Research, +3 Computer Use, +4 Performance (Acting), +5 Craft (Cooking), +4 Disable Device, +4 Climb, +3 Hide Motive, +5 Make Up, +6 Craft (mechanical), Feats: Simple Weapon Proficiency, Gorgeous, Gearhead, Weaknesses: Approval Addict, Respect: 70, Bank: 0, Wealth Bonus: +5 *(Blue Cactus employees are usually pretty good looking. Many of them are aspiring actors.)* **Weapon of Choice:** fists.

**The Cowboy:** Standing by the bar is a guy in a cowboy hat. He's smoking an expensive cigar. He finishes his drink, slaps it down on the bar and says to the bartender, "Give me one more, son. But cut me off here. I don't want to get too liquored up for this thing." *(This is Austin Worth. He's a rich Texan, but he likes his liquor a little too much. He just made his Drinking Addict check, but if the PC's keep politely prodding him, he'll be forced to make it again. A DC 9 Diplomacy check forces Austin to reconsider the drink if the PC's prod him. On a critical failure, the PC's annoy him and he sits down far away from either bar. If Austin doesn't drink, +2 to Sway. If Austin does drink, -1 to Sway. If the PC's engage him in a drinking contest and get him drunk, -3 to Sway, but it will take at least 30 minutes. If the PC's make a successful Sense Weakness check, Austin makes his checks at -4.)*

**Austin Worth (48): 2nd level Dedicated Mook/4th level Mook:**

Str: 13/+1, Int: 11/+0, Wis: 16/+3, Dex: 13/+1, Con: 13/+1, Cha: 14/+2, Defense 13, 30 HP, Attack Bonus: +2, Fort: +3, Ref: +3, Will: +2, Skills: +8 Bluff, +6 Exploit, +6 Craft (pharmaceuticals), +10 Knowledge (technology), +5 Sense Motive, +5 Minor Con, +6 Hide Motive, +5 Sense Weakness, +9 Knowledge (Business), +9 Gambling, +7 Craft (cooking), Feats: Simple Weapon Proficiency, Corporate Connection x 2, Good Earner, Police Connection, Personal Firearms Proficiency, Legitimate Businessman, Weaknesses: Drinking Addict, Respect: 600, Bank: 70, Talent: Empathy, Earn, Good Rep, Wealth Bonus: +28 (*Austin is a loud and boisterous Texan. He left his six-shooters at home. He only drinks whiskey.*) **Weapon of Choice:** fists

**The Old Man:** Standing at the buffet is a gray-haired man of about 70. His gorgeous wife couldn't be more than 30 and is carefully garnishing his plate with cream cheese crackers. She looks bored. "There you go, baby," she says to him. "That piece has a little black fleck on it," complains the old man. The wife sighs and removes the barely imperceptible fleck. The old man throws away the crack. "Can't eat it now," he explains. (*The old man is a Germ-o-phone and his hot wife is a Sex Addict. Beating up the old man will actually turn the room and his wife against the PC's and add +2 to Sway. Additionally, security will be called and the offending PC's will be thrown out. If the PC's make unsanitary actions around the food, especially his, the old man becomes disgusted and chastises the PC's. This is -1 to the Sway. The wife is aching for attention from a younger man. Any man that Seduces her must have a charisma of at least 12. Since she's a Sex Addict, the PC gets +4 to Seduce her. If the PC's is successful, -2 to Sway, another -1 if he leaves with her to have Sex the nearest elevator or closet, but -4 if the PC continues to let her twist in the wind for the entire conference.*)

**1st level Charismatic Mook: Connie Weathers (32)**

Str: 13/+1, Int: 8/-2, Wis: 11/+0, Dex: 12/+1, Con: 13/+1, Cha: 17/+3, Defense 10, 7 HP, Attack Bonus: +0, Fort: +1, Ref: +1, Will: +0, Skills: +5 Bluff, +5 Exploit, +7 Sex, +8 Diplomacy, +5 Sense Motive, +2 Knowledge (Technology and Philosophy), +4 Hide Motive, +6 Make Up, +4 Craft (cooking), Feats: Simple Weapon Proficiency, Gorgeous, Deceptive, Weaknesses: Sex Addict, Respect: 80, Bank: 0, Wealth Bonus: +5 (*Connie cheats on Winston a lot. She can't help herself.*) **Weapon of Choice:** fists.

**Winston Maynard (69): 4th level Smart Mook/3rd level Mook**

Str: 11/+0, Int: 15/+2, Wis: 11/+0, Dex: 12/+1, Con: 9/-1, Cha: 10/+0, Defense 15, 32 HP, Attack Bonus: +4, Fort: +4, Ref: +5, Will: +5, Skills: +10 Bluff, +11 Knowledge (business), +6 Gamble, +5 Drive, +6 Spot, +7 Knowledge (current events), +8 Computer Use, +8 Sense Motive, +7 Exploit, +5 Hide Motive, +8 Bribe, +7 Diplomacy, +8 Sense Weakness, +5 Repair, +9 Destroy Evidence, +7 Gather Information, +9 Knowledge (pharmaceuticals), Feats: Simple Weapon Proficiency, Bureaucratic Connection, Vehicle Expert, Long Memory, Good Earner, Corporate Connection x3, Legitimate Businessman, Weaknesses: Germ-o-phobe, Old Age, Talent: Savant (Knowledge Business), Linguist, Earn, Respect: 700, Bank: 80, Wealth Bonus: +36 (*Winston keeps his hot wife on a short leash, but he's easily distracted when it comes to germs. He got an infection a few years back that nearly killed him.*) **Weapon of Choice:** fists.

**The Athlete:** Sitting by himself looking over a quarterly report of the Blue Cactus is a muscular man in a suit. He's about 6' 6" and has a bald head. (*This is Phil Regent, a professional hockey player. He's angry because he didn't buy more of Blue Cactus stock after his broker talked him out of it. Any player with knowledge of sports or the weakness Sports Nut, might recognize him with a DC 9 Intelligence check. Phil has a reputation for being violent on the ice. If the PC's manage to get Phil to attack first, -5 Sway, otherwise -3. If the PC's manage to get Phil to attack someone else, -10 Sway. Whoever wins the fight will be taken away by security.*)

**Phil Regent: 2nd Strong Mook/5th level Professional Athlete**

Str: 18/+4, Int: 11/+0, Wis: 11/+0, Dex: 15/+2, Con: 17/+3, Cha: 14/+2, Defense 18, 64 HP, Attack Bonus: +10/+5, Fort: +8, Ref: +4, Will: +3, Skills: +10 Bluff, +8 Diplomacy, +11 Concentration, +9 Climb, +9 Swim, +9 Sense Weakness, +5 Hide Motive, +7 Knowledge (Current Events), +4 Sex, +5 Sense Motive, +7 Intimidate, +8 Knowledge (Tactics), +5 Knowledge (Popular Culture), Feats: Simple Weapon Proficiency, Focused, Run, Athletic, Great Fortitude, Brawl, Weaknesses: Short Fuse, Violent Temper, Respect: 700, Bank: 50, Talent: Ignore Hardness, Star Athlete, Bob & Weave, Hard Body, Team Leader, Wealth Bonus: +24 (*Phil is abusing steroids and this has made him more aggressive.*) **Weapon of Choice:** fists

**The Racist:** Standing at the other end of the room is a man in a black suit. When he sees you, he walks the other way towards the second bar. (*This is Bennett Knightly and he dislikes most minorities, especially Asians. He will simply try to avoid the PC's until they corner him. If the fight breaks out, Bennett joins in if one of the PC's blunders into him. Otherwise, he cheers on Phil. Try not to say anything overtly racist at the gaming table, others may be offended. Besides, Bennett is smart enough to couch his words by saying stuff like, "I just don't like you people." and "You people should leave me alone." and "Why don't you go back to your own country?" Bennett won't attack unless the PC's throw the first punch, but he'll argue loudly if baited correctly. To bait him, the PC's will need to make a DC 15 Bluff or purposely fail Diplomacy. His shouting makes the room get a -3 Sway. If Bennett gets involved with the fight, then so do three other men in the room and the whole thing descends into chaos. -5 Sway. Security is called in to restore order. If no one hits Bennett, the PC's lose respect.*)

**Bennett Knightly (40): 4th level Smart Mook/3rd level Mook**

Str: 11/+0, Int: 15/+2, Wis: 11/+0, Dex: 12/+1, Con: 14/+2, Cha: 16/+3, Defense 15, 32 HP, Attack Bonus: +4, Fort: +4, Ref: +5, Will: +5, Skills: +5 Bluff, +6 Knowledge (business), +11 Craft (mechanical), +10 Drive, +5 Seduce, +6 Sex, +5 Knowledge (streetwise), +10 Craft (structural), +8 Sense Motive, +7 Exploit, +5 Hide Motive, +8 Bribe, +7 Computer Use, +8 Sense Weakness, +10 Repair, +9 Destroy Evidence, +7 Diplomacy, +9 Knowledge (technology), Feats: Simple Weapon Proficiency, Brawl, Vehicle Expert, Long Memory, Police Connection, Good Earner, Deceptive, Corporate Connection, Legitimate Businessman, Weaknesses: Vendetta Against Asians, Talent: Savant (Craft Structural), Linguist, Earn, Respect: 650, Bank: 80, Wealth Bonus: +10 (*Bennett dislikes Asians because his family was driven out of China after his dad's business assets were seized. He has since become an ardent racist.*) **Weapon of Choice:** fists.

**The CEO:** Ray Victors finally enters the room and the people (remaining or maybe not) burst into applause. Ray takes the podium. "The Rayovic Family welcomes you all to the Blue Cactus Casino. As you all know, Rayovic stock has taken off like a jet. And just like a jet, the sky's the limit! Blue Cactus is setting the standard on the strip for casino entertainment." (*If the PC's heckle Ray, the room gets -2 Sway. If they throw stuff at him, -1 Sway. At this point, the PC's should be pretty close to destroying the morale of the room. Let them adlib their obnoxiousness and generally give them skill checks that are pretty easy unless they do something really impossible.*)

**Happy CEO:** With the shareholders still behind him, Ray smiles at the applauding crowd and you are soon drowned out. I guess you'd better call Alfie and tell him you failed. He's not going to like that.

Sure enough, a few minutes after you're walking down the street on the strip a limo pulls up. The window goes down and Alfie is behind it.

"Nice, real nice," he says sarcastically. "Give me back the shares."

You hand back the shares. He throws a handful of quarters on the sidewalk next to you.

"Better get used to picking up loose change. I have a feeling you'll be doing a lot of it."

The window goes up and the limo pulls away.

**Sad CEO:** With Ray Victors demoralized and the room in a shambles, you slip out a side door just ahead of security. Calling Alfie, he immediately picks up the phone. “Great job guys. Meet me outside on the strip and I’ll take those shares off your hands.”

In a limo, outside, Alfie waits. He takes back the stock shares and hands you each briefcase with money. “I got you a little something,” says Alfie. “You guys are moving up the corporate ladder. You better start looking the part.”

<b>Awards:</b>	<b>Experience</b>	<b>Respect Points</b>	<b>Suspicion Index Points</b>
Getting the cowboy to drink	25		
Drinking with the cowboy	25	5	
Ruining the food for the old man	25	5	+1
Hitting on the wife	50	10	
Having sex with the wife	50	Sex check	+1
Teasing the wife	100	10	+1
Getting the Athlete to fight you	25	15	+2
Getting the Athlete to fight someone else	100	5	-1
Getting the racist to yell at you	50	-5	-1
Throwing the first punch at the racist	50	5	+1
Heckling the CEO	100	25	+3
Leaving the room in chaos	200	10	+2
Failure to disrupt the meeting	100	-25	
Getting thrown out by security	50		+2
Beating up security guards	100	15	+4 (due to video cameras)