

DOG TOWN

EASY MONEY

A STORY OF SEX, DRUGS AND
HOMICIDE



By
Peter Spahn

THE
SPLIT
SYSTEM

COLD
BLOODED
GAMES

Dog Town



Easy Money

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Whacked Out

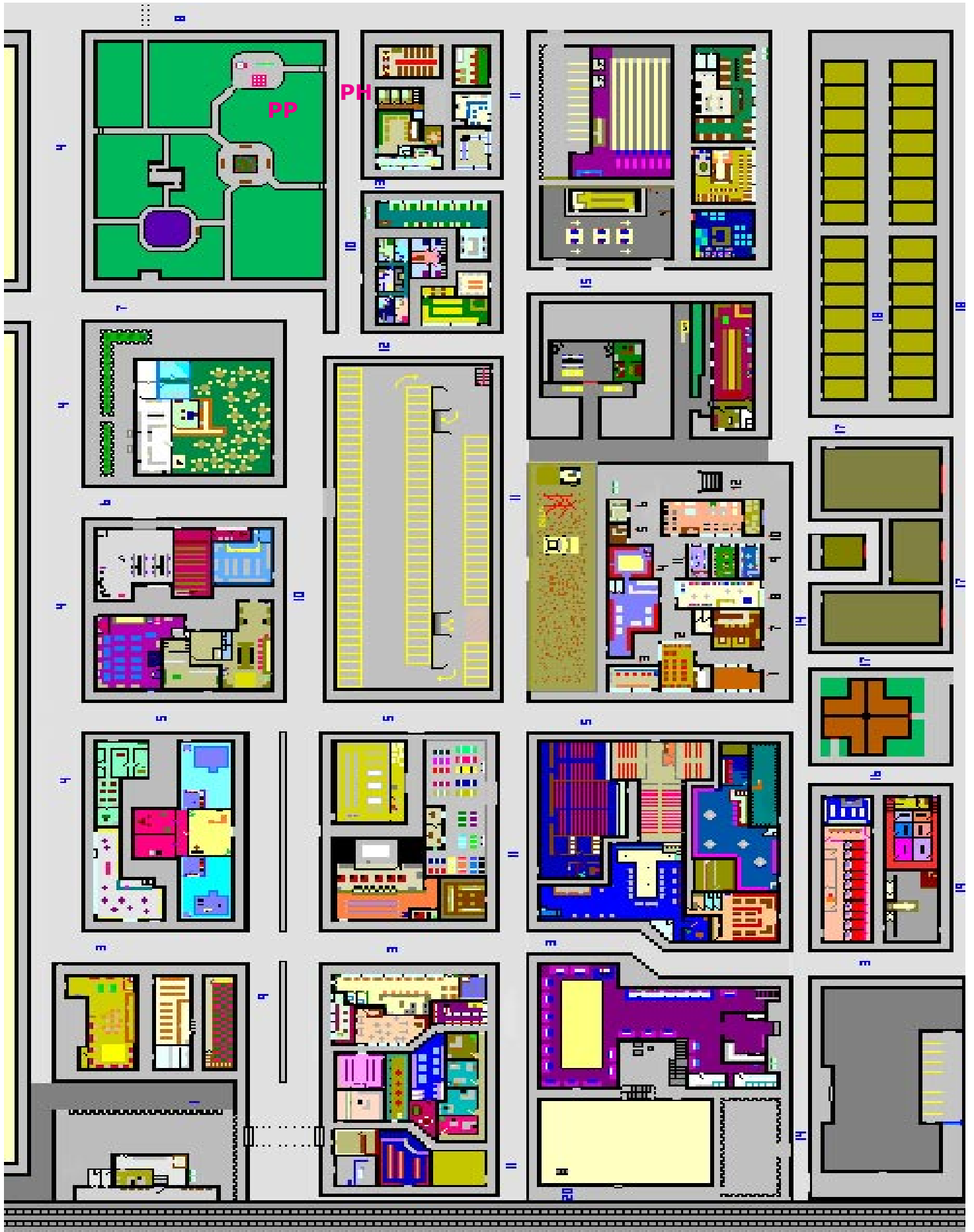
the death of a wiseguy

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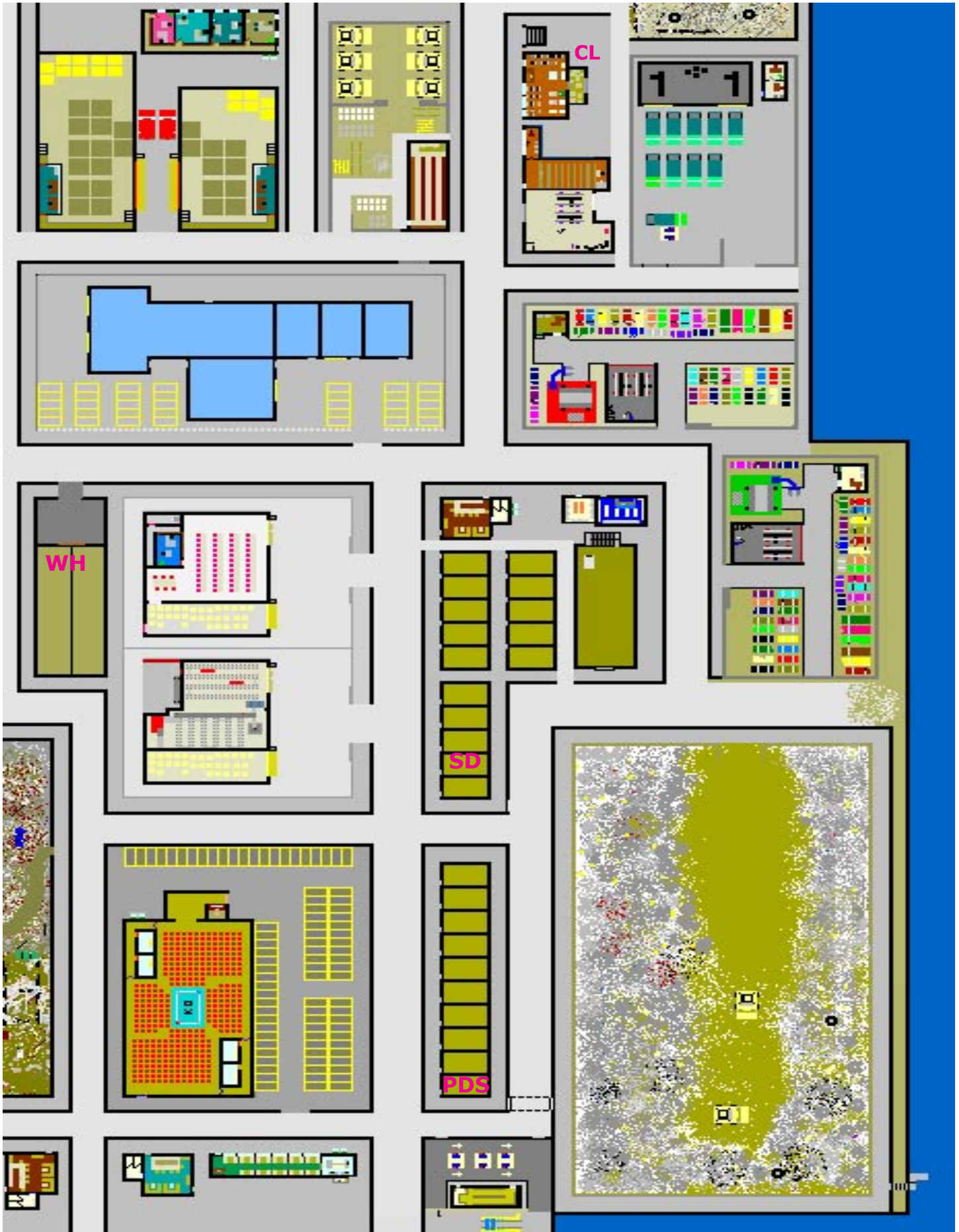
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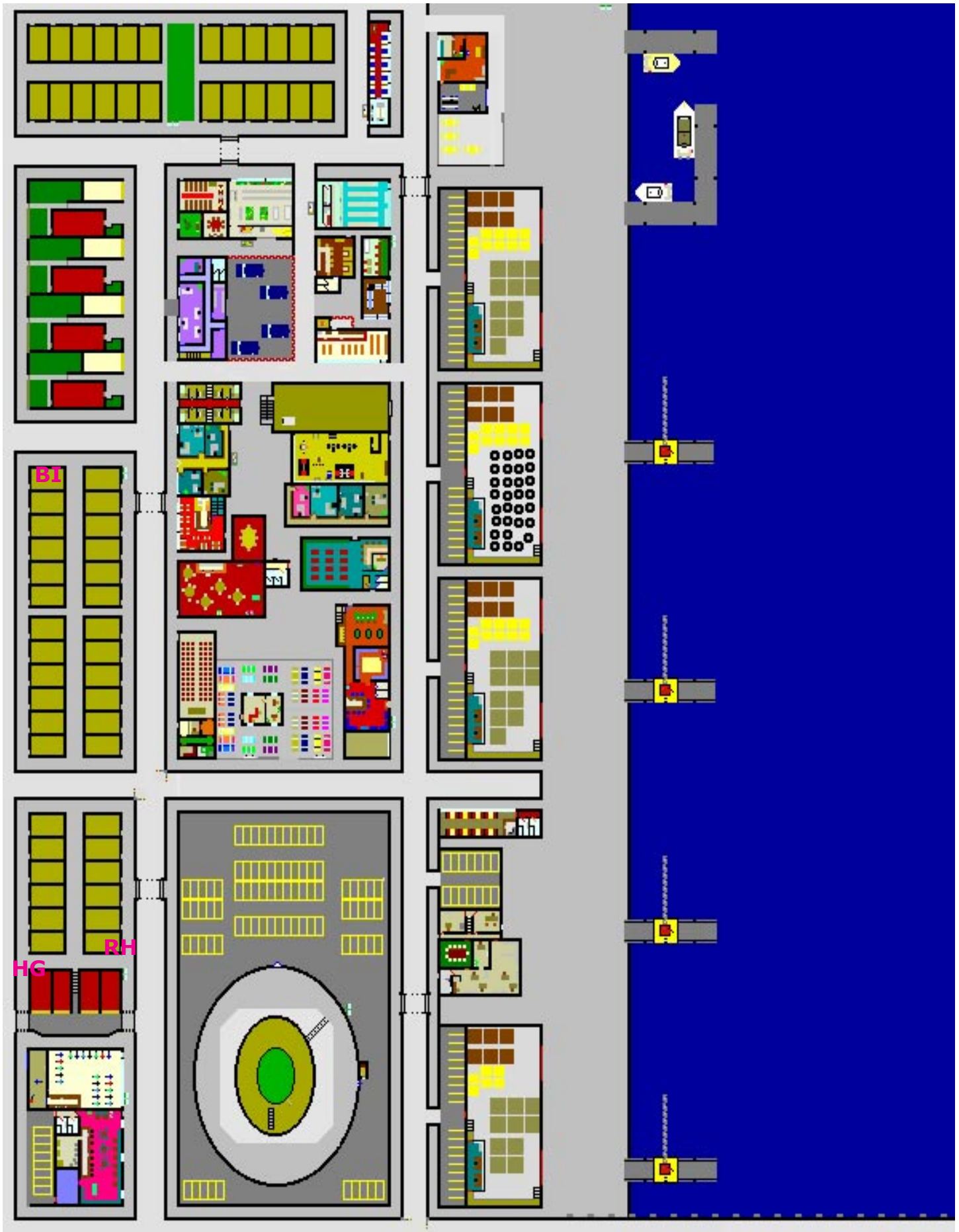
PENNINGTON



BROWN BAY



EAST WATER



Easy Money

Easy Money is a Dog Town venture designed for the default setting of one newly released Player Criminal (PC) of Gangster or Anti-Hero set-up looking to earn \$100,000 in 90 days (Can use gangster Red Hopkins). However, with a little tweaking of certain encounters and amendments to some of the text, the Director can easily expand the venture to include more players.

Easy Money represents a typical week in the dangerously uncertain life of the average Criminal. The venture was designed to be played over the course of a few sessions, although the game may last longer depending on how much the player decides to take on.

Jobs and Opportunities

Every good criminal knows there's always money to be made on the streets. A Job or Opportunity entry denotes a chance for an observant PC to score some extra cash, should he decide to pursue it. These side jobs and opportunities are not essential to the main venture; some may never be realized, while others may be played after this venture is over.

The Score

Day 1 - Monday - Afternoon: The PC is contacted by a low-level deal broker named Paul Burke. If the Criminal has his own broker, the Director may use that one instead.

Burke was tipped off about a vanload of fifty VCRs sitting in the parking lot behind Crazy Larry's Discount Stereos in Brown Bay. He knows the PC is newly released from the joint and has heard he is looking for work. Burke wants to hire the criminal to steal the van and drive it to Hardy's Garage in East Water. (HG)

Burke already has a buyer lined up and offers to pay the PC \$150 for each VCR. That's a total of \$7,500 for a simple night's work. Easy money. Burke can give the Criminal \$2,500 upon delivery of the van and its cargo, and pay the other

\$5,000 after he sells the VCRs, which should only take a couple of days.

Paul Burke		Fence/Broker	
AG 43	TR	4	Big Hitter
HT 5'9	HM	2	Gray Man
WT 160lbs	IP	48	
Irish	SP/C	5	Spender
Gangster	Man	6	Womanizer
	Bal	4	
BK 0	F Dis	16	Aware 6
PW 0	L Dis	11	St. Fight 4/1/7
TG 2	RR	8/7	Deal 9
RF 1	SR	10	Blade 5/4/7
SE 0	DR	4	Drive 4
BR 1	KS	13	Conceal 6
CT 1	Balls	10	B&E 3
SY 1	CR	6	Handgun 2/2/7
EP 3	HR	1	Threat 3
LK 1	LR	6	Impress 8
EF 14/17 RE MD HD -2 RK +1 HC +1 BK -1 SC 3			
\$800			

Paul Burke is a nondescript man of average build who is much tougher than he looks. A native of Jefferson Heights, he grew up burgling homes and stealing cars until he was locked up at age 19. After he got out of the joint, he settled down as a fence and deal broker. Burke has a solid reputation in Dog Town, and an eye for quick and easy scores. He dresses conservatively and tastefully, with his only extravagance being a love for high-powered muscle cars. He owns a dozen such cars, parked in garages scattered throughout Dog Town. Burke is connected to the Gurino Family, and operates out of Hardy's Garage in Jefferson Heights. He doesn't carry a gun but has a tire iron close to hand in his car.

The Insider

Burke was tipped off about the van by a Crazy Larry's employee. The store mistakenly received a shipment of VCRs that were meant for a store in a more upscale neighborhood across the river. The manager loaded the VCRs into the back of the store van and plans to deliver them in the morning. If the player criminal takes the job, he must find his own way to get to the store.



Crazy Larry's Discount Stereos (CL)

Crazy Larry's Discount Stereos is a small chain of electronics stores that has been steadily losing business to the more popular Sam's Super Stereos. Crazy Larry's is located on a corner lot in a commercial district of Brown Bay. At night, the streets are deserted except for a few bums, junkies, and the occasional street prostitute. The van is in the parking lot behind the store. The lot is surrounded by a ten-foot high chain link fence that is topped off with razor wire (move difficulty 16 to scale without getting shredded. Effectiveness 18/20). The gate is secured by a sturdy chain and padlock (break-in difficulty 7) that must be picked or cut to open.

As an added deterrent, the store manager left his Rottweiler, Candy, in the parking lot overnight. The dog barks at anyone who approaches the fence and attacks anyone who enters the lot, but it is not a trained guard dog and attempts to flee if Battered/Cut Up/Wounded. The local police are slow to respond to any disturbances, but they do eventually arrive so the Criminal should not hang around the parking lot too long.

Rottweiler "Candy"

Bite 5, RF 1, EP 1, TG 3, MV 27, BK 0, PW 1, EFF 15/17, IP 38, BR -2, VI 6, PR 2

Once the dog has been dealt with, the Criminal is free to hotwire and steal the van.

Hit and Run

A few blocks away from the scene of the crime, the PC becomes involved in an accident—a predetermined event that sets the stage for the rest of the venture.

While passing by a row of unassuming warehouses, a door flies open and a man carrying a briefcase staggers into the street. The PC must make an immediate difficulty 3 Drive roll. Failure means the unlucky guy flies up onto the van's hood and hangs onto the windshield for dear life. Whenever the Criminal stops the van, he slides limply to the pavement. (WH).

If the Criminal avoids hitting the man, the van automatically crashes into a parked car. The van had just turned a corner prior to the accident and was not going fast, so damage to the vehicle is minimal.

The man with the briefcase is Harry Carazzo (see below). He has been shot once in the back, and if the Criminal does not run into him, he collapses in the middle of the street.

Given the chance, he weakly begs the PC for help saying, "Please help me. I have a wife and two kids. Please. . ." He then passes out from the pain.

Just then, two Jungle Posse gangsters burst through the open door, pause for a moment and then attack the PC. The PC can either stay and fight or get the hell out of there.

Black Andy and **Willie J.** are members of the Jungle Posse. They both wear camo fatigues, army boots and red Fidel Castro T-shirts. Black Andy is armed with a half loaded Ingram Mac 10 submachine gun while Willie J is armed with a two thirds empty Ruger .357M pistol and a machete.

Black Andy

Thug/Dealer

AG 24	TR	6	Psycho	
HT 6'1	HM	4	Hardcore Att.	
WT 190lbs	IP	48		
Jamaican Punk	SP/C	6	Temper	
	Man	7	Power	
	Bal	2		
BK 1	F Dis	12	Aware	0
PW 0	L Dis	11	St. Fight	9/6/6
TG 2	RR	4/6	Deal	5
RF 1	SR	4	Blade	8/4/6
SE -1	DR	2	Drugs	4
BR 0	KS	4	Conceal	1
CT 0	Balls	8	SMG	5/0/6
SY 1	CR	9	Handgun	3/0/6
EP 1	HR	2	Threat	10
LK 0	LR	1	Impress	5

R 50 RF 0 AF -3 AC -1 EF -1/10 C 30 RE S DS F CO D+

\$600



Willie J.

Thug/Dealer

AG 25	TR	2	Intuitive	
HT 5'9	HM	1		
WT 144lbs	IP	46	Drugs	
Jamaican	SP/C	8	Greed	
Punk	Man	6	Power	
	Bal	-2		
BK 0	F Dis	16	Aware	4
PW 1	L Dis	12	St. Fight	4/2/7
TG 1	RR	8/7	Deal	2
RF 0	SR	6	Bat	4/4/7
SE 0	DR	2	Drugs	3
BR 0	KS	4	Conceal	5
CT -1	Balls	6	SMG	3/3/7
SY 0	CR	0	Handgun	7/3/8
EP 2	HR	2	Threat	5
LK 0	LR	0	Impress	6

RF +0 AC +0 EF 3/11 RE E C 6 DS F CO W
 EF 11/16 RE LG HD -1 RK +1 HC +1 BK +0 SC 3
 \$300

Loose Ends

Does the PC fight the Jungle Posse members or drive off? It doesn't matter. One of Posse leader Chinaman Eaton's nephews was killed during the ambush and Eaton has vowed to kill Slope and all his men. This includes the PC, who is later identified and mistaken as being part of Slope's crew.

Does the Felon help Harry? This is a good test of his moral character. A difficulty 3 Patch Up roll is enough to temporarily stabilize Harry's condition, but he's a dead man unless he receives professional medical attention. Taking him to the hospital is risky, as there are plenty of eyewitnesses. An anonymous 911 call would be the safer bet, but does the PC even care enough to help a dying man? If they do, Harry, or one of his friends on the force, could show up later to get the PC out of a tight jam--it never hurts to be owed a favor by the boys in blue.

Harry Carazzo

Harry Carazzo is an Italian man of average build. He is considered a connected guy by other mobsters and is involved in Slope Giancarlo's drug dealing operation (see Double Deal, below). He is actually an undercover cop who has been infiltrating the Gurino Family for months.

Double Deal

For the last six months, a Mafia soldier named Nino "Slope" Giancarlo has been selling (and using) cocaine shipped in from Philadelphia. Slope has recruited several other made and connected guys to help him run the operation, and had hoped to expand his business by dealing to the Jungle Posse. Slope sent Harry Carazzo and his guys to meet with the Posse and pass on a sample kilo of cocaine. However, the Posse had no intention of dealing with Slope. They ambushed the mobsters and killed everyone in sight. Harry Carazzo barely escaped the massacre, taking the briefcase with him. Wounded from a gunshot to the back, he stumbled out into the street with two members of the Jungle Posse in close pursuit.

Does the Criminal open the briefcase and find the kilo of coke? If so, he'll need to unload it for cash. The kilo has been cut to 50% purity and has a street value of \$50,000 as a wholesale deal. It can be stepped on again and dealt in portions, but this takes time and poses the normal risks and headaches as per **pages. 16 and 49 of The Felon's Handbook**. A simpler option would be to try to sell the kilo to a broker like Burke. If asked, Burke takes a sample to test and gets back to him in a couple of days with a buyer (who just happens to be Randolph Mallory, see below).

As for the original job, the Criminal should have no further trouble delivering the van to the garage in Jefferson Heights. Burke is on hand to check the merchandise and pay the agreed upon \$2,500. If he cuts Burke out of the deal and tries to sell the VCRs himself, he could receive between \$100 to \$400 dollars for each unit, but the process takes much longer. Have the Criminal make a difficulty 6 Deal roll each day, with one buyer for each level of success. If the Criminal looks for another fence, use the **Running Rackets Rules on page 114 to 117 of Dog Town Core Rules**.



Interlude #1

Day 2-3 – Tuesday and Wednesday: The Criminal will have a couple of days to kill while he waits for Burke to pay him the rest of his money. The Director can roleplay this downtime by inserting other events, jobs or opportunities, or skip it as needed.

At some point, the PC should hear word on the street of a drug deal between the Jamaicans and the Italians that turned into a bloodbath. The Criminal making a successful difficulty 3 Know Streets roll learns the Jungle Posse and the Gurino family were involved. An Outstanding success reveals the posse is out for blood, and that the mobsters were part of Big Joe Rosetti's crew. A Perfect success reveals the mobsters were led by Nino "Slope" Giancarlo who is said to be on the outs with his Capo, Big Joe.

The Payoff

Day 4 - Thursday - Evening: Two days after the van is delivered, the fence Burke contacts the Criminal and asks him to go with him to pick up the money. He says that his contact, Randolph Mallory, wants to meet the PC personally and, if he likes what he sees, he might have a few other jobs lined up for him.

If the Criminal refuses to go, Burke pays him the rest of his money tomorrow (Friday). The PC then has one day to kill before being summoned to a sit down with Big Joe Rosetti (see Knock, Knock, below).

If the Criminal agrees to go, Burke picks him up in a chrome and blue '67 Chevelle and takes him to the party (see The Party, below). On the drive up, Burke tells the PC what little he knows about Randolph Mallory.

The Penthouse

Randolph Mallory lives in a sprawling penthouse atop the Mountain View Apartment Complex, one of Pennington's tallest buildings. The apartment is an eclectic maze of hallways and rooms, from the "mirror room" which contains a bed

surrounded by mirrors, to the "movie room" complete with its own big screen, movie-style seats, and popcorn machine, to the "fun room" that boasts a fully stocked bar, a top notch stereo system, and a silver disco ball twirling over a polished wooden dance floor. In the living room, floor to ceiling windows look out onto an open patio that contains a swimming pool and a hot tub. The patio also provides a breathtaking view of the city skyline. (PH).

The Party

Mallory hosts wild parties every Thursday, Friday and Saturday nights that begin in the afternoon and last until everyone goes home. These parties are chaotic spectacles of bright lights and loud music, cheap sex, drugs and alcohol, and scantily clad men and women swimming and dancing the night away. The Director can watch movies such as Boogie Nights, Saturday Night Fever, Blow and the disco scenes from Scarface to get the feel of one of Mallory's parties. A PC with vices and low discipline should be sorely tested during one of these events.



Opportunity - Mallory's parties are just asking to be taken down by a real gangster. At any given party, there is \$12,000 and a Colt Python .357 Magnum in Mallory's wall safe, another \$5,000 in cash from the partygoers, \$5,000 in assorted drugs (coke, pot, crystal meth), \$1,000 in alcohol, and another \$7,500 in assorted pieces of jewelry (rings, necklaces, bracelets, watches). An extremely greedy Criminal could net another \$15,000 in television, VCR and stereo equipment, but this requires a lot more effort and planning.

Note: The prices for the jewelry and merchandise reflect the actual value of the items. The



criminal can expect to receive significantly less than these amounts from a standard fence.

Partygoers

On party nights, fifteen to thirty-five partygoers can usually be found at Mallory's home, with a steady trickle of people coming and going all night long. Word has quickly spread among the local youths that these parties are the place to be, and the partygoers are a mixture of teenagers, young adults, and some of Mallory's friends and contacts from L.A. Unless otherwise noted, these people have no real criminal connections.

Burke introduces the Criminal to Randolph Mallory and his wife, Lena, as soon as they enter the apartment. The other guests can be met (or not) in any order over the course of the night.

Randolph Mallory				Broker	
AG 46	TR	4		Creative Speaker	
HT 5'10	HM	2		Gray Man	
WT 246lbs	IP	48		Yellow Streak	
WASP	SP/C	2		Food	
Punk U/C	Man	1		Voyeurism	
	Bal	0			
BK 2	F Dis	4	Aware	4	
PW 0	L Dis	4	St. Fight	-1	
TG 0	RR	2	Deal	8	
RF -1	SR	8	Cheat	6	
SE 1	DR	6	Appraise	6	
BR 2	KS	11	Coax	4	
CT 1	Balls	1	School	8	
SY 1	CR	2	Photography	5	
EP 2	HR	0	Threat	0	
LK 2	LR	6	Impress	7	

Randolph Mallory is a fat, self-indulgent man who made his money in L.A. by silently backing adult films. He came to New York to get a break from the industry and perhaps find a few new, young faces to bring with him back to L.A. Mallory is oblivious to the local criminal scene and the way things work in New York. This is eventually going to get him in trouble with the local syndicates, but for now, he's enjoying life day to day. When hosting a party, Mallory typically wears blue-lensed sunglasses, an open silk robe over boxer shorts and fine leather slippers.

He has a fondness for expensive Cuban cigars and does not hesitate to share them with his friends.

Mallory pays for the VCRs (and the cocaine) when he first meets the Criminal. If the PC behaves for the most part, at the end of the night, Mallory gives him a VCR as a gift and extends an open invitation to his weekly parties.

Job - Mallory's favorite fetish is to watch his wife, Lena, have sex with another man. Lately, he has begun taping these sessions to watch later. Mallory likes the rugged street element the Criminal embodies and offers to pay him \$1,000 to be filmed with his wife. The shoot can be done tonight or set up for a later date. Performing butt naked under the bright lights is no easy task, even for a hardened criminal. A difficulty 3 Balls roll is required to keep the blood flowing. Failure results in motherly understanding and sympathy from Lena, and a loss of 3 respect points.

Lena Mallory				Husker/Porn Star	
AG 23	TR	0		Sex Appeal*	
HT 5'2	HM	-3		Short Att. Span	
WT 107lbs	IP	36			
WASP	SP/C	-2		Drugs (coke, ludes)	
Punk	Man	-2		Maneater	
	Bal	0			
BK -1	F Dis	9	Aware	2	
PW -2	L Dis	6	St. Fight	-1/-2	
TG 1	RR	4	Deal	4	
RF 0	SR	2	Cheat	5/1	
SE 0	DR	-4	Perform	11	
BR -1	KS	10	Coax	7/10*	
CT 0	Balls	6	Conceal	1	
SY 3	CR	2	Steal	0	
EP 2	HR	1	Drugs	0	
LK 3	LR	1	Impress	8/11*	

Lena Mallory is a pretty young blonde whose brain has been all but ruined by designer drugs. She is friendly and outgoing, but has a terrible memory and always appears distracted. A former prostitute who turned her first trick at thirteen, she met and married her husband while shooting adult films and has been happy ever since. Lena typically wears skimpy dresses or



bikinis and sandals. She is totally devoted to Mallory and does whatever he asks.

Luther Abrams				Thug			
AG 25	TR	12	Survival Instinct				
HT 6'4	HM	6	Vice Grip				
WT 272lbs	IP	75	Evil Eyes				
Black	SP/C	10/13	Alcohol				
Gangster	Man	5	Power				
	Bal	0					
BK 3	F Dis	0	Aware	7			
PW 3	L Dis	3	St. Fight	11/10/7			
TG 3	RR	6/6s	Creep	4			
RF 0	SR	4/6	Blade	9/9/6			
SE 1	DR	0	Drive	5			
BR 0	KS	6	Conceal	5			
CT 0	Balls	10	Rifle	4/3/6			
SY 1	CR	6	Handgun	5/3/6			
EP 2	HR	5	Threat	13			
LK 4/9	LR	2	Impress	5			
RF -1 AC -2 EF 5/12 C7 RE E DSA CO W							
Shock Rating 20 10 charges Blade Skill 2 SC							

Luther Abrams is an ex-Blood gang member who is wanted in L.A. for a triple homicide. He has been Mallory's bodyguard for almost three years and carries a Colt M1911 .45 pistol in a shoulder holster at all times. During Mallory's parties, he keeps a cattle prod handy to deal with unruly guests. Luther and the PC should have no problem recognizing each other as fellow criminals. He is initially gruff and taciturn, but may warm up to the PC if they share a common background. Luther enjoys the easy life he has working for Mallory and is loyal to his boss, but not loyal enough to die for him. If seriously outmanned and/or outgunned, Luther does not hesitate to cut his losses and run.



Rafael Juanaro is a flashy Puerto Rican gigolo who loves to party and dance. He is a lover, not a fighter, with an easy smile and genuine charm. Rafael is the kind of guy it's hard not

to like. His wiry frame is clothed in the latest gaudy fashion and while the music plays, he constantly moves his hips to the rhythmic beat.

Opportunity - Rafael boasts that he is the best dancer in the city, possibly the country. He swears that only Puerto Rican men truly know how to dance and challenges anyone who says otherwise to a friendly dance-off. He'll bet \$1,000 against \$100, with the winner being judged by the amount of applause he or she receives. The Criminal must match his Perform skill against Rafael's, but Rafael is so well liked, the criminal receives a -2 drag. Rafael is a good sport if he loses and equally gracious if he wins. He just wants everyone to have a good time.

Rafael Juanaro				Dancer/Hustler			
AG 27	TR	-2	Light Footed				
HT 5'6	HM	-1	Winning Smile				
WT 130lbs	IP	36	Supple Muscles				
P R	SP/C	5/6	Gambling				
Punk	Man	13	Spender				
	Bal	13					
BK -1	F Dis	12	Aware	2			
PW 0	L Dis	8	Karate	4/3/6			
TG 0	RR	4/6s	Pool	5			
RF 3	SR	-2	Dance	13			
SE 0	DR	2	Drive	4			
BR 0	KS	4	Gambling	4			
CT 1	Balls	-2	Coax	10			
SY 2	CR	2	Deal	1			
EP -1	HR	0	Cheat	3			
LK 0	LR	1	Impress	10			

Justin Bradley is a small time Dog Town hustler and con man whose luck is usually bad. The PC may know him or recognize him by reputation. Justin wears cheap suits and cheap cologne and fancies himself a ladies' man. His right index finger was cut off by a mobster named Bobby Molittano after he failed to pay a debt on time, but that has not stopped him from gambling.

Opportunity - The PC overhears someone thank Justin for tipping him off about a fixed dog race that paid off big. Justin notices the Criminal listening and offers to sell him a tip on another "sure thing". A friend of his working at the Longford Dog Track gave him the name of



three winning dogs. Justin wants only \$1,000 for all three names. The tip is for real. The first dog wins the race at 2 to 1 odds, the second wins at 5 to 1 odds and the third wins at 20 to 1 odds. However, the third dog is so doped up that it continues running past the finish line, crashes headfirst into the wall and dies in a painful seizure. The dog is disqualified after a brief examination, but the Gurino Family immediately begins making inquiries into anyone who bet large on any of the three races.

Justin Bradley			HUSHER		
AG 32	TR	-2	Winning Smile		
HT 5'9	HM	0			
WT 142lbs	IP	36	Notoriety (Liar)		
Anglo	SP/C	4/4	Gambling		
Punk	Man	4	Womanizer		
	Bal	0			
BK 0	F Dis	13	Aware	3	
PW 0	L Dis	7	St. Fight	-3/-4/4	
TG -1	RR	2/5s	Coax	7/6	
RF 0	SR	4	Creep	1	
SE 1	DR	0	Drive	2	
BR 0	KS	5	Conceal	3	
CT 0	Balls	0	Cheat	4	
SY 0	CR	-2	Steal	4	
EP 1	HR	0	Gambling	13	
LK -1	LR	1	Impress	8	

Leonard Rice			DOCTOR		
AG 48	TR	2	Light Fingered		
HT 5'11	HM	1	Focus		
WT 192lbs	IP	48			
Anglo	SP/C	8/8	Alcohol		
Square	Man	11			
	Bal	12			
BK 1	F Dis	11	Aware	5	
PW 0	L Dis	9	Wrestling	2/3/6	
TG 1	RR	8/7s	Deal	7	
RF 3	SR	6	Patch Up	13	
SE 2	DR	10	Drive	7	
BR 2	KS	2	Accounts	10	
CT 3	Balls	4	School	13	
SY 0	CR	8	Golf	5	
EP 1	HR	0	Blade	7	
LK 1	LR	9	Impress	7	

Dr. Rice is an L.A. plastic surgeon who moved to New York several years ago and retired. Dr. Rice's wife has recently left him for a younger man and he is here, drowning his sorrows with alcohol and looking absolutely miserable. The other partygoers shun him like the plague, but the PC might notice the doctor watching him during the course of the night.

Job - Dr. Rice believes his wife owes him, not only for the time and money he spent on her while they were married, but also because of the work he did to her body. If he can get the PC alone, he offers him \$5,000 to disfigure his wife's face. If the Criminal balks at that, he offers him \$1,000 to beat up his wife's new boyfriend. He knows that every night his ex and her lover walk from her Pennington apartment to a neighborhood park, and suggests the Felon get to them then. This is another character test for the Criminal. How far is he willing to go to earn the money he needs? (PP).

Tina Lumecki			Dealer		
AG 22	TR	-2	Sex Appeal*		
HT 5'3	HM	-2	Winning Smile		
WT 108lbs	IP	34	Spender		
Polish	SP/C	0	Drugs (coke, grass)		
Punk	Man	0	Maneater		
	Bal	-2			
BK -1	F Dis	10	Aware	0	
PW -1	L Dis	6	St. Fight	0/-1	
TG 0	RR	-2	Deal	1	
RF 0	SR	-2	Hairdressing	3	
SE 0	DR	-2	Dance	3	
BR 0	KS	2	Coax	7/10*	
CT -1	Balls	-2	Conceal	1	
SY 2	CR	-2	Steal	-1	
EP -1	HR	1	Drugs	1	
LK 2	LR	-3	Impress	5/8*	

Tina Lumecki is a pretty young redhead with a fantastic body. She loves to party and have sex, is highly addicted to cocaine, and constantly snorts lines with her friends, who she deals to. Tina wears a sheer top over a string bikini.

Opportunity - At some point during the party, Tina and a few friends start up a game of "who can snort the longest line". The cost is \$20 to



enter with \$300 going to the winner. Winning the contest requires the highest degree of success on a difficulty 6 Toughness roll. Tina strongly comes onto PC, regardless of whether or not he wins the contest.

The Black Dragons biker gang. The two men followed Mallory from L.A. and are now looking to score some cash. When the PC first encounters the pair, they are both ripped on crystal meth, downing shots and talking about taking over the whole city. They each carry a switchblade.

JASON HARPER Thug/ASSHOLE

AG 29	TR	7	Iron Constitution	
HT 6'0	HM	2	Death Wish	
WT 197lbs	IP	55	Temper	
Anglo	SP/C	9/9	Big Mouth	
Punk	Man	7	Methamphetamine	
	Bal	0		
BK 1	F Dis	17	Aware	-1
PW 1	L Dis	15	St. Fight	5/4/4
TG 1	RR	0/4s	Deal	-1
RF 0	SR	-2	Handgun	0/0/3
SE 0	DR	-2	Ride	4
BR -1	KS	0	Drugs	2
CT 0	Balls	7	Auto Repair	4
SY 0	CR	2	Threat	4
EP 0	HR	1	Blade	5/3/4
LK 0	LR	-1	Impress	2

EF 14/17 RE CL HD -2 RK 0 HC +0 BK -4 SC 2

Cliff Monroe Thief/ASSHOLE

AG 28	TR	2	Light Fingered	
HT 5'10	HM	2	No Nerves	
WT 196lbs	IP	50	Flaky	
Scots/Irish	SP/C	10/10	Alcohol	
Punk	Man	9	Methamphetamine	
	Bal	0		
BK 1	F Dis	12	Aware	4
PW 1	L Dis	10	St. Fight	5/4/6
TG 1	RR	4/6s	Deal	0/2
RF 1	SR	2	B & E	3
SE 1	DR	-2	Ride	4
BR 0	KS	2	Stealing	4
CT -1	Balls	4	Conceal	3
SY -1	CR	0	Batting	5/5/6
EP 1	HR	4	Blade	5/5/6
LK -1	LR	-1	Impress	-1

EF 14/17 RE CL HD -2 RK 0 HC +0 BK -4 SC 2

Jason and Cliff are small time punks that are loosely connected to a West Coast chapter of

Job - Jason and Cliff are planning to break into a house in East Water and rob it. They have been tipped off that the old lady who lives there keeps at least \$10,000 cash in a shoebox under her bed (it's actually only \$1,000) and has a jewelry box full of top quality jewelry (\$100 worth). They're looking for a local guy who knows the area to give them a hand in exchange for an equal split of the take. (BI)

The old lady is actually the mother of a standup guy that PC bunked with in the joint. The Criminal realizes this during the break-in when he sees a picture of his old cellmate arm and arm with his mom hanging on a wall. What's worse, the old lady wakes up during the break-in, sees the intruders and has a heart attack. Jason and Cliff grab the money and take off, leaving the Criminal to decide whether or not to call 911.



Chris Miller is a young pool hustler from across the river. His girlfriend, **Dawn Ledbetter**, is a pretty, but weathered, brunette. When the Criminal firsts encounters the pair, they are engaged in a heated argument over Chris's infidelity. No one else at the party seems to be paying them any attention. At some point, Chris decides he's had enough of Dawn's mouth and starts beating the crap out of her. Luther arrives in a few rounds to separate the two. If the PC intervenes before then, he is in for a nasty surprise. Chris attacks him with a pearl-handled straight razor, while Dawn jumps on the Criminal's back and tries to claw his eyes out -- no one messes with her man! Luther arrives a few rounds later and zaps everyone fighting with his cattle prod. If the situation escalates



further, he does not hesitate to use his pistol.

At some point during this time, the PC returns to the place he's been staying and finds a dead chicken nailed to the door. This is a message from the Jungle Posse that they still have unfinished business with the Criminal.

Knock, Knock

Day 6 – Saturday – Evening: The Criminal is approached by Frankie Luzo and Anthony Ricci. Both men are part of Mafia Capo Big Joe Rosetti's crew. Big Joe wants to have a "sit down" with the PC tonight, as in, right now, and discuss the incident that happened the other night in Moorfield. A difficulty -1 Suss roll should be all that is needed for the Criminal to understand the danger of snubbing a guy like Big Joe. If the Criminal agrees to go, Frankie and Anthony drive him to a nondescript apartment building in Brown Bay. Frankie and Anthony frisk the PC for weapons before taking him inside to meet the boss.



Chris Miller		Asshole/Husher	
AG 24	TR 2	Psycho	
HT 6'0	HM -1	Feather Fists	
WT 166lbs	IP 40	Temper	
Anglo	SP/C 5/5	Flaky	
Punk	Man 6	Cocaine	
	Bal 2		
BK 0	F Dis 14	Aware	0
PW 0	L Dis 9	St. Fight	5/4/4
TG 0	RR 2/5s	Deal	0
RF 1	SR -2	School	0
SE 0	DR -2	Pool	6
BR -1	KS 0	Cheat	1
CT 0	Balls 2	Gambling	4
SY 0	CR 0	Threat	4
EP 0	HR 2	Blade	4/3/4
LK 0	LR -1	Impress	2

EF 19/20 RE CL HD -2 RK 0 HC -1 BK-4 SC 2

Dawn Ledbetter		Asshole/Thief	
AG 26	TR 1	Iron Constitution	
HT 5'5	HM -2		
WT 127lbs	IP 43	Temper	
Anglo	SP/C -1/-1	Spite	
Punk	Man 2	Alcohol	
	Bal 4		
BK -1	F Dis 11	Aware	1
PW -1	L Dis 9	St. Fight	2/0/4
TG 1	RR 2/5s	Deal	0
RF 1	SR -2	Steal	4
SE 1	DR -4	Cheat	3
BR -1	KS 2	Conceal	3
CT -1	Balls 2	Hairdressing	4
SY 1	CR 0	Threat	4
EP 0	HR 2	Blade	5/3/4
LK 1	LR -3	Impress	2/2

Interlude #2

Day 5-6 – Friday - Saturday: Allow the Criminal to unwind for a couple of days after the party. Once again, the Director may roleplay this downtime (possibly by running one or two of the Job or Opportunity options from the party) or skip it, as needed.

Frankie Luzo		Racketeer	
AG 32	TR 0	Focus	
HT 5'6	HM -1	Suspicious Mind*	
WT 137lbs	IP 38	Inner Fortitude	
Italian	SP/C 0/0	Spender	
Punk	Man 2	Gambling	
	Bal 2	Hesitant	
BK 0	F Dis 12	Aware	7
PW -1	L Dis 7	St. Fight	2/-1/5
TG 0	RR 2/5s	Deal	7
RF 0	SR 6/10*	Handgun	0/0/4
SE 2	DR 6	Drive	3
BR 1	KS 6	Explosives	6
CT 1	Balls 6	Gambling	6/7
SY 1	CR 7	Threat	4
EP 2	HR 0	Cheat	6
LK 2	LR 5	Impress	7

Medium sized pipe bomb Blast Rating 2/11.

RF +2 AC +1 EF 10/15 C 15 RE E DS A CO W



Anthony Ricci

Thief/Thug

AG 31	TR	6	Granite Jaw	
HT 5'11	HM	2	Vice Grip	
WT 207lbs	IP	54		
Italian	SP/C	10/10	Alcohol	
Punk	Man	9	Temper	
	Bal	4		
BK 1	F Dis	13	Aware	6
PW 1	L Dis	12	St. Fight	11/9/6
TG 2	RR	6/6s	Deal	3
RF 1	SR	4	B & E	5
SE 0	DR	2	Drive	4
BR 0	KS	6	Threat	8
CT 1	Balls	8	Conceal	5
SY 1	CR	6	Batting	9/10/6
EP 2	HR	1	Handgun	7/1/7
LK 0	LR	4	Creep	7

RF +2 AC +1 EF 10/15 C 15 RE E DS A CO W

Frankie Luzo and **Anthony Ricci** are a pair of wise guys connected to the Gurino Family and are part of Big Joe Rosetti's crew. They wear leather jackets over knit shirts and casual slacks. Anthony wears a gold pinky ring. Both men wear a gold crucifix on a gold chain and each carries a CZ 75 9mm tucked into the back of his pants.

Frankie is Big Joe's younger cousin. His specialty is working with explosives. Anthony is the better shooter and has just completed his third contract. He should receive his button when the Gurinos next open up the books.

The Sit Down

The sit down takes place in a small apartment in Brown Bay. The apartment is set up for a poker game, with a felt covered table and racks of chips, but the PC is led to a side room where Big Joe and Bobby Fingers await. (SD).

During the meeting, Bobby Fingers sits off to Big Joe's right, chewing on a toothpick and staring the PC down. His gaze occasionally wanders to the Criminal's hands, as if he were sizing up the fingers. It is obvious he thinks the PC is less than dirt.

Big Joe is more agreeable, however, he is a Capo and expects to be shown respect. If the criminal acts disrespectfully at any time during the meeting, or otherwise decides to play it tough, Big Joe spreads his hands placatingly and says,

"I understand. Look, I'm sorry you feel that way, and I apologize for any inconvenience this meeting might have caused. No hard feelings. Frankie, Anthony, please show this man to the door. You take care, and have a nice night."

A smart criminal should realize he has just crossed the line. If the PC apologizes, Big Joe considers the apology for a moment and then reluctantly accepts. Big Joe has a strict policy of "three strikes and you're out." The criminal can apologize twice. After that, the meeting is over.



If the PC does not apologize, Big Joe lets him leave the apartment without any problems. However, Frankie and Anthony are sent to eliminate the PC in the next few days. If they fail, there are plenty more wise guys eager to take their place.

Assuming the discussion continues, Big Joe is interested in anything the PC has to say about his run-in with the Jungle Posse. He asks a few questions and listens to the details, but lets the criminal do the talking for the most part. When the PC finishes relating the story, Big Joe tells him that the man he ran into, Harry Carazzo, was actually an undercover police officer named Harold Carver. The police have been asking around, but so far do not know who was driving the van.

Big Joe knows the PC stole the vanload of VCRs. He makes it clear that while he has nothing against people trying to earn, everybody has to pay upstairs. The vanload of VCRs was stolen from his district and he wants a twenty percent cut of the take (\$1,500). Big Joe also adds that



that kicking up twenty points on whatever else the criminal makes in the future can buy his goodwill and even his protection to some degree. At the very least, it keeps the criminal from being hassled and/or shaken down by other wise guys.

If the PC took the kilo of cocaine, Big Joe either wants it back if the criminal hasn't sold it yet, or he wants \$40,000, if he has. This is non-negotiable. Big Joe feels he is being generous by allowing the criminal to keep \$10,000. He likes the fact that the PC had enough smarts to recognize an easy score, but he can't allow anyone to steal from a made guy that is part of his crew (regardless of the circumstances).

If the PC does not have the cash with him, Big Joe gives him one day to come up with the money. If the criminal pays up, Joe is pleased enough to keep him in mind for future jobs. If the PC decides not to pay up, Big Joe apologizes, as above, and allows him to leave the apartment unharmed. However, Big Joe has to make an example of the PC so that other would-be criminals can see what happens when you cross the mob. At some point over the next few days, Frankie and Anthony are sent to eliminate the PC. As before, if they fail, there are plenty of other wise guys eager to make a name.

Big Joe Rosetti				Racketeer			
AG 45	TR	10		Winning Smile			
HT 6'2	HM	5		Logical Thinker			
WT 266lbs	IP	64		Heavy Hitter			
Italian	SP/C	9/9		Gambling			
Gangster	Man	6		Greed			
	Bal	6					
BK 3	F Dis	-4		Aware	9		
PW 2	L Dis	-1		St. Fight	11/8/9		
TG 2	RR	10/8s		Deal	10		
RF 1	SR	10		Handgun	5/2/8		
SE 1	DR	6		Gambling	8		
BR 1	KS	15		Threat	9		
CT 2	Balls	12		Conceal	5		
SY 1	CR	8		Batting	10/8/8		
EP 4	HR	0		Cheat	10		
LK 1	LR	9		Impress	11		
RF +1 AC +0 EF 10/15 C 13 RE E DS A CO W							

Big Joe is built like a refrigerator. He is a crafty and intelligent man who talks quietly, and with class, but can be a bear when driven to anger. Big Joe wears expensive, but tasteful suits, a gold chain, and a gold wristwatch. Lately, he has begun keeping a Browning 9mm tucked into the waistband of his pants.

Big Joe Rosetti is a good earner and a respected member of the Gurino Family. His father, Joey No-Nails, was killed some years ago during a dispute with the Mangalone Family, and Big Joe took over the old man's rackets soon after. Big Joe specializes in extortion, loan-sharking and gambling, especially sports betting, but he never passes up a chance to make money. Big Joe runs his operation from a backroom of Perrotti's Deli and Subs in Brown Bay. (PDS)

Big Joe is more forward thinking than most wise guys. He has a keen eye for business and works with anyone, regardless of race or affiliation, who shows the proper respect and an ability to earn. Recently, several members of his crew have begun dealing cocaine behind his back. He knows Slope Giancarlo is the leader of this group, and is planning to take him out at the first safe opportunity.

Bobby Molittano				Thug			
AG 46	TR	15		Psycho			
HT 6'0	HM	4		Vice Grip			
WT 215lbs	IP	73		Adrenaline			
Italian	SP/C	13/16		Irrational Thinker*			
Gangster	Man	11		Temper			
	Bal	4		Power (Sadist)			
BK 2	F Dis	7		Aware	3		
PW 2	L Dis	11		St. Fight	15/12/9		
TG 4	RR	12/8s		Hangun	6/2/8		
RF 2	SR	6		B & E	4*		
SE 0	DR	-2		Lifting	13		
BR -1	KS	10		Creep	7		
CT 0	Balls	16		Conceal	5		
SY 1	CR	8		Threat	16		
EP 4	HR	4		Blade	16/12/9		
LK 1	LR	3		Impress	3		
RF +2 AC +1 EF 14/17 C 7 RE E DS F CO I							
EFF 17/19 RE CL -2 RK 0 HC +0 BK -3 SC 2							

Bobby "Fingers" Molittano is Big Joe's right-hand man. He is a made guy who began his



career collecting on debts for Big Joe's late father. His nickname comes from his practice of breaking the fingers of gamblers who were late or short on their payments. Once he ran out of fingers to break, he started cutting them off. Rumor has it he keeps the amputated fingers in a box beneath his bed.

Bobby is not too bright, but his lack of morals or conscience, and his loyalty to Big Joe make him extremely dangerous. Bobby dresses similarly to Big Joe. He is never without his 7.62mm Walther PPK tucked into a shoulder holster under his left arm, and he carries a razor sharp foldout knife in his right front pocket.

The Game

Big Joe hosts a high stakes poker game on the first Saturday of every month. The players start arriving shortly after the sit down concludes. If the sit down went well, Big Joe may invite the criminal to tonight's game. The buy in is \$5,000, with the house taking 10% of the winnings. The money is kept in a safe that has a break-in difficulty of 15. Only Big Joe and Bobby Fingers know the combination.

During the game, all prejudices are put aside, as the only color anyone cares about is green. Frankie and Anthony receive generous tips for serving drinks and food to the players all night. The Director can use backroom poker scenes from movies such as Rounders, The Sopranos and Goodfellas to help roleplay this event. The game runs for 10 hours, from 8:00pm Saturday night to 6:00am Sunday morning. The PC starts with a \$5,000 stake. For every hour played, the other players must make a Gambling roll against the PC gambling ability as per the poker rules on **pg. 140 DTCR**. Each level of success or failure puts the PC up or down \$750. There is no leaving early; you play until the game is over or until you bust your stake.

Opportunity - A reckless PC might try to rob one of Big Joe's games. If outgunned, Big Joe readily gives up the combination to the safe, which could contain anywhere from \$25,000 to \$50,000, depending on the number of players at the game. Each player also carries between

\$500 and \$1500 in cash and assorted jewelry. The criminal should use this money quickly to pay for his will and funeral expenses.

Players

In addition to Big Joe and Bobby Fingers, there are three other players in tonight's game: Detective Andy Spinola, Tony Perotti and Dr. Kyle McRoberts. These men have all met or played against each other in the past, and the atmosphere at the table is a relaxed one. Friendly banter between the players should reveal a lot about their jobs and personalities, and may even provide opportunities for future work.

Andy Spinola				Detective			
AG 39	TR	8		Suspicious Mind			
HT 6'3	HM	3		Total Recall*			
WT 226lbs	IP	58		Logical Thinker			
Anglo	SP/C	8/8		Alcohol			
Veteran	Man	7		Gambling			
	Bal	4					
BK 2	F Dis	7		Aware	11		
PW 1	L Dis	9		Boxing	5/5/7		
TG 2	RR	8/7s		Deal	6		
RF 1	SR	13/16		Gambling	6		
SE 3	DR	6/10*		Threat	9		
BR 2	KS	12		Investigate	15		
CT 1	Balls	12		Conceal	9		
SY 1	CR	6		Batting	6/6/7		
EP 3	HR	1		Handgun	7/3/7		
LK 0	LR	7		Impress	8		
RF +1 AC +0 EFF 9/15* C 6 RE E DS F CO I							

Detective Spinola is a hard-faced, cynical policeman who has been in Big Joe's pocket for years. His investigative abilities make him a shrewd poker player and he seldom loses money. He subtly watches the PC during the game, trying to feel him out for the best way to approach him later. Detective Spinola wears a Colt .38 Detective's Special in a right ankle holster.

Job - Detective Spinola is always on the lookout for informers, especially those that can tell him where the big deals are going down. The pay is usually \$100 to \$300 for a good tip, with bonuses for really big busts. Obviously, any criminal



criminal who gets a reputation as a stool pigeon is not long for this world.

Tony Perotti			Businessman	
AG 29	TR	0	Creative Speaker	
HT 6'0	HM	0		
WT 170lbs	IP	40		
Italian	SP/C	4/4	Gambling	
Punk	Man	4	Womanizing	
	Bal	0		
BK 0	F Dis	14	Aware	4
PW 0	L Dis	9	Boxing	0/0/3
TG 0	RR	0/4s	Deal	6
RF 0	SR	0	Gambling	5
SE 0	DR	0	Drive	3
BR 0	KS	6	Piano	6
CT 0	Balls	0	Cheat	8
SY 3	CR	0	Cooking	5
EP 0	HR	0	Coax	11
LK 1	LR	0	Impress	10

Tony Perotti is a good-looking, casually dressed Italian man, with a ready smile and an easygoing manner. Tony's brother, Rocco, is a made guy, but Tony never had any real interest in "The Life" and is content to be on the sidelines of Mob activity. He is manager and part owner of Perotti's Deli and Subs in Brown Bay. His silent partner, Big Joe, uses the deli as a hangout for his crew.

KYLE MCROBERTS			DOCTOR	
AG 50	TR	-1	Creative Speaker	
HT 5'8	HM	-1	Iron Constitution	
WT 118lbs	IP	39		
Irish	SP/C	-1/-1	Alcohol	
Square	Man	2	Gambling	
	Bal	6		
BK -1	F Dis	15	Aware	9
PW -1	L Dis	11	St. Fight	-3/-4/5
TG 0	RR	4/6s	Deal	6
RF 1	SR	6	Patch Up	10
SE 2	DR	4	Drive	7
BR 2	KS	4	Gambling	8
CT 2	Balls	2	Coax	9
SY 1	CR	4	School	9
EP 1	HR	0	Spanish	10
LK 2	LR	7	Impress	6

Dr. Kyle McRoberts is a skinny Irish chiropractor who speaks with a thick brogue. He is a friendly fellow, who constantly cracks his knuckles and joints. McRoberts is a superstitious gambler. A four-leaf clover, a rabbit's foot, his lucky rock (a chunk of fool's gold) and a small statue of the Virgin Mary rest on the table in front of him, and he constantly prays to the Almighty for good luck. As the only real non-Italian at the table (not counting the PC), he and the others exchange many good-natured ethnic jibes.

Opportunity - Dr. McRoberts's practice is located in Jefferson Heights. He does good business with local factory and city workers, and is happy to hand out business cards for the PC to pass around, paying a \$25 finders fee for every new customer the criminal sends his way.

No More Bets

The game breaks up just after dawn, with the money being divided and doled out to the winners, and the house taking its cut. The players shake hands, say their goodbyes, and then part company. If the PC made a good impression on Big Joe, he mentions he'll keep him in mind for future jobs.

Jungle Boogie

Day 7 - Sunday - Morning: It's a typical crappy Sunday morning on the streets of Dog Town. The ever-present smell of garbage drifts out from the Winfield Avenue Dump and blankets the slowly rousing streets, as hungover gangsters and wise guys call it a late night, and squares wake up early to beat the rush to Sunday morning mass.

At some point during the journey home, the PC is ambushed by a squad of Jungle Posse gunslingers. The GM must tailor this event depending on how the PC makes his way home. The Jungle Posse was tipped off that the PC was at the apartment and they have been waiting outside all night.

There are four gangsters in a red Monte Carlo with tiger-skin upholstery. When the PC exits the building, they start the car and begin



following him down the street. The criminal notices the car with a successful awareness check against driver's modified creep ability of 2. If possible, the gangsters roll up on the Criminal and open fire. If the PC flees, whether on foot or by car, the Jamaicans give chase. At this hour, there are very few people on the street, but even if the PC heads into a crowded area (such as a subway or church), the gangsters are not deterred. They don't intentionally try to hit civilians, but they won't lose much sleep over it if they do.

There are four Jungle Posse gangsters: Bad Jolly, Dino Rahman, Clayton Jamry and Little Man. The gangsters are dressed in camo fatigues, army boots and black, hooded sweatshirts. Bad Jolly is a voodoo worshipper who wears bead and bone necklaces, wire bracelets, and other religious trinkets. Little Man carries an Uzi 9mm, Bad Jolly carries a Colt .357 Magnum and Dino and Clayton carry S&W .38 Specials. If two or more Jamaicans are killed or incapacitated, the others back off. The Jungle Posse is a small gang that cannot afford to lose many men and still hope to contend with the larger and stronger Tombstone Posse. But rest assured, their leader, Chinaman Eaton, does not forget the PC, and the criminal would be wise to always look over his shoulder whenever he hears the sound of a reggae beat.

Dino Rahman

Heister

AG 28	TR	4	Fast Reactions	
HT 6'2	HM	3	No Nerves	
WT 191lbs	IP	52	Heavy Footed*	
Jamaican Punk	SP/C Man	13/13 7*	Marijuana Power	
	Bal	-2	Big Mouth	
BK 1	F Dis	10	Aware	4
PW 2	L Dis	8	St. Fight	6/5/7
TG 1	RR	8/7s	Deal	1
RF 0	SR	7	B & E	4
SE 0	DR	0	Drive	5
BR 1	KS	2	Escape	6
CT -1	Balls	6	Conceal	4
SY -1	CR	0	Batting	6/8/7
EP 2	HR	2	Creep	3*
LK 1	LR	1	Handgun	2/1/7

RF +1 AC +0 EF 11/16 C 6 RE E DS F CO I



Bad Jolly

Thug - Driver

AG 22	TR	0	Psycho	
HT 5'9	HM	1	Adrenaline	
WT 129lbs	IP	42	Intuition	
Jamaican Punk	SP/C Man	10/10 9	Flaky	
	Bal	0		
BK 0	F Dis	15	Aware	6
PW 1	L Dis	10	St. Fight	7/5/6
TG 0	RR	6/6s	Creep	2
RF 2	SR	4	Threat	6
SE -1	DR	-2	Drive	4
BR -1	KS	2	Handgun	7/2/6
CT 0	Balls	4	Conceal	3
SY 0	CR	0	Batting	6
EP 0	HR	4	Blade	8/6/6
LK 0	LR	-1	Impress	2

RF +1 AC +1 EF 0/9* C 6 RE E DS A CO W

Clayton Jamry

Thug/Runner

AG 20	TR	2	Winning Smile	
HT 5'9	HM	0	Psycho	
WT 160lbs	IP	44		
Jamaican Punk	SP/C Man	4/4 4	Temper Womanizer	
	Bal	0		
BK 0	F Dis	15	Aware	3
PW 0	L Dis	11	St. Fight	4/4/6
TG 1	RR	0/4s	Deal	2
RF 0	SR	0	Handgun	2/0/4
SE 1	DR	0	Drive	2
BR 0	KS	3	Threat	2
CT 0	Balls	2	Conceal	3
SY 0	CR	2	Coax	5
EP 0	HR	1	Blade	5/5/6
LK 0	LR	0	Impress	5

RF +1 AC +0 EF 11/16 C 6 RE E DS F CO I





Little Man

Thug/Heister

AG 28	TR	4	Psycho	
HT 5'3	HM	-1	No Nerves	
WT 112lbs	IP	48	Flaky	
Jamaican	SP/C	3/3	Alcohol	
Punk	Man	4	Methamphetamine	
	Bal	4		
BK -1	F Dis	15	Aware	4
PW 0	L Dis	14	St. Fight	5/4/6
TG 3	RR	6/6s	Deal	0/2
RF 1	SR	2	B & E	3
SE 0	DR	0	SMG	4
BR -1	KS	4	Stealing	4
CT 1	Balls	10	Conceal	3
SY 0	CR	6	Batting	5
EP 2	HR	2	Blade	5/5/6
LK 0	LR	3	Impress	-1/0

R 50 RF 2 AF -1 AC +0 EF 5/13 C 40 RE E DS A CO D

Concluding the Venture

What happens to the PC after this venture largely depends upon his actions over the course of the week. It is quite possible that the Criminal might find himself targeted for death by both the Italian and Jamaican mobs. Certainly when Slope Giancarno finds out from one of his spies what Rosetti knows about the coke the hot headed Mafioso will look to whack the PC.

Assuming that is not the case, the PC should have made enough contacts to keep him busy for some time. The deal broker, Paul Burke, is a good source of information and future jobs, and there's always something new happening at one of Randolph Mallory's weekend parties.

If the PC made a favorable impression on Big Joe, he might contact him for future work. If the criminal seems up for the job, Big Joe might even contract him "off the record" to whack Slope Giancarno.



Red Hopkins

Criminal Red Hopkins
P.O.B. Winter Hill
Sex Male

D.O.B. 06/09/52
Heritage Anglo American
Weight 185 lbs

A.K.A "Johnny Red"
Height 6'1
Status Parole

Offender Category Thief/Thug

Flaws None

Notoriety Known (28 pts)

Vices Smoker, Gambling, Cocaine

Last Known Address 72B Crosby Avenue, East Water (RH)

Identifying Features Bullet wound left shoulder, semi-circle scar on middle right knuckle.

Warning Signals Violent, Weapons, Firearms

Rating Gangster

Talents Light Footed, Fast Reactions, Light Fingered

Influence None (15 pts)

Felonies And Arrests Battery x1, Agg. Battery x1, Home Invasion x1, Check Fraud x1, G.T.A x2

Actual Crimes Agg. Battery x4, Battery x10, Commercial Burglary x43, Truck Hijacking x7, Criminal Damage x41, Extortion x24, Commercial Robbery x1, G.T.A. x90, Home Invasion x80, Shoplifting x20, Theft x60
Homicide x2, Possession Of A Firearm x100, Mugging x3, Car Jacking x3, Check Fraud x8, Felonious Ass. x4

Attributes

Bulk 1
Power 1
Toughness 3
Reflexes 3
Sense 0
Brains 1
Control 1
Style 2
Experience 2
Luck 0

Trauma Res. 8

Hurt Mod. 4

Injury Points 58

Move

(Spd./Climb) 14/14

(Maneuver) 20

(Balancing) 15

Endurance

(Fast) 14

(Long) 14

Reaction Roll 14/9 Slots

Suss Roll 8

Dis./Le. Roll 4

Know Streets 8

Balls 10

Coping Roll 8

Hos. Rating 2

Luck Roll 0

Personality

Confident, warm

determined, independent

charismatic, violent, proud

Skills

Street Fight. 4
Auto Repair -3
Awareness 5
Batting 2
Blade 2
B & E 6
Cheat -3
Coax -1
Conceal 4
Creep 5
Deal 1
Drive 3
Drugs -3
Escape 1
Explosives -3
Gambling 4
Pool -1
Handgun 5
H. Weapons -3
Impress 2
Investigate 2
Language -3
Lifting -1
Patch Up -3
Perform -3
Rifle 1
School 1
Electronics 1
SMG -3
Steal 2
Swimming 1
Threat 2
Throw 2

Abilities

Aspect		Aspect		Slots
Violence	11	Protection	12	9
Fix	1	Design	1	
Active	6	Passive	3	
Violence	8	Protection	9	9
Violence	9	Protection	11	9
Plan	8	Execute	13	
Devise	-1	Play	0	
Mooch	2	Befriend	3	
Hide	5	Find	5	
Sneak	12	Follow	7	
Evaluate	3	Negotiate	4	
Safety	7	Pursuit	9	
Identify	-2	Manufacture	-1	
Plan	3	Restraints	8	
Rig	0	Diffuse	0	
Fix Odds	5	Bet	4	
Play	3	Coach	-	
Violence	10	Protection	4	10
Violence	0	Protection	4	8
Hype	6	Lie	5	
Crime Scene	-	Interrogation	-	
Speak	0	Write	-1	
Carry	2	Drag	2	
Examine	-2	Treat	0	
Comic	0	Appraise	-1	
Violence	6	Protection	4	9
Comprehend	3	Knowledge	3	
Make	6	Design	2	
Violence	2	Protection	4	8
Boost	5	Pick Pocket	9	
Distance	5	Sprint	4	
Menace	7	Boss	7	
Violence	7	Protection	4	9

Specialties

B&E - Locks -2 Diff.

Awareness - +2 Spot Tail

Expressions

"I don't work with junkies, punks or cowboys."

Injury Points

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

73 - 0

BR
BA
BU
MU
CR

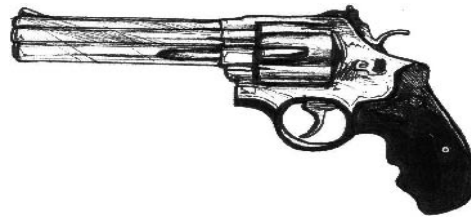
Background

Red Hopkins was a successful freelance thief and thug until his last job when he managed to break his ankle coming out of the window of a third story residential building on Staten Island. He got pinched at the scene in possession of burglar's tools and a ladies mink coat, and got 4 years in Greenhaven for home invasion.

Broke and back on the streets, he needs to earn some serious money and knows only illegal ways of getting it. Not that Red ever has money for long, a fondness for cocaine and gambling usually has him breaking into a store or breaking someones thumbs before the ink has dried on the headline.

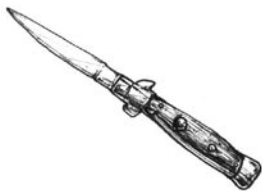


\$100



Keeps a S&W .44 Magnum in a shoulder holster. Has 18 rounds of ammunition and one speed loader.

RF -2 AC -2 EFF -5/7 C6 RE E DS S CO W-



Carries a switchblade in the back pocket of his pants.

EFF 14/17 RE CL HD-2 RK 0 HC +0 BK -4 SC 2



Carries a .38 Colt Detective in the front of his pants loaded with hollow point ammo. Carries one speed loader with an extra 6 shots.

RF +1 AC +0 EFF 9/15* C 6 RE E DS F CO I

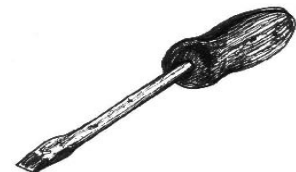


Has a crowbar at his apartment.

EFF 12/16 RE MD HD -2 RK+1 HC+0 BK -1 SC 4



Has a zip lighter, 20 cigarettes, a Longines wristwatch worth \$100, a pen and small pocket diary.



Carries a screwdriver in the inside jacket pocket.

EFF 19/20 RE CL HD -2 RK 0 HC +0 BK -3 SC 2