

CRIME SCENE

THE MOB

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BY IAN HUNT

CRIME SCENE

THE MOB

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INTRODUCTION

READ THIS FIRST!

First and foremost, **Crime Scene: The Mob** is a game. In a role-playing game, players engage in the fantasy of portraying someone that they are not, in this case criminal gangsters. Through consensual storytelling, players direct their characters to do and say things that they normally would, could or should not do in real life. **Crime Scene: The Mob** allows players to explore the dark, violent world of Organized Crime in a safe and harmless way, as many people enjoy the vicarious pleasure of experiencing gangsters and their exploits through the myriad books, movies and television shows on the subject. Our society seems to be fascinated by tales of the Mob; however, only as fiction. The real-life Mob is brutal, terrifying and lethal – their lives are often short, unpleasant and unhappy. Only fiction makes that lifestyle appear glamorous and appealing.

All the materials within are for entertainment purposes only. The author and publisher do not condone any of the actions, attitudes or lifestyles depicted within this book. Breaking the law is wrong. Those who play this game should not attempt to emulate these criminals in any way or to use this book as inspiration to take up life of a crime themselves. This is a fun game, nothing more.

ABOUT THIS BOOK

Crime Scene: The Mob addresses the workings of the modern-day Italian Mafia in America. Other criminal organizations will be covered in subsequent **Crime Scene** books, such as the Yakuza (Japanese Mafia), the Triads (Chinese Mafia), the Russian Mafia, the Jewish Mafia, Street Gangs, as well as, organized crime in Colombia, Nigeria, Eastern Europe, and Jamaica.

Real-crime enthusiasts should be aware that **Crime Scene: The Mob** is not intended to be a strictly accurate account of Mob history and practice. This book is an RPG sourcebook, which means some facts have been sacrificed for the sake of playability and fun. We have included some historical names, locations and events to provide realism for use as background information only.

All NPC characters are entirely fictional, any similarity to people either living, dead or fictional is entirely coincidental. In the case of the description of the various Mob families, the name and locations of each family is based on historical information; however, the names we use for the current Mob bosses and their crew are fictitious. As we have said before, this book is for entertainment purposes only, and should not be viewed in any way as a speculation on current real-life Mob organizations.

HOW TO USE THIS BOOK

Crime Scene: The Mob is a game for the d20 Open Game License System. A copy of the Dungeons and Dragons Players Rulebook is required for play. This book is intended to be cross compatible with all other Crime Scene books.

This book enables gamemasters (GMs) and players (PCs) to set games in the world of Organized Crime. It provides rules and background material for both players and non-player characters (NPCs) and can be either used as a stand-alone campaign setting, or elements from the book can be integrated into an existing modern-day game.

In the Mob, players vie for power, status, and position in the criminal underworld. Generally, players begin at the lowest level of influence from which they then fight and scheme their way up, recruiting criminals for their own crew and developing networks of informers and associates to work for them.

In addition to providing new character classes, skills, feats and background detail, the Mob provides rules by which to gauge a character's success on the road to becoming a crime lord. In order to become successful, characters must both gain the respect of their peers and manage to stay ahead of local and Federal law enforcement.

Another unique aspect of this game is Crew Development. Unlike many RPG games, which focus primarily on in-game development, **the Mob** also relies on out-of-game time, or downtime, to allow players to spend points either communally to build a Mob crew or individually to pursue personal projects.

The CRIME SCENE series of books focuses on all aspects of the law and crime in the 21st Century. Meticulously researched and highly detailed, these sourcebooks are the perfect compliment to any modern day game. Packed with background material, each CRIME SCENE book can be used independantly or combined with others to suit any needs. Check out the other books in the CRIME SCENE series:

- CRIME SCENE: POLICE INVESTIGATION
- CRIME SCENE: SUPERNATURAL
- CRIME SCENE: THE FEDS
- CRIME SCENE: FORENSICS
- CRIME SCENE: YAKUZA
- CRIME SCENE: RED PINE HOLLOW
- CRIME SCENE: LOWER EAST SIDE



THE MAFIA

When most people think of Organized Crime, they immediately think of the Italian Mafia. In fact, the two terms are considered practically synonymous – a powerful testament to vast influence the Italian Mafia has had in shaping criminal activity in America, and for that matter, in the world.

HISTORY

The history of the Mafia spans several centuries. Its roots can be traced to medieval Italy and Sicily; however, its modern-day development began with Italian immigrants in New York, then expanded across the US during Prohibition in the 1920s. The American Mafia experienced decades of lucrative criminal and political influence, but where plagued by constant outbreaks of inter-family violence and competition, which didn't see an end until the establishment of the Mafia Commission in the 1960s. Following that, many Mafiosi faced prosecution during a major shakedown by the FBI in the '70s and '80s.

The current state of the American Mafia is shrouded in deep secrecy, driven further underground in the wake of turncoat testimonials and improved police surveillance technology. Mobsters have learned many bitter lessons from the past, which have forced them to reassess their membership and organizational practices. Also, with the shift in leadership, due to deaths and incarcerations, membership and opportunities within the Mob have expanded beyond its traditional bias.

ANCIENT AND MEDIEVAL SICILY

Local people, great powers and pirate-adventurers have fought over Sicily for millennia. The Siculi gave the island their name. We don't know whether they were the original inhabitants, or if they took control from the even more obscure Sicani, but we can be confident that they weren't pleased when the Greeks started settling on their coasts. Nevertheless, these colonists were there to stay, and successfully fought off other invaders – Athens and Carthage in the succeeding centuries. Eventually the Romans conquered the island – killing mathematician and inventor, Archimedes, in the process. These conquerors didn't run the place well – a recurring motif – and the local population (mostly slaves) rose in general revolt on two occasions. At least one provincial governor was prosecuted for corruption. In the fifth century, the Vandals took Sicily from the failing Roman Empire, and ceded it to the Ostrogoths.

In 535AD the Byzantines took the island back and promptly taxed the people into poverty and starvation. Many Sicilians welcomed the Arabs who arrived, first as raiders,

then as settlers, in the eighth and ninth centuries. Others held onto their own ethnicity, whether Greek or Latin. The Byzantines occupied the island again in the eleventh century and imposed their oppressive government once more. Then the Norman adventurer Roger d' Hautville decided to make Sicily his own kingdom.

Unusually for the Middle Ages, the Norman Sicilian kings were reasonable men, and tolerated – even encouraged – cultural diversity and guaranteed freedom of religion to their subjects. The Sicilians developed a strong sense national identity, and a loyalty to their rulers. Naturally, all this tolerance did not go down well with the Pope, who actively encouraged foreign invaders. Eventually, the German Hohenstaufens replaced the Norman dynasty. Next, the Pope encouraged the French to invade. This newest wave of occupiers was not popular – the citizens of Palermo killed the French garrison and the King's administrators on 30th March 1282, at vespers. The Spanish kingdom of Aragon won the war that followed and retained control of Sicily for centuries afterward.

In summary, only the Normans worked out the Sicilians would respond well to good treatment. Everyone else met with intense, violent resistance. As the French King Henry IV boasted that he would conquer Italy so quickly that he would "breakfast at Milan and dine at Rome," the Spanish ambassador quipped "then your majesty will doubtless be in Sicily in time for vespers."

What's in a Name

The origins of the word Mafia are uncertain. Many theories exist -- some heroically inspired, others linguistically derived.

Some say the word Mafia takes its name from a ninth-century Arabic word for 'refuge or safety'; others propose it is a contraction of "Ma fia!" (my daughter), a likely cry to have been made by frightened Sicilians facing invasion. Another story suggests that Mafia is an acronym for "Morte Alla Francia Itali Anela!" (Death to the French is Italy's Cry!), a thirteenth-century resistance cry against the French occupation. A more modern interpretation contends that Mafia is simply a contraction of "Ma Familia" (my family).

The Concise Oxford English Dictionary asserts that Mafia is a Sicilian word for 'bragging', whereas the Merriam-Webster American Dictionary merely defines Mafia as "a Sicilian secret criminal society, from Italian dialect (Sicily)."

MAFIA IN THE OLD WORLD

The American Mafia, also known as "La Cosa Nostra", can trace its origins to three very strong criminal organizations within Sicily and southern Italy – the Sicilian Mafia, the Camorra and the Calabrian Mafia.

THE SICILIAN MAFIA

The Sicilian Mafia is thought to have formed sometime during the mid- to late-19th century. A hard-nosed, violent criminal organization, the Sicilian Mafia capitalized on government instability to build a vast financial empire. Their past, filled with centuries of invasion and foreign rule, has left the Sicilians with a strong sense of national identity, which manifests in their firm dedication to family, tradition, and honor. These ideas are the driving force behind the Sicilian Mafia, as well as, their Sicilian counterparts in the American La Cosa Nostra.

THE CAMORRA

Released prisoners formed this Naples-based organization in the 1800s. Their aim was to expand their criminal activities and power, as well as reassert their ancestral dominance of the region – historically Naples had been an independent kingdom and was resentful of modern Italian unification. This exceedingly violent and ruthless group is extremely active in Italy to this day, but has made only the occasional significant foray into the New World arena.

THE CALABRIAN MAFIA

The Calabrian Mafia (also known as the "Honored Society" and 'Ndrangheta) is the basis for what we consider Italian Mafia in America to be. Named for a southern Italian province, the Calabrian Mafia is responsible for the strict hierarchy, rules and vow of silence (omerta) present in most Italian-American Mafia groups.

MAFIA IN THE NEW WORLD

When Italian immigrants began to arrive en masse on the New York docks, they met with immense hostility from the natives, particularly the Irish, who delightedly consigned the Italians to the bottom of the social heap. As newcomers, the Italians had the worst housing, the poorest job prospects, and the most trouble with the law. Neither were they welcomed in the established Catholic congregations. Near destitute in an alien – urban – environment, these settlers rebuilt what they could of the Old Country in the New World. They raised their own churches, established their own businesses and enterprises, all celebrating and reflecting their shared Italian origins. Inevitably, this culture included crime. Some early crime was a matter of survival – fending off established "foreign" gangs, finding food and clothing in the midst of unemployment and debt – but much of it victimizing the Italian community and preyed on its

neighbors. These criminals, whether self-styled people's champions or vicious opportunists, copied the style of organization they knew. In time their gangs came to resemble Old Country families; kinship-based, secretive, hierarchical, disciplined and but many of them forged strong business links – both legitimate (olive oil importing, for example) and otherwise – with the folks back home.

While many of the American Mafia's founders had criminal relatives back in the Old World, the organized Italian-American crime families, La Cosa Nostra, were a local phenomenon, arising from the social conditions in the late nineteenth and early twentieth centuries. On occasion, La Cosa Nostra welcomed Mafiosi from the Old Country into their Families; however, they never accepted direct control or instruction from their Italian or Sicilian counterparts. Members of the American Mafia used their connections to Old World as pedigrees – a demonstration of ancestral purity and pride. In practice, Old and New World Mafia groups often worked together as allies and business associates, finding common interests in various criminal and legitimate ventures.

Around the turn of the century, the fledgling Mafia groups in New York, and to a lesser extent in other large Eastern and Midwestern cities, focused on what were to become the staples of Mob business – extortion, counterfeiting, prostitution, gambling and business monopolies. At that time, Mob groups were organized into various small clans, usually revolving around a single ruthless leader. While these groups exerted considerable influence locally, they didn't really come into their power until the coming of Prohibition on January 16, 1920, which opened up a whole new, and extremely profitable, illegal market.

La Cosa Nostra

La Cosa Nostra came into common usage in America, popularized by the FBI, who used it to distinguish the American Mafia from their Old World counterparts. The phrase means literally "this thing of ours" or "our thing", and refers to the lifestyle that gangsters have chosen and pledged to uphold. It encompasses not only the concepts that they are bound to their associates as if they were family and that family loyalty is inviolate, but also that they are entitled to the things they consider their own (e.g., their criminal rackets, their homes and possessions, and so on). Mobsters believe that the power and influence they have amassed gives them the right to all the finer things in life – or for that matter, anything they want. They see themselves as above the all laws –governmental and social – except for the ones they have sworn to as Mafiosi. They do not think that anyone outside the organization has the right to judge them, and they deeply resent outside interference with their operations, whether it be from the Feds or another criminal outfit.

THE 1920s

Prohibition, which lasted until 1933, ushered in a golden era for the developing American Mafia. The sudden demand for illegal liquor allowed the Mafia to expand their operations in New York, as well as establish flourishing new concerns throughout the US, most famously in Chicago. There was money to be made, and lots of it. Mobsters used their contacts around the world, and particularly in Canada, to import alcohol. They also started seizing and distributing existing (now illegal) stock, as well as setting-up their own clandestine distilleries and breweries. Practically overnight, various Mob groups were owning and operating vast networks of "speakeasies" and "gin-joints", bribing local police and politicians to turn a blind eye. It was only a matter of time before groups came into conflict and when they did so, it was with guns blazing. It was during this time that notable Chicago crime boss Al Capone made his name, eliminating his main competition, an Irish gang headed by Dion O'Banion, as well as, his Sicilian rival Joseph Aiello.

The business of supplying liquor also gave rise to various "barons" who created successful monopolies of various key ingredients needed to keep the illegal booze flowing – such men as Pittsburgh boss Guiseppe "Joe" Siragusa, the yeast baron, and the Cleveland families of Lonardo and Porrelo, who cornered the corn sugar market. Therefore, bootlegging not only provided Mob groups with the much-needed capital to increase their power, it also – due to the infrastructure needed to control so many aspects -- gave many Mob groups a foothold into what would later become thriving legitimate businesses and moneymakers.

POST-PROHIBITION

The end of Prohibition meant an end to easy money. In order to stay on top, La Cosa Nostra had to diversify – the best avenues being Union racketeering and gambling. By 1933 the Teamsters Union had gained vast power as it started to organize trucking industry workers on a nation-wide level. The Mafia used bribery and threats to get in on the ground floor of the leadership of many local Chapters, which opened up a myriad of moneymaking opportunities for them. Being in charge of a Chapter not only provided mobsters with access to the membership dues and pensions, it gave them the power to front any number of illegal schemes and outright scams.

As the Teamsters Union grew to include shop workers, construction workers and others, so did the power, influence, and wealth of the Mafia. Their association with that Union facilitated the Mob's control over other industries, such as the garment industry in Chicago and the load docks in New York and Los Angeles.

As for gambling, the Mafia had always had a hand in, from setting up clubs and illegal casinos in Louisiana to placing slot machines in New York, to bookmaking at racetracks in Florida. However, these concerns were risky and

Doing their Bit for Uncle Sam

"I may not make an honest living, but I am 100% American!" cried movie mobster Eddie Valentine, when siding with the G-men to fight Nazis in *The Rocketeer* (1991). While that kind of sentiment may seem fanciful, it is true that many Mafiosi worked closely with the American government in World War II. Stateside, New York mobsters worked with US Naval Intelligence to safeguard docks against German sabotage. The Mafia was instrumental in smoothing the way for the US invasion of Sicily, exploiting the already considerable Italian disillusionment with the German Axis.

often rather expensive, relying heavily on the continued cooperative of local law enforcement and politicians. Then suddenly, in 1931, the world of gambling opened up when the state of Nevada legalized gambling in an attempt to increase state revenues. A decade later as jobs, housing, and infrastructure increased, due in part to the construction of the Hoover Dam, Las Vegas began to form. The fledgling town began with a couple of legitimate hotels and casinos. Once their success became known, the Mafia decided to get a piece of the action. At first, the Mafia operated as silent partners, leaving the high-profile work to gamblers like Benjamin "Bugsy" Siegel and Meyer Lansky, among others. In later years, the Mafia maintained indirect control by having Teamsters officials, such as the infamous Jimmy Hoffa, loan pension money to casinos to cover start-up costs. This financial stake allowed the Mafia, through the Union, to appoint casino Operators who then skimmed money off the top illegally and feed it back to the Mob.

THE MAFIA COMMISSION

As the Mafia grew in size and prominence, the competition between groups grew fierce and bloody. As the emphasis shifted to New York, a vicious struggle for power erupted, often referred to as the Castellammarese War. The death toll, particularly among Mafia leaders, rose alarmingly. At this time, La Cosa Nostra in New York had consolidated into five families – Bonanno, Colombo, Gambino, Genovese, and Luchese. The entire New York structure was rocked by a series of prominent killings, including Gambino bosses Salvatore "Tata" D'Aquila and Al Mineo; Luchese bosses Gaetano "Tommy" Reina and Joseph Pinzola; Genovese boss Joseph "Joe the Boss" Masseria and underboss Peter "The Clutch Hand" Morello; and Bonanno boss Salvatore Maranzano.

Capitalizing on the sudden leadership vacuum, Charlie "Lucky" Luciano, who had arranged the Masseria hit, took control of the Genovese clan. His power was so complete that Luciano was soon dubbed "Capo Di Tutti", the boss of bosses and he used this supremacy to declare an end to the violence, creating the Mafia Commission in

1931. Comprised of representatives of the five New York families, plus one each from Chicago and Buffalo, the Commission was set up to give bosses a place to air and settle disputes without resorting to violence. The original seven members were Joe Bonanno, Lucky Luciano, Tommy Gagliano (Luchese), Vincent Mangano (Gambino), Joe Profaci (Colombo), Al Capone, and Stefano Mangano (Buffalo). (Frank Nitti replaced Capone as the Chicago rep when Capone was sent to Alcatraz for tax evasion shortly after the Commission was formed.)

Formal, face-to-face meetings were scheduled every five years; however, the Commission had to be informed prior to any changes in family leadership or any significant actions – unauthorized hits were forbidden and violators were killed without mercy. The Commission also reviewed new membership lists to identify conflicts or known informants. In order to allow smaller families representation, each Commission seat oversaw concerns for a particular region:

- Bonanno: Pittstown, Dallas
- Gambino: New Orleans
- Genovese: Cleveland, Philadelphia, Pittsburgh
- Luchese: Newark, New England
- Colombo: Detroit, Tampa
- Chicago: Denver, Kansas City, Los Angeles, Milwaukee, San Jose, St. Louis
- Buffalo: Rochester

This structure worked for nearly 30 years, until in 1961 Detroit boss Joseph Zerilli and Philadelphia boss Angelo Bruno petitioned to have the Commission increased to nine members.

BUSINESS AS USUAL

Over the years, the Mafia continued to prosper, expanding old concerns as well as cultivating new ones, such as heroin trade, the entertainment industry, housing scams, electronics fencing, stolen car rings – anything that would or could make money. Making money has always been the bottom line of all Mafia activity. In order to protect that money, many Mafiosi increased their involvement in legitimate businesses, opening restaurants, wineries, coin-operated laundries, retail shops, gyms, dance clubs, spas and investing in stocks, futures, and real-estate. While keeping their criminal activities hidden, many mobsters maintained a very high profile in polite society, rubbing elbows with movie stars, politicians, sports stars and celebrities. In the early '60s, Chicago boss Sam "Mooney" Giancana shared a mistress -- singer Phyllis McGuire -- with President John F. Kennedy.

GOVERNMENT CRACKDOWN

Throughout the past century, the government has made many attempts to curb the criminal activities of the Mob. Barring a few notable exceptions, such as crimebusters

Eliot Ness in Chicago and Thomas Dewey in New York, local and Federal law enforcement has had only limited success in stopping the spread of the Mob. For the most part, this was due to the judicious bribing of police officials as well as strategic election rigging to place Mob-friendly politicians, particularly key district attorneys and judges. Also, in the early days, the code of silence (omerta) remained sacrosanct.

CIA Connections

Despite long-standing problems with the FBI, the Mafia has at time been courted by another US agency, the CIA. In the early 1960s, Tampa mobster Santos Trafficante Jr. and others were involved a plot to assassinate Cuban leader and Communist Fidel Castro. While the plot was never carried out, it did show that, at least to the CIA, the Mafia has its uses -- an attitude that no doubt infuriates the FBI and adds to their already heated rivalry.

Little by little, the tide began to turn. In the '40s and '50s, the newspapers began to take closer notice of Mob-related activities and exploits. The increased profile of criminal activity led to the formation of a Senate anti-gambling committee headed by an enthusiastic, young Tennessee senator, Estes Kefauver. While the hearings did not lead to many actual arrests it did expose the Mafia's involvement in gambling and corruption it brought the idea of the Mafia out into the open. As they say admitting there is a problem is the first step to beating it.

The next step was taken by US Attorney General Robert "Bobby" Kennedy. For years, the FBI had been gathering informants and setting up networks of illegal bugging operations in order to build evidence against alleged mobsters. A definite connection was made between the Mafia and organized labor, and in 1956, the Senate created a Select Committee on Improper Activities in the Labor or Management Field, giving Kennedy the chance to squeeze Teamster President Jimmy Hoffa, among others. In 1958, the FBI discovered and photographed a meeting of the entire La Cosa Nostra in Apalachin, New York -- nearly 58 men were linked the meeting.

In 1970, the famous RICO (Racketeer Influenced and Corrupt Organizations) Law was passed. The law allowed the government to prosecute an entire Mafia family if it was proven that they operated a "criminal enterprise," which was engaged in a "pattern of racketeering." A pattern was defined as any two violations of either state or federal law from a list of 32 crimes (see sidebar). Furthermore, the crimes did not both have to be recent -- one had to be within the past five year, but the other could have occurred 10 years prior to the first. Given the prolific activities of the Mob, this gave law enforcement officials a lot to work with in prosecuting mobsters.

Around the same time, the U.S Marshals established the Witness Protection Program. Their intent was to encourage mobsters to testify against their cronies by offering them protection from retribution. It worked, as they say, like gangbusters – attracting such notorious turncoats as former Luchese boss Alfonse “Little Al” D’Arco, former Cleveland underboss Angelo Lonardo, Chicago mobster Jimmy “The Weasel” Fratianno, New York Mafia soldier Joe Valachi, among others.

STRUCTURE

WHO’S WHO

La Cosa Nostra follows a highly regimented hierarchy. At the top is the boss, or don. He is supported by an underboss, second in command, and is often advised by a consigliere, a kind of independent counsel. Below that are any number of crews, each of which has a captain, or capo; a number of soldiers, or made men; and numerous associates, both criminal and legitimate.

- 1) Don
 - a) Consigliere
 - b) Underboss
 - i) Capo
 - (1) Made Men
 - (a) Associates
 - ii) Capo
 - (1) Made Men
 - (a) Associates
 - iii) Capo
 - (1) Made Men
 - (a) Associates
 - c) Capo
 - (1) Made Men
 - (a) Associates

THE DON

At the head of the family, the Don wields the greatest power in a Mafia family. Generally, the Don is elected by a show of hands of the entire family, though depending in the gang, a vote of just the Capos may be acceptable. Like any Alpha in a pack, the boss will be ousted (often permanently) at the first sign of weakness or incompetence.

THE UNDERBOSS

As second in command, the underboss is appointed by the boss – provided the boss wants one. Often a related by blood, the underboss will be groomed to take the Don's place should the need arise. The strength of an underboss depends entirely on the strength of character of the person the position. Typically, the underboss oversees all the capos and collects tribute for the boss.

THE CONSIGLIERE

A consigliere is a respected adviser, usually an older Mafia veteran, one who either gave up the dream of power or never had one in the first place. This position is meant to be impartial – someone to help settle disputes and offer sage advice based on years of experience. The consigliere is there for the entire family and as such is elected by the members not appointed by the Don.

CAPO

Appointed by the Don, a capo is charged with running a crew of made men and associates to produce money for the family. Whether capos delegate jobs to their soldiers or works alongside them is up to the individual style of the capo. The bottom line, though, is that capos are responsible for the actions of their crew and are accountable to the underboss, or in some cases, the Don himself.

MADE MEN

Made Men are mobsters who have proven themselves loyal and useful to the family and have sworn an oath to uphold the family honor and interests. While they are responsible for doing the bulk of the work, they are a significant step above regular criminals and associates because they are trusted members of the family.

ASSOCIATES

La Cosa Nostra uses the term associate to refer to anyone outside of the family that does business that benefits the family. This group include petty criminals, unproved relatives and friends, union delegates, street thugs, wannabees (often rich and influential), lawyers, workers, and so on.

JOINING THE MAFIA

Joining the Mafia is not like joining a club. Those who enter into a life of crime frivolously or thoughtlessly will quickly find themselves either dead or in jail. The Mafia doesn't have the time and won't waste the money on poor risks. Even when dealing with associates, they are ruthless and unforgiving – mistakes, accidental or otherwise, are not tolerated and failure is typically met with a bullet in the head. Deciding to work with the Mob is a life-changing choice – once made, there is no easy way of turning back.

Players and GMs should keep all this in mind when creating Mafia characters, whether PCs or NPCs. First and foremost, one should consider what path of action led the character into the world of Organized Crime. A character's background greatly affects their attitudes toward and reactions to situations and people. In Mob culture, a person's allegiance to a particular family not only dictates their behavior in general, but also determines with whom they can associate, what jobs they are allowed to do, and even who they can date or marry. A character's

connection to the family, whether by blood, childhood friendship, a long-term business relationship, or personal achievement/usefulness, influences how much that character will be trusted within the Family and thus how easy it will be to rise within the ranks and avoid internal suspicion and disputes.

There are several ways to enter Mob life:

Hereditary: For years the only way to enter or progress in the Mafia was to be connected to a family by blood. Only those of Italian or Sicilian stock could become made men -- associates, no matter how talented, were ineligible. While this is no longer true for most families, it is still by far the best way to enter La Cosa Nostra. Those who are born into a Mafia family have the chance to learn the Mob lifestyle from an early age, making it less likely they will make a mistake that could cost them their lives. Often the sons, and now daughters, of Mafiosi are groomed for important positions -- provided they show aptitude, cunning, and loyalty, some of these could someone day come to run their family. Starting within a Mafia family also allows characters to form lifelong friendships and forge bonds of trust that will protect them in later years. If the Mafia knows a person's entire life history, it is far less likely that they are an undercover police officer or informant.

Many Mafiosi shelter their children from their criminal activities -- directing them toward what they see as a better, safer future outside the Mob. Some of these children, despite their parent's best wishes, discover the Mob connection and petition to join later on -- the later they show interest, the less inherent trust they have and the more they must prove.

Players who chose this avenue should outline not only their relationships to their family members and childhood friends, but also their attitude -- wide-eyed and impressed by the power, resentful of doing low-level work, honor-bound but not entirely happy with law-breaking, and so on.

Being Sponsored: As with all organizations, Mafiosi develop favorites among their underlings. They will keep tabs on certain particularly outstanding criminals, favoring them with better (though often more risky) jobs as both rewards and tests. Associates who have proven themselves worthy and successful can find themselves being considered for Mob membership -- for some its an unexpected bonus, for others the culmination of a life's dream. People brought in this way have a Mafioso sponsor who assume responsibility for their actions. Most prospective new members are given an ordeal to pass before joining. Often the form of this ordeal is to take part in the murder of someone specified by the Mob -- either as the shooter or an accessory. The test is mainly that the potential new member must prove they are willing to do the deed and share in the culpability.

The downside to this method of entry is that it leaves the Mob vulnerable to police infiltration. A case in point is undercover policeman Joe Pistone (his story was popularized in the film *Donny Brasco*), who used this system to insinuate himself into the heart of the Bonanno family.

Character who follow this road should expect a lot of scrutiny, even after being accepted as made men -- any mistakes will be carefully reviewed, outside associations closely watched. Such a character may wish to balance this out by creating strong links to influential Mafiosi as a safety net.

Making an Impression: Very rarely someone unconnected to normal Mob business will endear themselves to the Mob, either by unwittingly performing an service for them, by proving to be a lucrative contact, or by impressing them in some way. If deemed valuable enough to the organization to be brought in, such individuals are then approached and sounded out. Often individuals will fail this interview, never even realizing what happened; others pass and are invited to join.

Characters who choose this path into the Mafia usually begin with the Renown feat showing their heightened standing.

RULES OF THE MAFIA

From early on in their careers, new members are taught a number of rules by their Mafia peers and sponsors. There are often variations on the codes of conduct for each individual family, but in general most families honor the rules outlined below at least to some degree. Although, it is true that many mobsters only pay lip service to them, ignoring any rule the moment it becomes inconvenient.

The cardinal rule of the Mob is simple: Make lots of money for the boss or die. No matter what one's done for them in the past, any sacrifices they've made, all the times they kept their mouth shut, even the ties of family or blood count as nothing, if they cannot deliver the goods, they're dead. Breaking the rules is not as much of a problem is the offender pays tribute regularly and in large amounts. In the Mob, money is power and can right most wrongs if used judiciously.

Generally speaking there are six rules acknowledged by Las Cosa Nostra -- the first four are major ones that uphold the structure and functioning of the organization; the latter two are more traditions than strict codes, but are still observed in most Mob groups.

1. - Silence (omertà). This rule is one of the most important among La Cosa Nostra, though recently it has been significantly damaged by a string of disloyal Mob informers. Mobsters are expected to face torture or death rather than betray the Mob -- this is a sacred trust and vital to guarantee the protection of the group. Maintaining secrecy is the only way a criminal organization, often made up of hundreds of people, can survive and stay ahead of prosecution. The penalty for breaking omertà is painful death.

2. Obedience (ubbidienza). Mobsters are expected to demonstrate total loyalty to their boss, which means follow all order without question. Disobedience is punishable by death, though sometime that penalty is commuted if the offender places their life entirely in hands of the boss, doing whatever is asked of them however foul or dangerous. This rule allows a Don to maintain control over a large number of greedy, violent, and ambitious

criminals. Of course Mafia history is littered with people who didn't do as they were told and plotted their way to the top. But unless they sought support from strong internal or external factions (like the Commission) before doing so, such plotting guaranteed a messy end and an unmarked grave.

3. Restraint (controllarsi). Roughly translating to exerting self-control, this rule exists to reinforce the internal structure of the gang and to reduce unnecessary violence between rivals. Mobsters who come in conflict take the complaint to their boss or consigliere. The concerned parties sit down and present their differences then agree to accept a resolution set down by the boss or consigliere, shaking hands at the end to demonstrate their compliance. Shoot outs and gang wars are bad for business and this rule assures the money keeps flowing in. Admittedly this doesn't solve all inter-gang problems – some mobsters hold grudges for years, plotting against each other and biding their time until they're strong enough to remove their hated rival.

4. Permission (permesso). Another way capos maintain control over their crews is by requiring lower-level mobsters to ask permission before doing anything, whether is being doing a job or taking a vacation or deciding to marry. This rule is intended to reduce potential conflict. The capo should be aware of the ramifications of any given action and should steer crewmembers away from mistakes. In truth, this rule allows the capo total control over the lives and actions of the crew, which is more about power than protection. Mobsters, who break this rule, particularly if they are hiding any income, face death, unless their secret actions lead them to jail, then the crewmembers are merely written off.

5. Abstinence (astinenza). This rule was implemented in the 1950s when the federal investigations into drug-related crime threatened to bring down the bosses. More so than any other, the drug trade spurred intense arguments and turf wars that attracted too much attention and negative publicity. For some families this means not dealing drugs (as is the tradition with the Chicago gang), for others it means only that mobsters should never use the drugs they deal in. A high mobster is often sloppy, making them an easier target for the law.

6. Gallantry (cavalleria). From the beginning, Las Cosa Nostra decreed that the wives and daughters (as well as young children and female relatives) were out of bounds, to be considered non-combatants. Over time this came to include the comares, or mistresses, of mobsters as well. While clothed in chivalry, this rule exists primarily to prevent internal bloodbaths, which are bad for business. For already proud Mafiosi, insults or threats to their loved ones sting the worst and always demand retribution. Also fights over the same woman never end well. So the Mob leadership often broker these relationships, particularly in the case of marriages, which often have a strategic aspect to them.

WOMEN IN THE MAFIA

The inclusion of women members into the Mafia has changed things somewhat. It began in Italy and Sicily,

where the war, assassinations and arrests gutted the male population, leaving the wives and daughters to take up the reins of power. In past few decades, the "Bella Mafia" has penetrated La Cosa Nostra as well. Women have proven themselves as ruthless and cunning as their male counterparts. Women who accept position with the Mafia organization are not protected by cavalleria, however, at first they often benefit from the deferential treatment they receive from more traditional Mafiosi. This is double-edged sword, though, female Mafiosi have to overcome entrenched chauvinism and contempt, and must work harder to prove themselves and retain their position.

GETTING MADE

Becoming a made man is the first, and most significant, step to gaining power and respect within La Cosa Nostra. Capos present lists of potential candidates to the Don. The list is then opened up to entire membership of made men within the family, who discuss each potential. Any objections are noted and resolved, or the candidate is dropped. After that the list of nominees is passed to the Mafia Commission, or to the five New York bosses, whichever is more accessible – again to determine any significant conflicts or objections.

Once the bosses are satisfied with the list, the inductees are called in by their sponsors for the initiation. The invitation is subtle -- usually all their sponsors will do is call them and tell them that "Today's the day." They are advised to dress up, indicating an important meeting. The prospective members are then taken to a meeting place where they are formally introduced to the other made men in the family. Any "beefs" other mobsters have with him or that he has with them are aired and resolved.

Next comes the initiation ceremony. The consigliere swears in the new member. Each inductee recites an oath, often over a symbolic gun and knife. The actual wording of the oath varies from family to family, but will include a version of the six rules.

After the oath, the aspirants perform symbolic actions to demonstrate their commitment to the group and their new life. These include by are no limited to the following:

- Burning a piece of tissue paper to signify how their soul will burning hell should they rat out the Mob.
- Pricking the new member's trigger finger as a symbol of rebirth.
- Taking part in a mock christening – the person is bathed and given a name, and the sponsor is declared the new member's godparent.
- Grabbing the person firmly by the shoulder -- done by the Don – to indication that the new member belongs to the Don and that no one may touch them without the boss's permission.
- Standing a circle and making a show of hands with a number of fingers showing. The total number is counted around the circle to choose a new sponsor for the inductee. Since all present should be equally confident of the new member any should be willing to be responsible for them.

LEAVING THE MOB

There are only three ways to leave the Mob: die, retire, or go into hiding for the rest of one's life. Death is easy, or rather it doesn't require any further decisions on the part of the deceased. Retirement on the hand is tricky. Generally speaking, once a person joins they Mob they are members for life. Even mobsters in jail are still considered part of the organization, regardless of the length of their sentence. Once they have outlived their usefulness – either due to advanced age or serious injury – and provided they have enough support with the family to remain trusted, a Mafioso can recede from active Mob duty. Though those with years of experience will likely be pressured into a consigliere role. Also, despite age or infirmity, former mobsters remain on call if a need arises – refusing such offers is never in one's best interests.

The third option is either to turn informant and enter the Witness Protection Program, or to just disappear. The former is fraught with danger – Feds can be bought and more than one protectee has been discovered and killed due to a chance encounter with an old associate. The latter requires a lot of planning, money, and luck. the Mob can bring considerable force to bear on someone who has done a runner – there are very places outside the reach of the Mafia. Even if a person makes it out, they will need to have the discipline to keep a low profile for the rest of days, or else risk retribution.

THE FAMILIES

In its heyday there were over 25 Las Cosa Nostra families across the US, employing some 2000-5000 members all told.

MAJOR FAMILIES

There are six major families in the Mafia – the Chicago family and the five families in New York – Bonanno, Gambino, Colombo, Genovese, and Luchese.

CHICAGO

SIZE: 200

TRADITION: Camorran

CRIMINAL SPECIALTIES: Hijacking, Union racketeering, election rigging,

LEGITIMATE CONCERNS: Garment industry, clubs, restaurants, import/export

NOTABLE MEMBERS: Al Capone (1924-1931); Anthony "Big Tuna" Accardo, controlled the family directly and indirectly from the '40s to the '90s;

BONANNO

SIZE: 250

TRADITION: Sicilian

CRIMINAL SPECIALTIES: Gambling, loan sharking, labor racketeering, narcotics

LEGITIMATE CONCERNS: cheese business, restaurants, retail stores, trucking company

NOTABLE MEMBERS: Salvatore Manzano (1930-1931); Joe Bonanno (1931-1964); Dominick "Sonny Black" Neapolitan ('80s-'90s), the capo who unwittingly sponsored FBI infiltrator Joe Pistone (see p. XX)

GAMBINO

SIZE: 230

CRIMINAL SPECIALTIES: Stolen cars, labor racketeering (docks, garment workers), loan sharking, gambling

LEGITIMATE CONCERNS: Hotels, restaurants, sanitation, construction

NOTABLE MEMBERS: Albert Anastasia (1931-1957); Carlo Gambino (1957-1976); John Gotti, known as the "Dapper Don" and the "Teflon Don" – he's currently in prison (1985-)

COLOMBO

SIZE: 150

TRADITION: Sicilian

CRIMINAL SPECIALTIES: Extortion, money laundering, gambling, labor racketeering, fraud, stock manipulation

LEGITIMATE CONCERNS: Olive oil importing, laundries

NOTABLE MEMBERS: Joe Profaci, the "Olive Oil King" (1928-1962); Joe Colombo, led an Italian-American civil rights movement in the '60s (1963-1971);

GENOVESE

SIZE: 375

TRADITION: Calabrian

CRIMINAL SPECIALTIES: prostitution, labor racketeering (docks, trucking), election rigging

LEGITIMATE CONCERNS: trucking firms, import/export, strip clubs, bars, restaurants

NOTABLE MEMBERS: Charles "Lucky" Luciano (1931-1936), worked from outside the country until his death in 1962; Frank Costello, known as the "Prime Minister of Organized Crime (1936-1957); Vincent "Chin" Gigante, active in the late 50s and also ruled the family from jail beginning in 1981.

LUCHESE

SIZE: 150

TRADITION: Calabrian

CRIMINAL SPECIALTIES: labor racketeering (garment workers, trucking), hijacking, narcotics

LEGITIMATE CONCERNS: Clothing stores, trucking firms, warehousing, sanitation

NOTABLE MEMBERS: Gaetano "Tommy" Reina, father-in-law to Mafia turncoat Joe Valachi (1900s-1930); Tommy Gagliano (1931-1954); Tommy Lucchese (1954-1967).

MINOR FAMILIES

There are about 17 notable Mafia families, of varying sizes, covering most major cities in the United States.

PITTSTOWN

(located in northeastern Pennsylvania)

SIZE: 30

TRADITION: Calabrian & Sicilian

CRIMINAL SPECIALTIES: extortion, labor racketeering, monopolies

LEGITIMATE CONCERNS: coal mining, garment industry

NOTABLE MEMBERS: Santo "King of the Night" Volpe (1900s-1933); Joseph Barbara, performed hits in behalf of the Bonannos in the 30s and hosted the famous Apalachin meetings on his estate (1940s-1959); Russell Bufalino, thought to be involved in the disappearance of Jimmy Hoffa (1959-1977)

BUFFALO

SIZE: 100

TRADITION: Calabrian

CRIMINAL SPECIALTIES: extortion, gambling, loan sharking, narcotics, labor racketeering

LEGITIMATE CONCERNS: shipping companies, import/export

NOTABLE MEMBERS: Stefano Magaddino, formerly of New York (1931-1974)

NEWARK

(also known as the DeCavalcante family)

SIZE: 75

TRADITION: Calabrian

CRIMINAL SPECIALTIES: labor racketeering, narcotics, hijacking

LEGITIMATE CONCERNS: sanitation, housing, construction

NOTABLE MEMBERS: Simone "Sam the Plumber" DeCavalcante (1962-1980s).

NEW ENGLAND

(centered in Providence, RI, and Boston)

SIZE: 40

TRADITION: Calabrian

CRIMINAL SPECIALTIES: gambling

LEGITIMATE CONCERNS: clubs, restaurants,

NOTABLE MEMBERS: Raymond Patriarca (1954-1984)

PHILADELPHIA

SIZE: 70

TRADITION: Calabrian

CRIMINAL SPECIALTIES: extortion, gambling

LEGITIMATE CONCERNS: cheese and oil business, candy stores, cafes, vending machine business

NOTABLE MEMBERS: Salvatore Sabella (1920-1930); Angelo Bruno, led the golden years of the Phili family (1959-1980)

PITTSBURGH

SIZE: 80

TRADITION: mixed

CRIMINAL SPECIALTIES: gambling, loan sharking, bribery, labor racketeering

LEGITIMATE CONCERNS: clubs, restaurants, cafes

NOTABLE MEMBERS: John LaRocca (1956-1984)

ROCHESTER

SIZE: 30

TRADITION: Calabrian

CRIMINAL SPECIALTIES: narcotics, labor racketeering

LEGITIMATE CONCERNS: clubs, restaurants, cafes

NOTABLE MEMBERS: Frank and Costenze "Stanley" Valenti, broke away from the Buffalo family (1970-1972); Samuel "Red" Russoti, vied for power with Valenti factions (1970s-1980s); Thomas Dido, vied for power Russoti faction (70s-80s)

DENVER

SIZE: 30

TRADITION: Calabrian

CRIMINAL SPECIALTIES: loan sharking, gambling

LEGITIMATE CONCERNS: cheese business, clubs,

NOTABLE MEMBERS: Smaldone bothers: Eugene "Checkers", Clarence "Chauncey" and Clyde "Flip Flop" (1920s-1990s)

KANSAS CITY

SIZE: 50

TRADITION: Calabrian

CRIMINAL SPECIALTIES: election rigging/bribery, gambling, loan sharking, labor racketeering (Teamsters)

LEGITIMATE CONCERNS: soft-drink concessions, racetracks, North Side Democratic Club, politics

NOTABLE MEMBERS: John Lazia, former nightclub owner (1900s-1930)

MILWAUKEE

SIZE: 25

TRADITION: Calabrian

CRIMINAL SPECIALTIES: labor racketeering (Teamsters)

LEGITIMATE CONCERNS: shipping companies, produce market, vending machines concession

NOTABLE MEMBERS: Frank Balistrieri (1957-1993)

SAN JOSE

SIZE: 35

TRADITION: Calabrian

CRIMINAL SPECIALTIES: gambling, extortion

LEGITIMATE CONCERNS: produce market, housing, cheese business

NOTABLE MEMBERS: Joseph Cerrito, hounded by Life magazine in 1967 (1963-1977)

ST. LOUIS

SIZE: 50

TRADITION: Calabrian

CRIMINAL SPECIALTIES: gambling, loan sharking, extortion, labor racketeering

LEGITIMATE CONCERNS: soft-drink concessions, racetracks, North Side Democratic Club, politics

NOTABLE MEMBERS: Anthony Giordano, featuring the 1967 Life article ('50s-'80s)

LOS ANGELES

(also known as the "Mickey Mouse Mafia")

SIZE: 150

TRADITION: Calabrian

CRIMINAL SPECIALTIES: gambling, loan sharking, bribery

LEGITIMATE CONCERNS: film and music business, nightclubs, hotels, restaurants,

NOTABLE MEMBERS: Jack Dragna (nee Anthony Rizzoti), headed the Italian Protection League, tried to unseat

Jewish gangster Mickey Cohen, but failed (1931-1956); John Stompanato Jr., a Mafia soldier killed in a domestic dispute with lover/actress Lana Turner (1958); Aldena "Jimmy the Weasel" Fratianno, infamous turncoat who posed as the LA boss in the mid-1970s.

CLEVELAND

SIZE: 50

TRADITION: Calabrian

CRIMINAL SPECIALTIES: gambling (including Vegas), narcotics, labor racketeering

LEGITIMATE CONCERNS: corn sugar business

NOTABLE MEMBERS: Angelo "Big Ange" Lonardo, famed government informant ('70s)

DALLAS

SIZE: 25

TRADITION: Calabrian

CRIMINAL SPECIALTIES: narcotics

LEGITIMATE CONCERNS: grocery stores, liquor stores, nightclubs

NOTABLE MEMBERS: Joseph Francis Civello, pictured the Life exposé, suspected connection to the Kennedy assassination due to his associate with nightclub owner Jack Ruby (1950s-1970)

NEW ORLEANS

SIZE: 100

TRADITION: Sicilian

CRIMINAL SPECIALTIES: monopolies (fruit), gambling, prostitution

LEGITIMATE CONCERNS: shipping, fruit import, strip clubs and bars,

NOTABLE MEMBERS: The Matrangas and the Provenzanos, two feuding Sicilian families that have shaped the New Orleans's Mafia since its inception; Carlo Marcello, another Mob boss suspected of links with the Kennedy assassination due to his conflicts with Bobby Kennedy (1947-1993).

TAMPA

SIZE: 50

TRADITION: Sicilian

CRIMINAL SPECIALTIES: gambling, labor racketeering (docks), armed robbery, narcotics

LEGITIMATE CONCERNS: strip clubs and bars, restaurants, offshore casinos in Cuba, bingo halls

NOTABLE MEMBERS: Santos Trafficante, Jr., recruited by the CIA in a plot to assassinate Fidel Castro (1954-1987)

CRIMINAL OPERATIONS

The Mafia makes its living through a variety of criminal ventures, both large and small. There are several major categories that have been inextricably linked with the Mob – Prostitution, Gambling, Loan Sharking, Labor Racketeering, Protection, Extortion, Blackmail, Theft, Fraud, Smuggling, Narcotics, and Money Laundering. There are, of course, many other possible rackets – as many as there are ways to make money.

The following Chapter details the only the main rackets employed by the Mafia. . Some cling to the edge of legality, however, most of them of are clearly proscribed and heavily prosecuted by local, state, and federal law enforcement. In order to stay ahead of the law, the Mob tends to shift as much money and resources as possible into legitimate businesses, anything from flower shops and restaurants to real estate and fine art.

Rules on how to use and develop criminal rackets are outlined in 'Chapter 5: Crews'.

PROSTITUTION

Sex has always made money. For the Mafia it is a lucrative source of revenue (and sales), and provides the fringe benefit of blackmail. As a business the start-up costs are low – there are always people desperate enough to be willing to sell their bodies for money. New blood is always available. Poverty and addiction provide a constant flow of people into big cities. If that fails to yield enough, there are always smugglers on hand to sell illegal aliens as sex slaves – kept in line through brutality and threats and deportation.

Money from prostitution is made in several ways. First, the Mob can demand a cut from the operating pimps and madams, or independent streetwalkers, which is just a variant on the protection racket. Conversely, Mafiosi can run their own operations, using a strip joint or club as a front. The Mob also makes money by supplying drugs to prostitutes, as well as to their patrons. Lastly, video and photo surveillance of johns, especially those in a rich or influential position, can form the basis for a highly successful blackmail scheme.

OTHER CONCERNS IN THE SEX INDUSTRY

The Mob also has a hand in other aspects, more legitimate aspects, of the sex industry. Many operate strip clubs – moneymakers in an of themselves, these clubs also provide a front for money laundering and the aforementioned prostitution. They also may be part of

an extortion scheme (see Extortion, p. XX). Furthermore, they are a good venue for drug dealing. Similarly, adult book and video shops, entirely overboard themselves, provide similar opportunities, and give mobsters access to a business that has an extremely e with high profit margin. The rise in adult video production has also led on to new rackets for the Mob. Phone sex and Internet sex sites have given them new ways to increase their earning potential, especially for the West Coast families.

GAMBLING

Gambling has always been the mainstay of Mob income. In the early days, when most forms of gambling were illegal (barring racetracks, which have always been legal as long as the betting takes place onsite), the Mafia operated card dens and bookmakers, as well as slot machines – all within Mob-controlled premises (see Protection below). Nowadays, gamblers have can satisfy their urges at legal casinos in Las Vegas and Atlantic City, as well as with state lotteries and video poker. Despite the legality of these gambling ventures, the Mafia still managed to exact a profit from them.

In legal casinos, Mafiosi often have a controlling interest, either through investments made on their behalf (see labor racketeering) or through protection rackets on the premises. Often the casino Operators themselves work for the Mob, skimming money off the top before the profits are registered. At many racetracks, the Mob either owns a piece of business or extorts a cut from an independent Operator. The Mob also provides off-tracking betting, which is illegal. Off-tracking betting appeals to lazy gamblers, offering them the convenience of placing bets at multiple racetracks from their home or work.

The Mafia also controls or takes a cut in sports betting, which is handled under the table. If the bookmaking is set-up correctly there is no way for the bookie to lose money. All bets are offset to cover their potential liabilities, and all bets include a 10 percent fee to the bookie, assuring money will always be made. Also the Mob can increase their profits by fixing sports events – ordering a favored boxer to take a dive, crippling a star quarterback before the big game, or bribing officials to make the "right" calls.

With video poker, the Mafia makes money, first by renting the machines to businesses, then by taking a skim of the profits made. Apart from the methods the Mafia uses to persuade the business to use their machines, this is an entirely legal operation.

Another famous Mob scheme is the Numbers racket. Similar to a lottery, players chose a number (three or more digits) and are offered odds (i.e., 300 to 1 or 600 to 1). Picking the winning number is traditionally done via a newspaper -- for instance, the last digits of a the takings at a racetrack, which is published daily and cannot be influenced or rigged easily. Again there is no risk as long as the bookie makes accurate "layoff" bets to offset potential payouts on popular numbers.

LOAN SHARKING

Loan sharking is directly related to gambling, as down-on-their-luck gamblers are the only people who need money fast, tend to have no credit rating, and are desperate enough not to think of the consequences. As such, the Mafia make a lot of money out loan sharking, applying usurious rates to loans -- way above any commercially available rate -- and unlike many loan the repayment amount is fixed (e.g., one would owe \$250 on a \$100 loan, payable a month after receiving the money). The Mafia frequently set the rates so high that the borrower could never hope to repay, even if they hit it big at the track. This gives the mobster leverage to exact favors from the unlucky person, be they cops, politicians, businessmen, or rival criminals. Mobsters enforce their will through violence -- usually only hurting a bad payer -- a dead payer cannot pay -- unless an example must be made.

LABOR RACKETEERING

During the strikes of the Depression era was when the Mob really exerted their power. As workers struggled to gain decent working conditions, factory bosses employed "strike-breakers," hired thugs who would threaten and beat up Union organizers. The Mob saw an opportunity in unions -- the membership fees and pension moneys were attractive, and the potential for any number of illegal schemes was vast. The Mob insinuated themselves into labor unions by fixing elections, placing mobsters in key leadership position in many Chapters. At first, the Unions served as an excellent protection racket. To get work, workers had to be union members; to join they had to pay dues. The Mob then intimidated employers into using only Unionized labor, or face crushing delays or even sabotage. The Mob could also force the employer to accept Union pay and conditions -- any disagreement was arbitrated by the union for a fee. The Mob focused mainly on blue-collar unions, such as dock workers, truckers, construction workers, garment workers, shop workers, and so on.

The Mob has also moved into security, using union heavies as night watchmen and guards, or sometimes employing them themselves. Not only did the placed workers send kickback to the Mob, they also had the access to perform secondary scams, such as theft.

Being in charge of the unions also gave mobsters ample

opportunity to make money using a variety of schemes and scams. For example:

- Awarding union contracts to Mob-owned companies who would then provide a kick-back
- Spending money on non-existent expenses
- Taking pay-offs from companies to arrange low-bid contracts with local government
- Using local members as muscle to expand extortion and protection rackets
- Borrowing union money to fund fake enterprises
- Offering loans to Vegas casinos to get an in, then taking a skim off the profits.

PROTECTION

The Mob has always operated protection rackets, even before the advent of the more elaborate union set ups. The deal was any business that wished to operate on Mob turf had to pay money, a cut, to the Mob or face being closed down through harassment or violence. In essence, protection is sustained extortion.

Around the turn of the century, the Mob did actually protect the businesses they squeezed from subsequent waves of immigrants -- i.e., attacking rival shops to preserve a protected shop's monopoly, or to protect them from rival immigrant gangs. These days, protection rackets are more one sided. Most protection is garnered from outside criminal outfits, who pay a "street tax" just for the privilege of operating unmolested in Mob territory -- it saves the criminals from Mob retribution but doesn't protect them from rival criminal concerns.

EXTORTION

Similar to protection, the Mob uses extortion to force businesses to allow them to use their premises for other moneymaking activities, for a fraction of the rent, of course. This is the case with many strip joints, nightclubs and bars. If the owner refuses, either they or their business suffers.

BLACKMAIL

The Mob welcomes any opportunity to blackmail people. That is, to extort money, goods or services from them by threatening to reveal secrets that the victims would rather keep hidden. This confidential information ranges from the severely illegal (I am a coke-snorting sheriff) to the socially embarrassing (I'm a preacher and I pay whores to beat me). Typically, the blackmailers will have proof of the indiscretion, -- video footage, for instance. The Mafia can discover the secret in question through dumb luck, or it might manufacture the circumstances -- going out and getting a highly stressed and vulnerable public official hooked on narcotics, for instance.

THEFT

Unlike common criminals, the Mob uses considerable organizational power and local knowledge to operate its theft rackets. Rackets include warehouse theft, bank robberies, armed car robberies, goods hijacking, stolen car rings, among others. Many of these ventures provide mobsters with a stable income, provided they keep their efforts hidden. The Mob supplements its steady rackets with petty theft, such as burglary, mugging, office theft, etcetera. There is also theft involved in conjunction with other criminal rackets – materials can be stripped from a building involved in a development scam (see p. XX), prostitutes can rob their patrons or pass addresses along for later burglaries, items bought by union reps can disappear, and so forth.

Any theft resulting in goods that can be resold (fenced) through fronts (e.g., pawnshops, retail stores, online retail and auctions) or street vendors. Theft rackets and petty theft are a good ways for level mobsters to increase their reputation and money. the Mob's size and connections allows them to fence items that no street thief could hope to shift. Thus, the Mob can operate car and mobile phone theft rings, bypassing local authorities by moving the goods abroad or to a less problematic area.

FRAUD

A subset of theft, Fraud has proved increasingly profitable over the years, especially with the rise in credit card use and the stock market. The most traditional form of fraud for the Mafia is to gain control of a legitimate business, use its credit line to order goods and services, resell the goods to undercut the commercial suppliers, then close the business without paying for them. This kind of scheme is just pure profit. Credit card scams are a common moneymaker these days – stolen or fake cards are used to pay Mob expenses as well as to purchase goods that are then be resold. Often cards are extorted from people so they cannot easily report the theft. Stocks and bonds are also a lucrative source of fraud scams. Mobsters can collude with corrupt brokers and CEOs to talk up a stock to drive the price high, then sell at the inflated rate. They can bribe bank employees to cash out stolen bonds, or secure large loans using stolen bonds as collateral. Fraud is a great way for up-and-coming mobsters to demonstrate the cunning and creativity while making a lot of money.

SMUGGLING

The importation of goods to avoid tax and legal restrictions has long been a profitable racket for the Mob. Largely overshadowed by the drug trade, the Mob still makes considerable money smuggling other illegal items, such as arms and firearms, stolen gems and jewelry, Cuban cigars, etcetera. Additionally, the Mob imports legal items (e.g., cigarettes, alcohol, olive oil, tomato paste, cheese), bypassing tax and duty and then selling them at below-

market price. the Mob also participates in smuggling illegal aliens into the country. Such people, desperate to escape their miserable circumstances, are willing to accept the Mob's high fees, often indenturing themselves to the Mob for years, just for the chance of a new life.

NARCOTICS

In the last forty years, the drug trade has become a boom industry for the Mob. No other venture creates so much profit -- a kilo of cocaine can be grown for a few cents in South America then smuggled to America where it is sold for thousands. At present the sale of narcotics accounts for almost 500 billion dollars a year in profit.

SUPPLY

Drugs fall into two categories – natural and synthetic. Natural drugs, like marijuana, cocaine, and heroin, are distilled from plant products and refined into a number of forms. Synthetic drugs, which include ecstasy (MDMA), speed, and LSD (acid), are manufactured from chemical ingredients.). Naturally derived drugs, which rely on very specific growing conditions, are subject to the demands of the supplier. Produced outside the US, these drugs can pass through as many as six separate groups: the grower, the buyer, the smuggler (mule), the distributor, the supplier, and the street dealer. Each party takes a cut, which can eat into the overall Mob profit margin and pushes up the street price of these kind of narcotic. This process also dilutes the purity of the original stock as dealers must find a way to increase the final amount of drug they sell to increase profits – this is done by cutting the drugs with inert substances. So for example, a kilo of cocaine from South America, which costs about a dollar to produce, arrives on the street as 4 or 5 kilos, selling for at \$10,000 per kilo.

The drug smuggling trade is riddled with difficulties for the modern-day Mob. With these kinds of profit margins up for grabs, competition is very fierce. Drug-related shootings kill hundreds every year, and it is only on the rise. Many small time dealers have decided to cut out the Mafia middleman to trade directly with the grower and run dealers of their own. Some also flout the traditional "street tax" the Mob charge for operating in Mafia territory. To make matters worse, other criminal groups, such as the Triads and the Colombians, have tried to corner the narcotics market by taking over all aspects of internal sales in US, from smuggling to distributing to dealing.

Synthetic drugs, on the other hand, can be made to order – they require only a lab, some equipment, and the basic ingredients. Traditionally, the Mob has held the position of both supplier and dealer, using their large financial local connections to make and distribute the drugs -- and reap all the profit. However the explosion of drug has created a large demand for all kinds of drugs. It is easy for independent Operator to make and sell drugs without a lot of cash or influence. Turf and gang wars have erupted in every major city as rival groups vied for

control. Desperate police forces have tried to crack down on the gangs, arresting as many leaders as possible, but this only destabilized the situation more forcing gangs into bloody wars over succession. At present, the drugs industry is still growing. Despite the growing local, state and federal attempts to shut them down the narcotics trade continues to spread -- as long as there are profits to be made, people will be willing to kill to get them.

For a full description of drugs and their effects, see 'Chapter 8: Narcotics'.

MONEY LAUNDERING

Money laundering was developed by the Mob to deal with huge amounts of illegal cash generated by their other rackets. The term came from the practice in the 1920s of combining slot-machine change with money earned in coin-operated laundries. Once the coins were mixed, there was no way to trace the money back to the illegal slot machines.

Nowadays, the process is a great deal more sophisticated. Many rackets, particularly drugs, receive the profits as bundles of bank notes, many of which are small denomination bills that are hard to shift in great quantities without looking suspicious. One way a mobster can conceal such cash is to convert it into possessions, bought in the names of friends and family. However, this is a crime in itself -- if discovered, all those involved can be charged. This form of divesting, though, helps to keep people loyal, knowing that once they receive expensive goods, they are linked to the dirty money and thus should stay in line.

The best way to process ill-gotten gain, especially cash, is to give the money a legal source. Such operations can be done on either a small, medium, or large scale

SMALL SCALE

A typical small-scale money laundering operation involves coercing (through blackmail or extortion) or forming a small company that deals mainly in cash. Dirty money can be siphoned into the company, bit by bit, used to pay customers (duly noted on a receipt) or filed as part of the profit (for instance, paid invoices can be tinkered to allow for the increase). Since the dirty money enters into the company side by side with legitimate money, the cash becomes untraceable, or clean.

MEDIUM SCALE

As the amount of money grows, it becomes too slow and risky to process through small businesses. To handle the increased demand, the Mob switches to the next level of business, loan companies and casinos. The sheer volume of money running through these organizations helps to conceal any wrongdoing in the normal flow of commerce. Loan companies can be established, which in turn give loans to the Mob. Such loans are never repaid, but the money is now clean as it has a legitimate source. Casinos

can convert money into bearer bonds. These bonds are then cashed in for chips at a casino. Once this has been done, there is no way to trace back to the original amount. Without a dice being thrown or a card drawn, the mobster can then convert the chips back into clean money simply by cashing them in to "claim their winnings."

Note: In order for laundered money to remain small or medium scale, the amount must be under \$10,000. The law requires that all deposits or withdrawals of cash over that amount be reported to the Treasury Department. This is why mobsters often deal in sums amounting to \$9,999.

LARGE SCALE

At this level, over \$10,000, a mobster must turn to a compliant financial institution (such as a Swiss bank account or offshore bank) or to a foreign group (e.g., the Russian mafia) to launder the money. Private banks, such as those frequently found in the Caiman Islands, are willing to covert suitcases of cash into electronic data that can then be transferred back to a US bank account as clean money. (Note: There is no legal restriction on the transfer of electronic funds.)

Finally, if they don't have sufficient connections or time, mobsters can travel to a foreign country with the illegal cash and exchange it for clean money or goods by making an arrangement with local criminal factions. This method is especially useful with large quantities of high-risk, marked bills, which are nearly impossible to shift within the US. Obviously, the buyers take the money as a hefty discount, perhaps ten percent of its face value. While it is possible to make such an exchange with an accomplished fence within the States, the percentage will be far greater due to the increased risk.

TRIBUTE AND DEBT

All mobsters are required to make money, as well as, provide services for their capo, and ultimately the boss. From the lowest associate employee right up the chain of command to the underboss, money is extracted as tribute from the mobsters who pay a portion of their earnings to their superiors. At each level, a cut is taken until it reaches the Don. Failure to pay is never a good thing. If the mobster is in good standing, they might be allowed a grace period to repay what they owe, naturally at a high rate of interest, or juice. Mobsters in less favor may receive a nasty visit from an enforcer, or even, a hit man. Either way, it is seen as disrespectful and inept to be unable to pay tribute -- if it happens too frequently the mobster will be removed, permanently.

The level of tribute is always set in the Mob's favor with the gangster having to work hard to meet payments. The more they earn, the more they must pay. Of course, in order to earn respect, successful mobsters must prove themselves capable of consistently earning money for the family.

On the surface the Mob may seem like one huge,

CHARACTERS

faceless organization made up of functions not people. Nothing could be further from the truth. La Cosa Nostra has always been driven by people – vibrant, ambitious, ruthless, egocentric people. The Mafia would not be what it is today with the Al Capones and Lucky Lucianos. In fact, in most situations it is entirely who you know, not what you do, that is important. Mafia capos know each and every member of their crew intimately – what they're like, who they know, where they came from, what they've done during their career, where they live, what they care about – everything. It may be a cliché, but the Mafia is a family – something they take very seriously. Unlike typical families who form almost randomly, Mafia families chose to be together. Thus the good opinion their fellow members is very important to Mafiosi.

In this Chapter, we will explore the various sorts of Mafiosi, from Hit Man to Wise Guy to Capo to Don. All mobsters have to work their way up from the bottom, constantly proving their worth each step of the way. At the same time, they have to be constantly looking over their shoulder for the long arm of the law. In this book, we introduce two new traits -- Reputation and Heat, -- to better simulate the whole Mafia experience from a player standpoint.

REPUTATION AND HEAT

The two most important factors in a mobster's career are being respected (Reputation) and staying out of jail (Heat).

Without their reputation, a mobster is just another thug. Without the support of the organization behind them, mobsters cannot advance nor can they hold into their operations or territories. A weak mobster is prey for any number of other criminal factions, even from within the family. Mobsters must be always alert to slights or signs of disrespect from other mobsters -- anything that could undermine their efforts or lead people to turn against them must be countered and crushed without mercy or delay.

Being convicted and sent to jail can cripple or end a mobster's career. Staying ahead of prosecution is vital. However, as mobsters increase their operations, gaining the respect of their peers and the fear of their rivals, they also attract ever-increasing attention from the local law enforcement. Those who are particularly successful will eventually find themselves under federal scrutiny, depending on the seriousness of their exploits could even land on the FBI's Most Wanted List. Heat is bad for

business. A good mobster knows when to push it and when to lay low for while.

REPUTATION

Reputation (REP) determines the level of respect and loyalty a character receives from crewmembers. Reputation can be further enhanced by a character's actions. The higher a character's Reputation is the more they can accomplish. A character's REP cannot fall below zero, regardless of modifiers.

CALCULATING REPUTATION

A character's base REP rating is determined by adding their character level and lifestyle modifier.

During the game, acquiring and managing rackets can increase a character's Reputation -- by how much depends on the racket. These are cumulative -- the more rackets controlled, the more bonuses. Conversely, losing a racket can lower a character's REP rating.

Furthermore, GMs can award REP points for difficult tasks accomplished or strategic objectives achieved during a session.

USING REPUTATION

Players need Reputation to advance within the Mob hierarchy (see table below) -- each rank requires a minimum REP rating. As characters rise in Reputation, they are granted various titles that recognize their place within the organization. If the REP rating drops below the minimum requirement, the character may lose the right to hold the title they have earned. It is up to the GM's discretion to decide how long it takes to lose a title and what happens if they do.

Note: Capo and Don are also listed as prestige classes within this book. Taking either the Capo or Don character class means that you have all the background, training and skills needed to be that kind of character, but it doesn't mean that the members of your family automatically support you in either of those positions -- for that you need Reputation. In other words, a Capo with a REP below 10 will not be able to control the lower-level mobsters -- he will have lost their support and may find himself replaced or killed unless he gets his REP back to an acceptable level.

ORGANISATIONAL RANK TABLE

Title of Rank	Minimum Rep Required	GAME EFFECT
Employee	0	You work for Mob in one of its legitimate businesses or fronts. You do not have a criminal record. (e.g., Mob lawyer, accountant,
Associate	3	You are a small-time criminal who does occasional jobs for the Mob, but are not entirely trusted. You probably have a minor criminal record. the Mob
Trusted Associate	6	You do regular jobs for the Mob and have proven yourself trustworthy and useful. You probably have a friend higher up on the organization who is teaching you the rules in hopes that you will be made.
Made Man/ Solider	8	You have are now a full member of the Family. You have sworn an oath to uphold the rules of the Mafia. You enjoy the Mob's protection -- only another made man can mess with you without facing Mob retaliation. You can run your own operations, with a capo's permission.
Capo/Captain	10	You are in charge crews of made men, associates, and employees. You are entitled to take a cut from the income produced by your underlings before passing on the bulk to your superiors.
Consigliere/ Advisor	15	Usually a position given an elder Mob member who acts as advisor to the Boss. Although not actually running any operations they act at the same level as the Under Boss
Underboss	15	You oversee all the capos. You settle minor differences. You are entitled to take a cut from the income passed to you by the capos before passing it on to the don.
Boss/Don	20	You run the whole show. Everyone pays tribute to you and you get the biggest cut. All power rests with you.

HEAT

A character's Heat score measures the pressure the police and other law enforcement agencies are bringing to bear against the character. The more renowned a character becomes for their criminal activities (the higher the Reputation), the greater the efforts to bring them to justice (the higher the Heat). A character's Heat rating allows players and GMs to quickly and easily determine the strength of police pressure on a character's level at any given time, so that they can react appropriately in role-play situations.

CALCULATING HEAT

A character's Heat score is equal to Reputation plus any relevant modifiers (see table below), which vary depending on actions taken either by the characters, police, or other NPCs. .

HEAT = REP + MODIFIERS

Since many of the factors that effect Heat are unknown, at first, to the mobster, the GM secretly keeps track of each character's Heat rating as it evolves. Players should find it hard to establish their actual Heat rating during a game

time.. It is possible to use contacts in the appropriate law enforcement departments to aid this discovery, or to obtain the word on the street to find out where they stand.

Special rule: Players can make a Knowledge: Street Sense or Research check at DC 10 to try to get an update on their Heat rating.

Success: The character is able to determine the exact Heat rating

Failure: The character hears too many conflicting reports to correctly work out the current rating.

Fumble: The character misinterprets the information, believing that the rating is either much higher or much lower than it truly is -- GMs discretion.

A character's Heat rating directly effects their relationship with the police. The higher the rating, the more problems they will face in their every day lives. At first, the rating reflects only an increased interest in the character's actions; however, once it reaches 10 or above the character risk arrest and prosecution, depending on how well they've hidden their illegal activities (see table below).

HEAT ADJUSTMENT TABLE

Modifier	Action
+3	Filmed on cctv or witnessed by a cop. committing a crime
+2	Evidence links you to a crime.
+2	Filmed while committing a crime
+2	Witnessed while committing a crime
+1	Discharging a weapon in a public place.
+1	Spending significant time in the company of a mobster with a HEAT rating of 10+.
+1	Flagrant display of sudden, increased wealth.
+1	Any conviction for a petty offense -- drug possession, DUI, minor assault, etc.
-1	Successful bribing authorities. Bribe cost is equal to HEAT x \$500 per point of HEAT reduced.
-1	Successful <i>Intimidation</i> of authorities
-1	Manipulation of appropriate contacts
-2	Charges dropped because witness retracts statement or no evidence is found.
-2	Acquitted in a trial.
-2	Courting the media to improve your image.

AFFECTS OF HEAT

Heat Rating	Effects
1-2	No game effect.
3	Locals know who you are.
4	You are known to local police.
5	Police shakedowns occur at regular intervals. Your operations may be raided and employees questioned.
6	You appear in a new stories and exposés.
7	Local police initiate surveillance operations.
8	You are placed on the “usual suspects” list and are brought in regularly in the course of police investigations. Your operations are routinely raided and employees questioned.
9	Federal agents start surveillance as you become suspected of high-level involvement in the Mob.
10	You are wanted for questioning. The police are actively searching for you. Your operations are staked out and employees subpoenaed.
12	A federal warrant has been issued for arrest.
14	A federal task force is set up. Character is placed on ten most wanted list. Photo and vitals are circulated too all law enforcement.
15	You are public enemy number one.
16	The current Administration has made a public appeal for your arrest.

WEALTH

As stated before, money is the be all and end all of Mob activity. As such, there is an awful lot of money, from small change to billions, being tossed around in a **Crime Scene: The Mob** game. Therefore, we suggest some new rules for handling the cash, so that dealing with money doesn't just turn everything into an accounting exercise.

Characters have access to two kinds of money: petty cash and racket income. The amount of the money they have access to depend on their lifestyle. One character might prefer living the high life, always eating out, and taking taxis everywhere, while another might wish a more furtive existence, choosing to live in seedy hotels and eat cold tins of food. If they both have the same racket income, clearly one is going to have more money left at the end of the session.

PETTY CASH

The rest of the time characters will be dealing in much smaller amounts, how much those smaller amounts effect individual characters depend largely on the amount of money they have access to. After all, bribing small time hustlers with a few bills will hardly dent the income of a crime lord, but might greatly impact on a lowly associate thug. Therefore GMs should be careful in how they use money in the game, if they are too pedantic then the game will bog down in bookkeeping and accounting; too liberal and the game might lack grittiness and a sense of reality.

RACKETEERING PROFITS

Most of the money characters are earning comes from the rackets they control. For ease of game plat, all money earned by rackets is listed in increments of \$1000. These increments are called Income.

Example: A gambling racket with a +1 Income provides a mobster with a thousand dollars per session.

In order to reflect difference choices in lifestyle, characters are subject to Tax based on how they use their wealth.

During each downtime session, the GM uses the table below to determine Tax for each character. Tax ranging from zero to five and is subtracted from the player's overall Income rank for that period. GMs should decide how much they wish the characters to role-play their lifestyle and how much is covered as downtime activity.

Lifestyle also contributes to the character's Reputation. Spending money on one's crew increases their regard for the character. A respected mobster is expected to invite the crew round for meals or card games, to give out presents for their relations, and spend lavishly on clothes and cars. If they don't, Without doing, this it may look as if they're struggling or unsuccessful, and accordingly be offered less respect. Once a mobster establishes a lifestyle he can only increase it, any month they are forced to reduce their lifestyle will cost them one reputation per level of lifestyle lost. As the mobster can afford a higher level of lifestyle they might receive a bonus to their Reputation and Crew Action Points, this is applied only once for each level of lifestyle and is lost along with the point of reputation for the level if they cannot maintain it.

LVL	TAX	POSSESSIONS	EFFECTS
Bum	0	A few clothes and personal effects, nothing nice or new. No fixed residence.	0
Poor	1	Some clothes and personal effect, clean but often second hand or homemade. Rented small room with very basic comforts.	0
Moderate	2	Decent clothes, a basic economy car and enough money to support a partner. Rented flat or small house with ordinary consumer goods.	0
Comfortable	3	Some designer clothing and effects, including a mobile phone, etc. Drives a new mid-sized car, plus a minivan for their partner. Owns a house or well-positioned apartment that is well furnished with all modern amenities. Enough money to a support family.	+1 REP
Wealthy	4	Expensive, designer clothing and kit – mobile phone, designer shades, Italian shoes, etc. Owns a large house or centrally positioned apartment furnished with antiques and expensive possessions. They employ a cleaner or maid. Has an expensive car for each member of the family and maybe a boat or similar.	+1 REP
Luxurious	5	Custom-made clothing from top designers, all the best accessories and tech. Owns several houses or apartments in several cities all furnished to the highest level. Owns several luxury cars and a chauffeur to drive them. Maintain a yacht and have access to a private jet or helicopter. Employ a personal staff to help maintain and run their properties and lives.	+1 REP, +1 CAP

MOBSTER CHARACTER CLASSES

The world of La Cosa Nostra fashions a unique set of individuals that are unlike other criminal professions. Each class fulfills a specific function within the Mob, tailored to their specialized tasks.

The character classes listed below have been designed to reflect the unique and volatile nature of La Cosa Nostra mobsters. The six basic character classes cover the fundamental types of mobsters that make up a Mob family. These classes allow players to start at a low level and develop their characters, over time, into full-fledged and powerful members of the Mob. The second sets, the prestige classes, are specialized positions that can only be acquired after years of work within the Mob organization.

MULTICLASS RULES

Mafia character classes are designed to reflect the changing nature of the roles a mobster might fulfill within the organization – roles change frequently and that accumulation of skill and responsibility should be present in the character. The best way to do this is for GMs to encourage players to multiclass their characters, taking levels in new classes that better represent their new duties.

Example: A Hit Man who takes over a protection racket, should take add the Operator class to their character at their next level increase, thus reflecting the experience and lifestyle the character now enjoys. Character.

Players can multiclass using either basic or prestige classes as long as they meet the prerequisites for the additional class. However, the GM should discourage players from electing to rise in a class that their character hasn't had any experience in.

Example: A Front Man who has never handled a weapon should not be allowed to multiclass into a Hit Man just to gain higher hit dice. If the Front Man truly wants to become a Hit Man, they should either attempt doing a job at a low, unskilled level, or find a mentor, in game, to teach them before adding levels to their character.

Note: The following character classes are designed to be used solely with this game. Although compatible with other d20 Rules System games, their specific nature means they may not fit into some other campaign styles.

BASIC CHARACTER CLASSES:

Enforcer: A heavy who uses threats and violence to carry out the wishes of the Mob leadership .

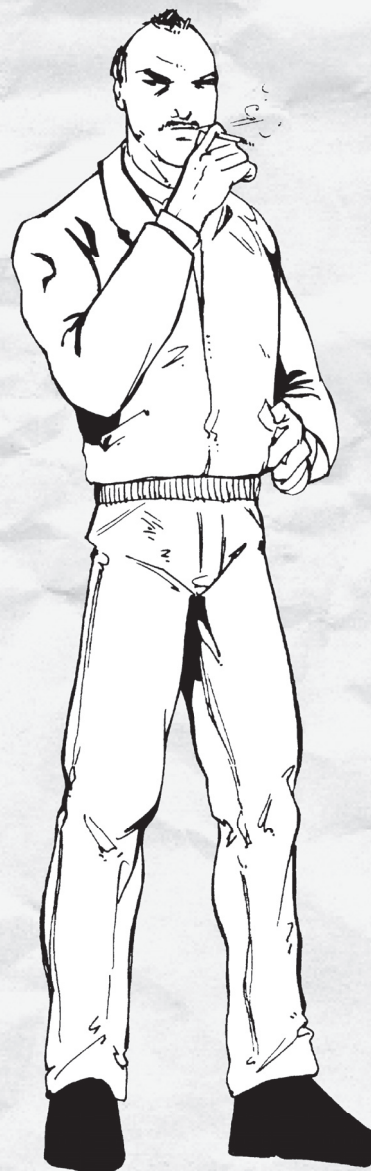
Minder: A fearless bodyguard who protects mobsters and their friends from attack.

Hit Man: A highly skilled mobster who silences anyone who stands against the Mob.

Operator: A mobster who runs illegal rackets for the Mob.

Front Man: A mobster, who presents the false legitimate face of the Mob, often used to launder money.

Wise Guy: A mobster who makes money for the Mob by criminal activity.



ENFORCER

The function of an Enforcer is to "enforce" the will of the Mob. Anyone who crosses them or fails in their commitment to them is tracked down and shown the measure of the Mob's displeasure with them. An Enforcer character does everything from simple strong-arm work to debt collection to extortion. The Enforcer does the dirty work of the gang, stopping just short of murder, which is left to the purview of the Hit Man. Enforcers are skilled at finding people, often demonstrating a personal animosity to certain groups that have crossed them more than once. They are very skilled at coercion, commanding obedience through threats and violence. The Enforcer takes some of the highest risks regarding the law, as their actions are high profile and extreme.

GAME RULE INFORMATION

ENFORCER HIT DICE: D8

ENFORCER CLASS SKILLS: Bluff (CHA), Drive: Chase (DEX), Drive: Tailing (WIS), Forced Entry (STR), Intimidate (CHA), Knowledge: Street Sense (INT), Listen (WIS), Research (INT), Search (INT), Spot (WIS).

ENFORCER SKILL POINTS AT FIRST LEVEL: (4 + INT MODIFIER) X 4

ENFORCER SKILL POINTS AT EACH ADDITIONAL LEVEL: 4 + INT MODIFIER

CLASS FEATURES AND ABILITIES

Urban Track: Enforcers are able to find and locate an individual despite their efforts to hide (unless they are particularly adept at hiding or simply leave town). Bear in mind that those being hunted may not know they are being hunted, and even they do, they may not be aware of all locations that the Enforcer is familiar with. Enforcers know all the local boltholes and favored hiding places. They are also skilled at plying informants and snitches in order to locate a target.



Lvl	FEAT	FORT	REF	WILL	ATT	AC BONUS	REP	CAP	CEP
1	Urban Track or Hated Target	1	0	0	0	1	0	1	0
2	Bonus feat	2	0	0	1	1	0	1	0
3	Urban Track or Hated Target	2	1	1	2	2	1	1	0
4	Bonus feat	2	1	1	3	2	1	2	1
5	Face of a Killer	3	1	1	3	3	1	2	1
6	Urban Track or Hated Target	3	2	2	4	3	2	2	1
7	Strong Stomach	4	2	2	5	4	2	3	2
8	Bonus feat	4	2	2	6	4	2	3	2
9	Urban Track or Hated Target	4	3	3	6	5	3	3	2
10	Bonus feat	5	3	3	7	5	3	4	3

Complication	Modifier
Target is a close friend of Enforcer	+8
Target is hated by the community	+4
Within specialized area	+4
Target is a casual acquaintance	+3
Full background dossier on target	+3
Target follows a usual routine	+2
Enforcer has recent photo of target	+1
For every (income X Target reputation level) spent on bribes	+1
Target is physically distinctive	+1 to +4 (at GMs discretion, based on target's CHA modifier)
Target has a reputation	+0 to +4 (Based on target's REP: 0-3: +0; 4-6: +1; 7-9: +2; 10-11: +3; 12 or higher: +4)
Target is aware of being hunted.	-1 for every week of the search continues
Target has altered appearance	-2
Target has a particularly good false identity or hiding place	-2 to -4 (GM's discretion)
Enforcer has never met target	-3
Target is loved by the community	-4
Target has radically altered appearance	-4
Enforcer unfamiliar with search area	-5
Only have a vague description of target (no photo, no full name, no address, etc.)	-8

Each time a character chooses this ability, they select a specific area in the city that they know well, in consultations with the GM to determine the size and relevance of the area. They get to use their specialized Knowledge: Street Sense skill, modified by bonuses (outlined in the Complications table below), instead of their Search skill when rolling to find someone within that area. The roll is made against the target's Hide roll.

FEAT USE: The Enforcer make a specialist Knowledge: Street Sense check at either DC 20 or against the target's Hide roll if they are actively hiding.

The roll is modified based on the Complications chart below:

Note: Some of these conditions may contradict or overlap. In such cases, all relevant modifiers apply cumulatively.

The character cannot take 10 or 20 on this check unless they have taken the Skill Expertise feat, which would allow them to only take ten on the check.

Time: Trying to locate someone in this way takes 2d4+1 hours with an extra hour for each point of modification from the complication chart.

Failure: If the Character fails the skill check then they have failed to locate the target of their search, what's more the target should be allowed a Make Inquires check with a DC equal to ten plus the searching character's level. If they succeed in this check then they will hear about the Enforcer asking questions about them, and may react accordingly, by maybe making their presence known or by going further into hiding.

Hated Target: The Enforcer has a special animosity and contempt for certain types of people. When dealing with them, the Enforcer gains a +1 circumstance bonus to Damage rolls and to the following skills: Bluff, Listen, Sense Motive (WIS), and Spot. Hated Target can be determined by either profession or social class. Examples are Cops, Drug Dealers, Yuppies, Informers and so on. The target must be agreed with the GM so it is not too specific (unless that is what the player really wants).

Face of a Killer: The Enforcer projects an aura of violence so strong that when a successful Intimidate check is made against an individual, that individual is at -2 for all Attack and Save rolls.

Strong Stomach: The brutal nature of an Enforcer's life has rendered them inured to the horrors of a life of crime. They are no longer shocked by bloody or horrific situations. Likewise they have seen or been the cause of so much pain and torture that such scenes no longer even register. Threats and intimidation are so commonplace that they have lost all impact for an Enforcer. As a result the Enforcer receives a +2 save on any attempt to intimidate, shock or startle, as well as on Fear checks. Also in any emotional situation that incur a penalty, that penalty is reduced by 2 for the Enforcer

Bonus Feats: Alertness, Dangerous Appearance, Driving License, Empathic, False Sincerity, Fight Dirty, Feared, Great Fortitude, Right Hook, Second Story Man, Track, Unrecognized.

HIT MAN

The Hit Man carries out the ultimate sanction of the Mafia's displeasure – death. Hit Men are employed to remove witnesses, silence informants, and eliminate competition. They are the cold-blooded killers who execute anyone who cannot be bought off, intimidated, or corrupted. Unlike other assassins, Hit Men work solely for one Mafia family as their killer. Often the mere threat of a Hit Man being brought in is enough to coerce opponents into submission. However, Hit Man's role tends to make other mobsters feel uncomfortable in their presence – it hard to trust a person who could kill you within seconds without much effort or conscious.

The Hit Man is a master of infiltration, using stealth to approach a target and creating an foolproof escape route to leave by once the hit is accomplished. They have to be able to spot alarms and remove them without setting them off, as well as be able to slip past guards and move unseen to position themselves unnoticed. If they make an error that can bring the full force of police down on them in hours. Whether they choose to use a knife, bomb, or silenced pistol, the end result is always the same: murder.

HIT MAN HIT DICE: D8

HIT MAN CLASS SKILLS: Balance (DEX), Climb (STR), Concentration (CON), Disable Device (INT), Drive: Chase (DEX), Drive: Tailing (WIS), Hide (DEX), Jump (STR), Knowledge: Street Sense (INT), Listen (WIS), Move Silently (DEX), Open Lock (DEX).

HIT MAN SKILL POINTS AT FIRST LEVEL: (5 + INT MODIFIER) X 4

HIT MAN SKILL POINTS AT EACH ADDITIONAL LEVEL: 5 + INT MODIFIER

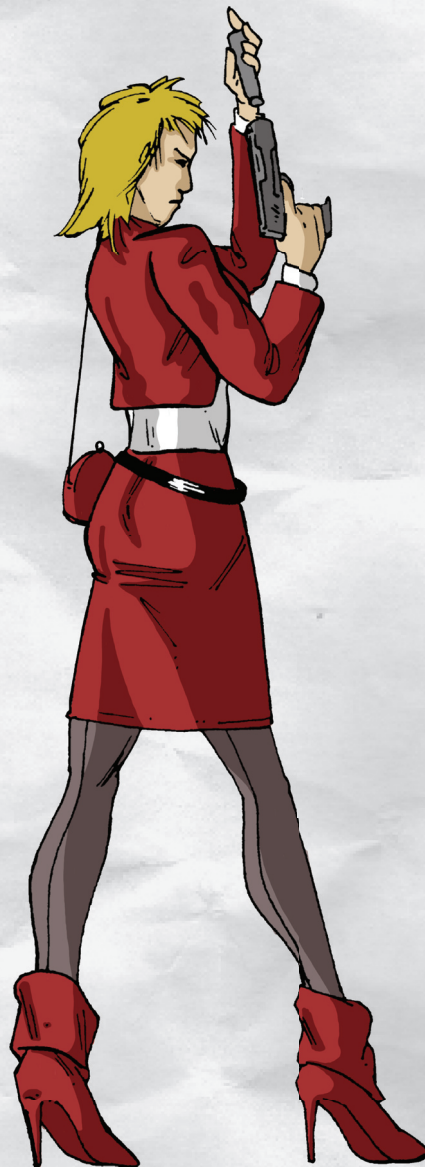
CLASS FEATURES AND ABILITIES

Evasion: If unencumbered by goods or Armor, the Hit Man can dexterously evade any attack that requires a Reflex save to avoid. Instead of taking half damage in such circumstances, they instead completely avoid the effect.

Case: The Hit Man can assess an area for traps, alarms, escape routes, and vantage points in a quick glance. The

feat adds a +2 circumstance bonus to any Search or Spot checks to locate alarms, traps, hidden surveillance devices, or guards.

Improved Case: The Hit Man adds a +4 circumstance bonus to any Tactics or Spot checks to locate alarms, traps, hidden surveillance devices, or guards.



LVL	FEATS	FORT	REF	WILL	ATT	AC Bonus	REP	CAP	CEP
1	Evasion	0	2	0	0	1	1	0	1
2	Case	0	3	0	1	2	1	0	1
3	Bonus feat	1	3	1	1	2	1	1	1
4	Enhanced Target Damage	1	4	1	2	3	2	1	2
5	Bonus feat	1	4	1	2	4	2	1	2
6	Weapon Focus	2	5	2	3	4	2	2	2
7	Sharp Shooting	2	5	2	3	5	3	2	3
8	Enhanced Target Damage	2	6	2	4	6	3	2	3
9	Bonus feat	3	6	3	4	6	3	3	3
10	Improved Case	3	7	3	5	7	4	3	4

MINDER

The role of a Minder is to act as a personnel bodyguard to the functionaries of the Mob. They must help protect their charges from all threats, not just physical ones but legal ones as well. Minders are expected to take the blame if their charge is arrested, just as much as they are expected to take an assassin's bullet. They are considered the most loyal and trusted of a mobster's confidants. For these sacrifices, Minders gain access to the Mob's secrets and its hierarchies beyond what their station or position would normally allow. They are always in the middle the action, and they know where all the bodies are buried.

MINDER HIT DICE: D10

MINDER CLASS SKILLS: Concentration (CON), Drive: Chase (DEX), Intimidate (CHA), Diplomacy (CHA), Knowledge: Street Sense (INT), Listen (WIS), Sense Motive (WIS), Sense Motive (WIS), Spot (WIS).

MINDER SKILL POINTS AT 1 ST LEVEL: (4 + INT MODIFIER) X 4

MINDER SKILL POINTS AT ADDITIONAL LEVELS: 4 + INT MODIFIER

CLASS FEATURES AND ABILITIES

Bodyguard: The Minder can step into the path of danger to protect another person within reach. This counts as a movement action and can only be performed against attacks that the Minder is aware of and can affect based on rolled Initiative. Any direct attack made against that person is then executed against the Minder using the Minder's defenses. If the attack hits, the Minder suffers the damage or effects. If the attack misses, then it misses both the

Minder and the person being protected. Area affects or surprise attacks cannot be defended against using this skill.

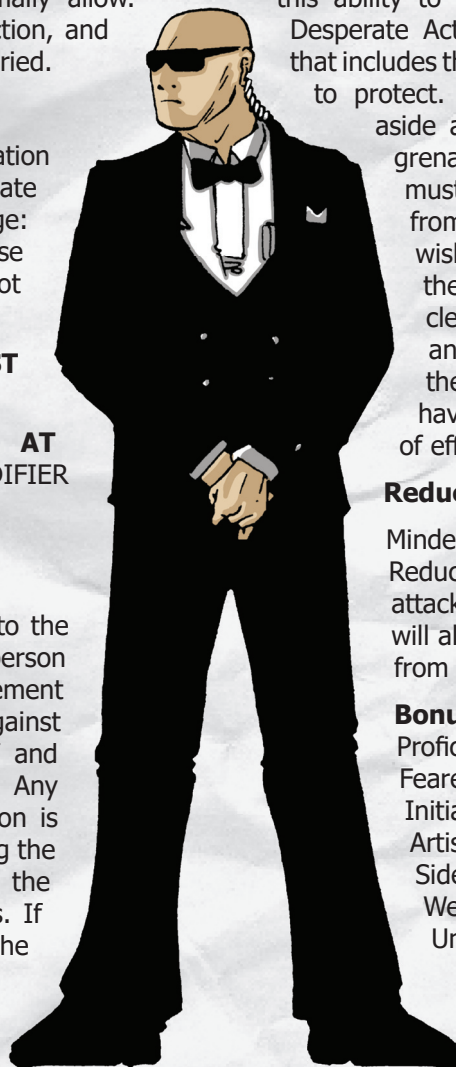
Desperate Action: The Minder can produce a desperate burst of speed to protect one person. This allows the Minder to use their Bodyguard ability regardless of Initiative. This may be done the number of times equal to their level during each combat.

Guardian: The Minder's determination to protect his charge has reached full expression. They may use this ability to perform either the Bodyguard or Desperate Action against an area-effect attack that includes themselves and the person they wish to protect. For examples, pushing someone aside and throwing oneself on top of a grenade. The edge of the area effect must be within a move action away from the chosen person the Minder wishes to help. If the area is too great, the Minder simply cannot get them clear. The Minder automatically fails any Reflex save to avoid the effects of the attack, since by their action they have elected to remain within its area of effect.

Reduced Damage:

Minders can ignore his rank in Damage Reduction against each ranged or melee attack made against them. The Minder will always take a minimum of one point from attack though.

Bonus feats: Alertness, Armor Proficiency (Modern), Blind Fight, Dodge, Feared, Great Fortitude, Improved Initiative, Lightning Reflexes, Martial Artist, Ready Weapon, Right Hook, Side Arm Weapon Proficiency, Simple Weapon Proficiency, Toughness, Unrecognized.



LVL	FEAT	FORT	REF	WILL	ATT	AC Bonus	REP	CAP	CEP
1	Bodyguard	1	0	0	0	1	0	0	0
2	Reduced Damage 1	2	0	0	1	2	0	1	1
3	Bonus feat	2	1	1	2	2	1	1	1
4	Desperate Action	2	1	1	3	3	1	1	1
5	Bonus feat	3	1	1	3	3	1	2	2
6	Reduced Damage 2	3	2	2	4	3	2	2	2
7	Bonus feat	4	2	2	5	4	2	2	2
8	Reduced Damage 3	4	2	2	6/+1	4	2	3	3
9	Bonus feat	4	3	3	6/+1	5	3	3	3
10	Guardian	5	3	3	7/+2	5	3	3	3

FRONT MAN

The Front Man is the false legitimate face of a Mob's organization. It is their function to operate a seemingly legitimate business, while concealing illegal activity within. Often it is the Front Man who runs the money laundering for the family. . But they can also run such businesses as strip joints, clubs, or massage parlors that offer prostitution and drugs, or a warehouse that also processes stolen or smuggled goods. Furthermore, the Front Man is the person who smoothes over trouble – bribing officials to turn a blind eye or look evidence, acting a public spokesperson to the media, and so on.

How the Front Man ends up working for the Mob varies from individual to individual. Some are blackmailed or pressured into aiding them. Others directly offer services tempted by the profits to be gained from such criminal liaisons. Sometimes the Mob actively seduces particularly skilled or useful businessmen into a life of crime. In the end, it is these people who allow the Mafia to remain hidden and it's their work that helps protect them from detection by the law.

FRONT MAN HIT DICE: D6

FRONT MAN CLASS SKILLS: Appraise (INT), Bluff (CHA), Diplomacy (CHA), Drive: Chase (DEX), Knowledge: Finance (INT), Knowledge: Law (INT), Knowledge: Street Sense (INT), Profession: Entrepreneur (WIS), Research (INT), Sense Motive (WIS), Speak Language (NONE).

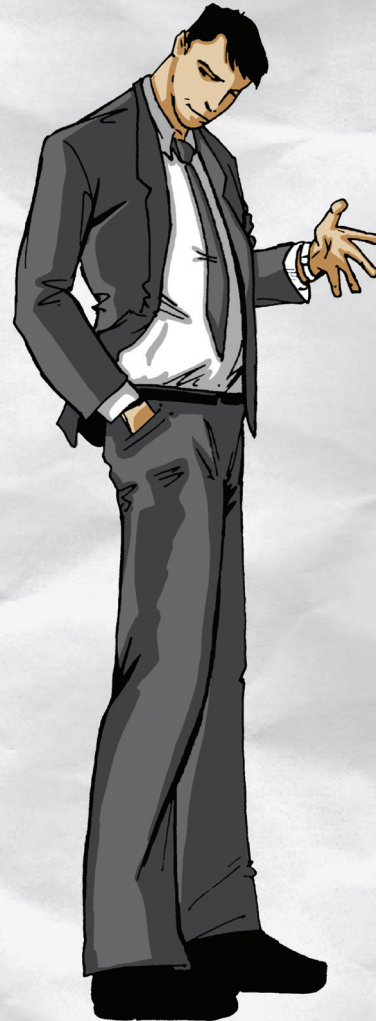
FRONT MAN SKILL POINTS AT FIRST LEVEL: (8 + INT MODIFIER) x 4

FRONT MAN SKILL POINTS AT EACH ADDITIONAL LEVEL: 8 + INT MODIFIER.

Legitimize: Once per session, a Front Man can lower the Heat on himself or on another individual by the number of ranks of Legitimize they have. The Front Man does this by using his position in society to add credibility to his version of events, offering alibis and cover stories so as to cloud the truth. As a result police investigations are confused and stalled, as threats of lawsuits and injunctions bog down even the most dogged detectives.

Business Acumen: The Front Man's business sense coupled with his Mob connections can increase the profits of racket that uses them as a front. For each rank of this feat, the Front Man can increase the income of designated racket -- either that they manage directly or front for -- by one. They must specify the racket at the time they take the feat.

FRONTMAN Bonus feats: Dangerous Appearance, Driven, Driving License, Empathic, False Sincerity, Feared, Iron Will, Skill Expertise, Smart, Unrecognized.



LVL	FEAT	FORT	REF	WILL	ATT	AC Bonus	REP	CAP	CEP
1	Legitimize 1	0	0	1	0	0	0	0	1
2	Bonus feat	0	0	2	1	1	1	0	2
3	Business acumen	1	1	2	1	1	1	1	2
4	Legitimize 2	1	1	2	2	1	1	1	3
5	Bonus feat	1	1	3	2	2	2	1	3
6	Business acumen	2	2	3	3	2	2	2	4
7	Legitimize 3	2	2	4	3	2	2	2	4
8	Bonus feat	2	2	4	4	3	3	2	5
9	Business acumen	3	3	4	4	3	3	3	5
10	Legitimize 4	3	3	5	5	3	3	3	6

THE OPERATOR

Of all the mobsters' roles, the Operator is by far the most central, as they are the ones who managed the day to day operation of the family's illegal activities. Operators control the rackets that sell the drugs, extort the money, and take the bets. It is their efforts that the Hit Man protects, and the Enforcer enforces. Operators live outside of the law, making money solely through criminal efforts. Operators can run any number of rackets, from gambling to prostitution to smuggling. Whatever rackets they run, Operators are expected to give a majority of their earnings to their bosses as a tribute. Like the Hit Man, Operators who make mistakes can quickly find themselves in the clutches of the police, so they must be very careful in how they handle themselves.

Operators must decide what type of racket they wish to run -- each racket grants various profession bonuses and so on depending on the nature of the work. Players should consult their GM before choosing a particular racket to make sure they

OPERATOR HIT DICE: d6

OPERATOR CLASS SKILLS: Bluff (CHA), Craft: Narcotics (INT), Diplomacy (CHA), Disable Device (INT), Drive: Chase (DEX), Gamble: Casino (WIS), Gamble: Sports (INT), Hide (DEX), Knowledge: Street Sense (INT), Knowledge: Underworld Lore (INT), Profession: Criminal (WIS), Profession: Dealer (WIS), Sense Motive (WIS), Sense Motive (WIS), Spot (WIS).

OPERATOR SKILL POINTS AT FIRST LEVEL: (8 + INT MODIFIER) X 4

OPERATOR SKILL POINTS AT ADDITIONAL LEVELS: 8 + INT MODIFIER

Colorful Past: Operators draw on all sorts of experiences to do what they do. Their past is littered with an endless progression of jobs and encounters. Their diverse background comes in very handy when it comes to understanding and controlling a wide variety of rackets. Thus, Operators can select an additional starting origin, gaining the applicable skills and feats, to reflect their broad experience. The Operator must meet any age and ability prerequisites for the additional origin, but does not receive that origin's starting money.

Origins: Arms Dealer, Blue-Collar Worker, Criminal, Drug

Dealer, Mule, Smuggler, Streetwalker/Pimp

Operator Leadership: This ability relates to an Operator's ability to hire and recruit people to help run illegal operations. This allows Operators to delegate the day-to-day running of their rackets, allowing them to expand other interests. The more people an Operator employs, the more money the racket makes. People recruited in this way are NPCs controlled by the Operator's player. The players should try to flesh them out and give them personality -- they are not just numbers, but individuals with their own identity, ambitions, and desires. An Operator must not take these people for granted, and must spend time, effort, and resources to keep them loyal.

This ability also effects the overall size of the racket -- Operator every 2 levels of Leadership count as 1 level of Racket. Example: At level 3, the racket would be similar in size to a small club level racket.

Upon attaining each rank of Leadership, Operators receive a number of NPC character levels equal to their Charisma plus Leadership ranks. These NPC levels are used to build recruits -- either spread over several low-level ones or pumped into one to create a higher-level flunky. The player determines the distribution of the NPC levels; however, no new NPC recruit can be of a level higher than half the player's Operator level.

Example: Rocky, who has just become a 6th level Operator and has a Charisma score of 14, giving him a +2 bonus, would receive 6 new levels to spend on his recruits. (+ 2 bonus times 3 for rank in Leadership). In this instance, Rocky gives 2 levels to a trusted goon, Maxie, taking his level to a maximum of 3 (6 divided by 2 equals 3 -- the maximum level Rocky can make his recruits at this time). Rocky then spend the rest of the levels, creating four level 1 recruits. The loyalty of these recruits is determined by the rules for gang loyalty.

GMs may impose restrictions as to what types of NPCs an Operator can recruit.

OPERATOR Bonus feats: Alertness, Business Acumen, Dangerous Appearance, Driven, Driving License, False Sincerity, Feared, Simple Weapon Proficiency, Side Arm Weapon Proficiency, Smart, Iron Will, Technical Expertise, Unrecognized, Vehicular Skill.

LVL	FEAT	FORT	REF	WILL	ATT	AC BONUS	REP	CAP	CEP
1	Colorful Past	0	0	1	0	0	1	1	1
2	Leadership 1	0	0	2	1	1	1	1	1
3	Bonus Fat	1	1	2	1	1	1	2	1
4	Leadership 2	1	1	2	2	1	2	2	2
5	Bonus feat	1	1	3	2	2	2	3	2
6	Leadership	2	2	3	3	2	2	3	2
7	Bonus feat	2	2	4	3	2	3	4	3
8	Leadership 4	2	2	4	4	3	3	4	3
9	Bonus feat	3	3	4	4	3	3	5	3
10	Leadership 5	3	3	5	5	3	4	5	4

WISE GUY

The Wise Guy is the quintessential mobster. They work as an independent force within the Mob, making their living in way they can. Unlike Operators, the Wise Guy has no racket to provide a steady income. Instead they make their living to carrying out robberies, petty theft, confidence tricks and scams --living from one day to the next always looking for the next big pay-off. As such, Wise Guys are forced to take more risks than many of the other types of gangsters in order to build a rep and stay in the game. Due to the nature of the lifestyle, a Wise Guy quickly becomes a jack of all trades, developing a wide range of skills and abilities to cope with any situation.

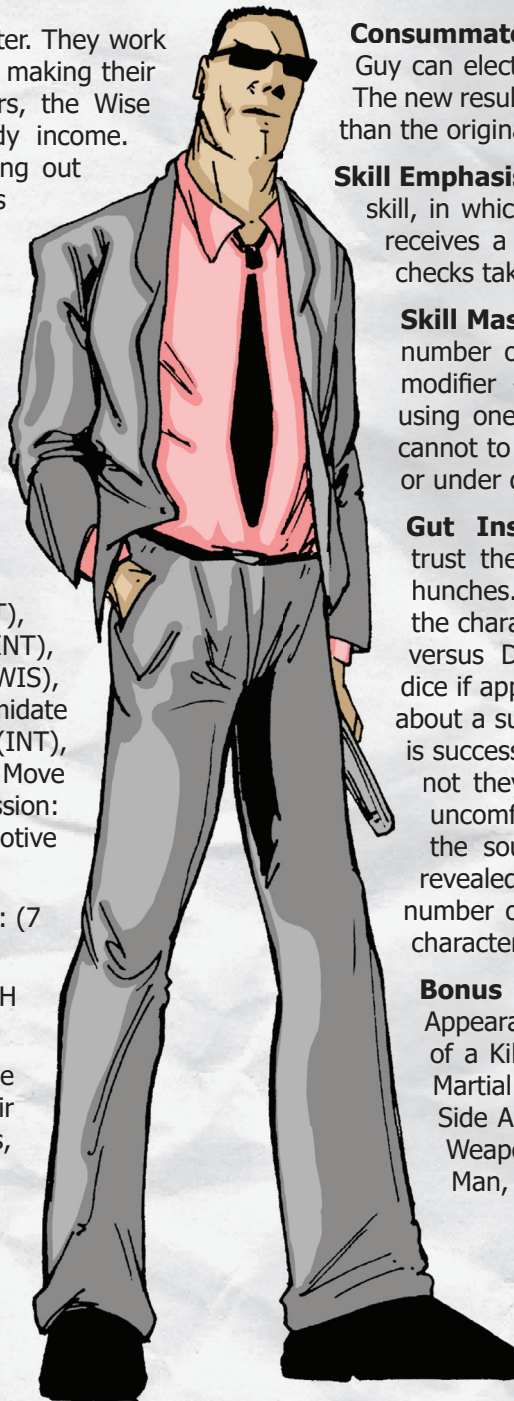
WISE GUY HIT DICE: D6

WISE GUY CLASS SKILLS: Appraise (INT), Bluff (CHA), Disable Device (INT), Fence (INT), Forced Entry (STR), Gamble: Casino (WIS), Gamble: Sports (INT), Hide (DEX), Intimidate (CHA), Knowledge: Street Sense (INT), Knowledge: Underworld Lore (INT), Move Silently (DEX), Open Lock (DEX), Profession: Criminal (WIS), Search (INT), Sense Motive (WIS), Spot (WIS).

WISE GUYS SKILL POINTS AT 1ST LEVEL: (7 + INT MODIFIER) X 4

WISE GUY SKILL POINTS AT EACH ADDITIONAL LEVEL: 7 + INT MODIFIER

Jack of All Trades: Once per day, the Wise Guy can elect to re-roll any of their skill checks. The new result now stands, even if it worse than the original check.



Consummate Ease: Once per day, the Wise Guy can elect to re-roll any of their checks. The new result now stands, even if it is worse than the original check roll.

Skill Emphasis: The Wise Guy selects a class skill, in which he has ranks. The character receives a +3 circumstance bonus to all checks taken with it.

Skill Mastery: The Wise Guy masters a number of class skills equal to his INT modifier + 3 . When making a check using one of these skills, the Wise Guy cannot to take 10, even when distracted or under duress.

Gut Instinct: Wise Guys learn to trust their instincts and go with their hunches. Before performing an action, the character can may make a Will save versus DC15+ (or a target's level/hit dice if applicable) to gauge their feelings about a subject or situation. If the check is successful, the GM will tell whether or not they feel uncomfortable and how uncomfortable they feel, although the source, reason, or cause is not revealed to them. . They can do this a number of times per day equal to their character level

Bonus feats: Alertness, Dangerous Appearance, Driving License, Face of a Killer, False Sincerity, Fight Dirty, Martial Artist, Feared, Right Hook, Side Arm Weapon Proficiency, Simple Weapon Proficiency, Second Story Man, Unrecognized.

LVL	FEATS	FORT	REF	WILL	ATT	AC Bonus	REP	CAP	CEP
1	Jack Of All Trades	0	1	1	0	1	1	1	1
2	Bonus feat	0	2	2	1	2	1	1	1
3	Consummate Ease	1	2	2	2	2	1	2	2
4	Bonus feat	1	2	2	3	3	2	2	2
5	Skill Emphasis	1	3	3	3	3	2	2	2
6	Bonus feat	2	3	3	4	3	2	3	3
7	Skill Mastery	2	4	4	5	4	3	3	3
8	Bonus feat	2	4	4	6/+1	4	3	3	3
9	Gut Instinct	3	4	4	6/+1	5	3	4	4
10	Bonus feat	3	5	5	7/+2	5	4	4	4

PRESTIGE CLASSES

As a mobster's power and position grows, they start to branch out into more specialized fields. Some concentrate more fully on the scams or rackets they employ, others set their sights on gaining sufficient power to take control of crews or even to run the family itself. To reflect this, a player can elect to have their character multiclass into one of the prestige classes listed below, once they meet the prerequisites, of course.

Driver: A specialist at car crimes, the Driver has mastered all forms of wheeled vehicles, being adept not only at driving them, but stealing them as well.

Hired Gun: Turning his back on his crew, the Hired Gun goes solo, supplementing his Mob work with outside contracts.

Capo: A made man who has proven himself capable and trusted enough to run entire crews of Operators, Front Men, and others.

Right Hand Man: A universally respected made man who is rewarded for years of Mob service and shrewd decisions by being made the trusted advisor to the Don.

Don: An ambitious and clever made man, who by mastering a deadly political game, has risen to the top position of authority within a Mafia family.

THE DRIVER

PREREQUISITES: To become a Driver, the character must possess a DEX of 13+, a minimum of 6 ranks in Drive: Chase and the feat Pilot Surface Vehicle at least once.

HIT DICE FOR DRIVERS: D8

DRIVER CLASS SKILLS: Disable Device (INT), Drive: Chase (DEX), Drive: Tailing (WIS), Forced Entry (STR), Jump (STR), Knowledge: Street Sense (INT), Open Lock (DEX), Profession: Criminal (WIS), Search (INT).

DRIVER SKILL POINTS: The Driver 6 + INT modifier at each level

If It Has Wheels!: Drivers can operate any land vehicle using their normal drive skills, either Drive: Chase or Drive: Tailing. This negates the usual -4 penalty for using a vehicle without the correct Driving License feat.

Faster and Harder: Able to push their machines to the limit, Drivers gain +4 to their Initiative when driving.

Boost: The Driver has become a master at stealing cars. Each rank of Boost adds a +2 competency bonus to any attempt to force open a car and hot-wire it.

Danger on Wheels: Operating a car is second nature to Drivers and does not in any way inhibit their ability to shoot at people while driving. Drivers gain a +2 competency bonus to any weapon attack made when behind the wheel. This helps to offset the usual -4 for doing two things at once.

Note: If the character also has the Drive-By Hit feat, then the penalty is entirely negated.

King of the Road: The Driver is unequalled on the road. Once per game session, the player can opt to re-roll a Drive: Chase or Drive: Tailing check. The new result now stands, even if it is worse than the original check roll.

Bonus feats: Alertness, Ambidextrous, Dangerous appearance, Drive-By Hit, Driving License, Feared, Lightning Reflexes, Skill Expertise, Unrecognized, Vehicular Expert.

LEVEL	FEAT	FORT	REF	WILL	ATT	AC Bonus	REP	CAP	CEP
1	If it has wheels!	1	1	0	0	1	0	0	0
2	Bonus feat	2	2	0	1	2	0	1	1
3	Boost 1	2	2	1	1	2	1	1	1
4	Faster & Harder!	2	2	1	2	3	1	1	1
5	Bonus feat	3	3	1	2	4	1	2	2
6	Boost 2	3	3	2	3	4	2	2	2
7	Danger on wheels	4	4	2	3	5	2	2	2
8	Bonus feat	4	4	2	4	6	2	3	3
9	Boost 3	5	5	3	4	6	3	3	3
10	King of the Road	5	5	3	5	7	3	3	3

THE HIRED GUN

PREREQUISITES: To become a Hired Gun the character must an attack bonus of 3+, both STR and DEX of 13+, and must possess at least one of the following feats: Side Arms Firearms Proficiency, Archaic Weapons Proficiency, or the Simple Weapons Proficiency.

HIT DICE FOR THE HIRED GUN: D10

HIRED GUN CLASS SKILLS: Balance (DEX), Drive: Chase (DEX), Intimidate (CHA), Jump (STR), Listen (WIS), Move Silently (DEX), Spot (WIS), Spot (WIS), Tumble (DEX).

HIRED GUN SKILL POINTS: Hired guns receive 4 + INT modifier in skill points at each level.

Combat Path: Hired Guns tend to specialize in a particular fighting style. This ability allows the character to gain a feat based on one of three combat paths: Guns,

Melee, or Evasion. Each time the Hired Gun goes up a level, he acquires the next feat from that path (see table below).

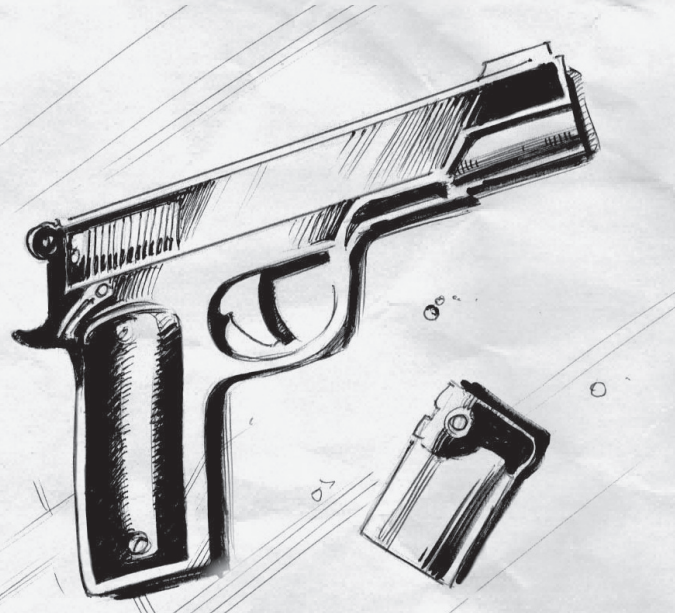
With each increased rank in Combat Path, a Hired Gun is allowed to either start a new path, or continue on the old one; however, he can only master feats in order. If a new path is chosen, the character must work through the path from the beginning and cannot jump ahead to a feat further down the list regardless of his overall rank in Combat Path. In other words, the only way to receive all five feats in a given path is to remain on it throughout the character's advancement.

Note: A Hired Gun must possess Personal Firearms Proficiency feat to enter the Gun path.

Bonus feats: Alertness, Blind Fight, Feared, Heroic Surge, Improved Critical, Improved Initiative, Lightning Reflexes, Ready Weapon, Unrecognized, Weapon Finesse, Weapon Focus.

Rank	Gun	Melee	Evasion
1	Quick Draw	Power Attack	Dodge
2	Point Blank Shot	Combat Prowess	Crowd Cover
3	Precise Shot	Sunder	Combat Reflexes
4	Rapid Shot	Cleave	Spring Attack
5	Shot on the Run	Great Cleave	Mobility

LEVEL	FEAT	FORT	REF	WILL	ATT	AC Bonus	REP	CAP	CEP
1	Combat Path 1	0	1	0	0	1	1	0	0
2	Bonus feat	0	2	1	1	1	2	0	0
3	Combat Path 2	1	2	2	2	2	2	0	0
4	Bonus feat	1	2	2	3	2	3	0	0
5	Combat Path 3	1	3	2	3	3	3	0	0
6	Bonus feat	2	3	3	4	4	3	0	0
7	Combat Path 4	2	4	3	5	4	4	0	0
8	Bonus feat	2	4	3	6/ +1	5	4	0	0
9	Combat Path 5	3	4	4	6/ +1	6	4	0	0
10	Bonus feat	3	5	4	7/ +2	6	5	0	0



THE CAPO

PREREQUISITE: The character must be a made man with a Reputation of 8+.

HIT DICE FOR THE CAPO: d8

CAPO CLASS SKILLS: Appraise (INT), Bluff (CHA), Diplomacy (CHA), Fence (INT), Gamble: Casino (WIS), Gamble: Sports (INT), Intimidate (CHA), Knowledge: Street Sense (INT), Knowledge: Underworld Lore (INT), Listen (WIS), Research (INT), Profession: Criminal (WIS), Profession: Dealer (WIS), Sense Motive (WIS), Spot (WIS).

SKILL POINTS FOR THE CAPO: 5 + INT modifier at each level.

Skill Expertise: The Capo's experience means they can nominate one skill to be particularly adept at. They now receive +2 to the skill as well as the option to take 10 using the skill, in circumstances where that option would usually be denied.

Direction: Capos are very good at directing and leading members of their crew. By reviewing their people, they can inspire confidence, which boosts their abilities, making

them better able to handle difficult and confrontational situations. Once per day, a Capo can spend a full round action to assess and instruct his crew. Afterwards, every member of the crews receives a +1 Morale bonus, as well as +1 on attack and saving throws. This bonus lasts until the end of the first combat encounter.

Strong Stomach: as per description on p. XX.

Man with a Plan: The Capo has become an expert at hatching criminal schemes and plans. Any member of the Capo's crew sent out to execute one of the Capo's plans receives a +1 Morale bonus along with +1 to attacks and saving throws. This bonus lasts until the end of the first combat encounter.

Greater Intimidation:

The Capo has learned how direct fear his position inspires. Any successful Intimidate check now effects the character for fifteen minutes rather than ten.

Bonus feats: Alertness, Business Acumen, Dangerous Appearance, Empathic, Face of a Killer, False Sincerity, Feared, Greater Fortitude, Iron Will, Skill Expertise, Simple Weapon Proficiency, Side Arm Firearm Proficiency, Smart, Toughness, Unrecognized.

LVL	FEAT	FORT	REF	WILL	ATT	AC Bonus	REP	GAP	GEXP
1	Skill Expertise	1	0	1	0	1	1	1	1
2	Bonus feat	2	0	2	1	1	1	2	1
3	Direction	2	1	2	2	2	1	2	2
4	Bonus feat	2	1	2	3	2	2	3	2
5	Strong Stomach	3	1	3	3	3	2	3	2
6	Bonus feat	3	2	3	4	3	2	3	3
7	Man With The Plan	4	2	4	5	4	3	4	3
8	Bonus feat	4	2	4	6	4	3	4	3
9	Greater Intimidation	4	3	4	6	5	3	4	4
10	Bonus feat	5	3	5	7	5	4	5	4



RIGHT HAND MAN

PREREQUISITE: The character must have a Reputation of 10+ and be a made man.

HIT DICE FOR THE RIGHT HAND: D6

RIGHT HAND CLASS SKILLS: Appraise (INT), Bluff (CHA), Diplomacy (CHA), Drive: Chase (DEX), Fence (INT), Gamble: Casino (WIS), Gamble: Sports (INT), Intimidate (CHA), Knowledge: Finance (INT), Knowledge: Law (INT), Knowledge: Street Sense (INT), Knowledge: Underworld Lore (INT), Research (INT), Profession: Criminal (WIS), Profession: Dealer (WIS), Sense Motive (CHA), Speak Language (NONE).

SKILL POINTS FOR RIGHT HAND: 8 + INT modifier at each level.

Contact: For each level of Contact the Right Hand Man receives a contact. The contact is randomly generated using the Contacts table (see p. XX). The player rolls a D20, adding a modifier, which equals the character's ranks in Contact times his level plus his Charisma bonus. Based on what is rolled the Right Hand Man receives the contact as a resource. Note: The GM can ask the player to re-roll, if the contact generated is inappropriate to their campaign.

Warm Welcome: As a trusted advisor to the Mafia, the Right Hand Man's reputation and profile grant him a welcome at any "normal" establishment. Ordinary people will try to ingratiate themselves to him and curry favor. The Right Hand Man can add his REP score any skill check such as Bluff or Diplomacy, to gain access to an establishment or an event. A high result will guarantee preferential treatment or increased privileges or access.

Media Manipulation: The Right Hand Man's position is such that they have become something of a media celebrity. People view him as a kind of Robin Hood figure, who is brave enough to stand up to authority despite whatever the truth of the situation might be. The Right Hand Man can ignore 2 Heat points per session. This can be done at any time during the session, but can only be used to affect the Mobster's own Heat rating not another character's.

Bonus feats: Alertness, Business Acumen, Dangerous Appearance, Face of a Killer, False Sincerity, Fight Dirty, Feared, Greater Fortitude, Iron Will, Smart, Toughness, Unrecognized.

LVL	FEAT	FORT	REF	WILL	ATT	AC Bonus	REP	CAP	CEP
1	Contact 1	2	0	1	0	1	1	2	2
2	Bonus feat	3	0	2	1	1	1	2	2
3	Warm Welcome	3	1	2	1	2	2	3	2
4	Bonus feat	4	1	2	2	2	2	3	3
5	Contact 2	4	1	3	2	3	2	3	3
6	Bonus feat	5	2	3	3	3	3	4	3
7	Media Manipulation	5	2	4	3	4	3	4	4
8	Bonus feat	6	2	4	4	4	3	4	4
9	Contact 3	6	3	4	4	5	4	5	4
10	Bonus feat	7	3	5	5	5	5	6	5

DON

PREREQUISITES: The character must be a made man and a crew boss, and have a Reputation of at least 10+ and CHA 13+.

HIT DICE: D6

THE DON CLASS SKILLS: Appraise (INT), Bluff (CHA), Diplomacy (CHA), Drive: Chase (DEX), Fence (INT), Gamble: Casino (WIS), Gamble: Sports (INT), Intimidate (CHA), Knowledge: Finance (INT), Knowledge: Law (INT), Knowledge: Street Sense (INT), Knowledge: Underworld Lore (INT), Research (INT), Profession: Criminal (WIS), Profession: Dealer (WIS), Profession: Entrepreneur (WIS), Sense Motive (CHA), Speak Language (NONE).

THE DON CLASS SKILL POINTS: The Don receives 9 + INT modifier at each level he gains in this class.

Warm Welcome: as per Capo

Strong Stomach: as per Enforcer

Don's Blessing: The Don knows a good plan when he hears one. Any mobster sent out to execute one of the Don's plans now receive a +2 Morale bonus along with plus +2 on attacks and saving throws. This bonus will last until the end of the first combat encounter.

Media Manipulation: as per Right Hand Man

Kiss of Death: The Don's rank and power puts the all lives of his Mob in his hands. At this level he can declare a mobster "Persona Non-Grata" and mark them for assassination. This declaration is made publicly and sealed by a kiss from the Don. All the Mob's effort will now go into eliminating that person.

Bonus feats: Alertness, Business Acumen, Dangerous Appearance, Empathic, Face of a Killer, False Sincerity, Feared, Greater Fortitude, Iron Will, Skill Expertise, Smart, Toughness, Unrecognized.

LVL	FEAT	FORT	REF	WILL	ATT	AC Bonus	REP	CAP	CEP
1	Warm Welcome	0	0	2	0	0	2	2	2
2	Bonus feat	0	0	3	1	1	2	2	2
3	Strong Stomach	1	1	3	1	1	2	3	2
4	Bonus feat	1	1	4	2	1	3	3	3
5	Don's blessing	1	1	4	2	2	3	4	3
6	Bonus feat	2	2	5	3	2	3	4	4
7	Media Manipulation	2	2	5	3	2	4	5	4
8	Bonus feat	2	2	6	4	3	4	5	5
9	Kiss Of Death	3	3	6	4	3	4	6	5
10	Bonus feat	3	3	7	5	3	5	6	6

STARTING MOBSTER ORIGINS

Each player must select a background origin. This represents the character's formative time before entering into the service of the Mob. Much of who the character is and how they react may be formed by this choice. Some may have always had an easy life, while others may have had to fight hard to get where they are. Similarly, depending on what they did before, joining the Mob may be a culmination of all their efforts, or simply the next step in a life of filled with bad choices.

The origins below typically give each character a bonus feat or advantage that they start with. This is in addition to the regular feats and abilities acquired through their character class.

ARMS DEALER

Characters who begin play with this background joined the Mob through its links into the illegal firearms trade. Such people import, sell, and even rent unregistered or stolen weapons, making them hard to trace.

Prerequisite: CHA 10+

Advantage: Characters receive 1 of the following feats: Side Arm Weapon Proficiency, Automatic Firearm Weapon Proficiency, or Long Arm Weapon Proficiency.

Starting Income: d4+2

BLUE-COLLAR WORKER

The character come from a lower to lower-middle class family and was probably recruited through a labor union. The character should decide which kind of work they did: construction, trucking, dock work, shop work, garment industry, and so on.

Prerequisite: Age 18+

Advantage: Choose any 3 of the following as permanent class skills: Craft: Autoshop, Climb, Drive: Chase, or Intimidate. If the chosen skills are already class skills, they receive a +1 competency bonus to all checks made with them.

Starting Income: d4+2

BOUNCER:

One of the toughest professions, doormen have regularly to deal with drunken and high revelers. On top of this, they have to control the flow of drugs and weapons into a club or bar. It is often their job to safeguard "approved" dealers inside a venue and eject any rivals. They are on the front line when any argument over turf erupts.

Prerequisites: CON 13+

Advantages: Bouncers gain 1 of the following as a bonus feat: Martial Artist, Great Fortitude, Simple Weapon Proficiency, or Toughness.

Starting Income: d4+1

CONVICT

Characters with this background have spent much of their lives in care and correctional institutions. There they linked up with the Mob, helping to run rackets on the inside. Now released, they have sought to continue their connections. Life behind bars has toughened such people immensely, but has also made them well known to the police and other law enforcement agencies.

Prerequisite: Age 15+

Advantage: Choose any 2 of the following skills as permanent class skills: Hide, Search, Intimidate, Listen, or Profession: Criminal as permanent class skills. If the chosen skills are already class skills, they receive a +1 competency bonus to all checks made with them. They also receive a bonus feat: Toughness.

Starting Income: d4

DEBT COLLECTOR

A person with this background knows all the tricks to reclaiming money or goods from people who cannot pay their debts. As many Mobs run loan sharking operations and gambling rackets, there is always a need for skilled debt collectors.

Prerequisite: STR 13+

Advantage: Choose any 2 of the following skills as permanent class skills: Appraise, Fence, Intimidate, or Research. If the chosen skills are already class skills, they receive a +1 competency bonus to all checks made with them.

Starting Income: d4+2

DRUG DEALER

The character has worked for the Mob as a minor employee, either as a small time dealer, lookout, or chemist. They are likely to possess a criminal record.

Prerequisite: CHA 10+

Advantage: Choose any 2 of the following as permanent class skills: Craft: Narcotics, Hide, Knowledge: Street Sense, or Profession: Dealer. Characters also receive a +1 competency bonus to any skill checks when using the selected skills if they are already class skills.

Starting Income: d4+2

ENTREPRENEUR

The character has been working as a legitimate businessman for years, and was either decided to sign on with the Mob or was approached or coerced to join. The player should consider what kinds of businesses they have run in the past, which were successful and which were not, and why.

Prerequisite: Age 18+

Advantages: Choose any 2 of the following skills as permanent class skills: Bluff, Diplomacy, Gamble: Casino, Gamble: Sports, Knowledge: Finance, or Profession: Entrepreneur. If the chosen skills are already class skills, they receive a +1 competency bonus to all checks made with them.

Starting Income: 2d4

GAMBLER/CROUPIER

This kind of character has been making bets since their childhood. Heralding from almost any kind of life, a gambler tends to move around a lot and is always looking for the big score. They fall naturally into a Mob lifestyle.

Prerequisite: WIS 13+

Advantage: These characters receive either Alertness or Driven as bonus feats. They also gain the following skills as permanent class skills: Gamble: Casino and Gamble: Sports. If the chosen skills are already class skills, they receive a +1 competency bonus to all checks made with them.

Starting Income: d6

MULE

Just as smugglers are employed to take large consignments of contraband across borders, a mule is employed to take smaller, more concealable amounts through. Usually they stick to established travel routes such as ports or airports to slip into the crowd and blend in so as to pass unnoticed.

Prerequisite: Age 15+

Advantage: Mules receive the one of the following bonus feats: False Sincerity or Alertness.

Starting Income: d4+2

PETTY CRIMINAL

The character started as a petty criminal who has impressed the mob enough to be inducted into the organization.

Prerequisite: Age 15+

Advantage: Choose any 2 of the following skills as permanent class skills: Disable Device, Forgery, Gamble: Casino, Gamble: Sports, Hide, Knowledge: Street Sense, Move Silently, or Profession: Criminal. If the chosen skills are already class skills, they receive a +1 competency bonus to all checks made with them.

Starting Income: d4+1

SICILIAN

Born into the world of underworld crime, they are the blood relatives of other gangsters. In days gone by only those of familial blood could advance through the ranks of the organized crime families. As time passed and more non-Sicilian and Italian members joined, these rules were

relaxed to allow talent to be the deciding factor; however, the blood still carries great weight with many.

Prerequisite: None

Advantage: The character begins with Knowledge: Underworld Lore and Language: Italian as permanent class skills. They gain a +1 competency bonus when making any checks with them if they are already class skills. They also gain +1 reputation at the start of play.

Starting Income: d4+2

SMUGGLER

Ever since the concept of taxing and restricting the sale of certain items, there have been smugglers trying to evade such controls. Today such people carry contraband goods across national and state borders hoping to evade detection. The smuggler's main tactic is to use speed and stealth to avoid border patrols, they are thus adept at using many modes of transport.

Prerequisite: Age 16+, DEX 13+

Advantage: Smugglers receive the following as bonus feat: Driving License.

Starting Income: d4+2

STREETWALKER/PIMP

This background reflects people who have worked in prostitution, a worker or a manager. Such people receive little respect from their peers, but the money they can bring to organized crime is considerable.

Prerequisite: CHA 10+

Advantage: Choose any 4 of the following skills as permanent class skills: Bluff, Diplomacy, Knowledge: Street Sense, or Profession: Dealer. If the chosen skills are already class skills, they receive a +1 competency bonus to all checks made with them.

Starting Income: d4+1

WHITE-COLLAR WORKER

The character is educated, and can be from any social economical level. The player should decide what kind of degree(s) they hold and what sorts of white-collar jobs they have held. To front their businesses, the Mob needs a host of professional workers, such as lawyers, real estate agents, and attorneys.

Prerequisite: Age 23+, INT 13+

Advantage: Choose any 2 of the following skills as permanent class skills: Computer Ops, Diplomacy, Knowledge: Finance, or Profession: Entrepreneur. If the chosen skills are already class skills, they receive a +1 competency bonus to all checks made with them.

Starting Income: d4 +3

Chapter 4: Skills and feats

Chapter 4

SKILLS AND FEATS

The following new and existing skills are used in **Crime Scene: The Mob**. Some remain unchanged and can be found in the Dungeons & Dragons Players Handbook. New skills and existing skills that have been altered to reflect the genre are detailed below. GMs should feel

free to adapt the rules and skills as need for their own campaigns.

Notes: In the table below, the Dungeons & Dragons Players Handbook has been abbreviated to **PH** in the page references. New skills are labeled with an asterisk (*).

Skill	Ability	Untrained	Notes
Appraise	INT	Yes	Unchanged. See PH, p. 63.
Balance	DEX	Yes	Unchanged. See PH, pp. 63-64.
Bluff	CHA	Yes	Unchanged. See PH, p. 64.
Climb	STR	Yes	Unchanged. See PH, p. 64.
*Computer Operation	INT	No	New. This skill governs the use of computers and their applications, as well as security and data management.
Concentration	CON	Yes	Altered. This skill now applies to any skill check. See PH, p. 65.
*Craft: Autoshop	INT	No	New. This skill covers the maintenance and repair of vehicles and machinery.
*Craft: Narcotics	INT	No	New. This skill covers all aspects of the manufacture of narcotics.
Diplomacy	CHA	Yes	Unchanged. See PH, pp. 66-67.
Disable Device	INT	Yes	Unchanged. See PH, p. 67.
*Drive: Chase	DEX	Yes	New. This skill covers mounted pursuit of another vehicle.
*Drive: Tailing	WIS	Yes	New. This skill covers surreptitious pursuit of another vehicle.
*Explosives	INT	No	New. This skill covers the creation of explosive devices, and bombs.
*Fence	INT	Yes	New. This skill covers purchase or sale stolen goods.
*Forced Entry	STR	Yes	New. This skill covers gaining access to a secured area or object by force.
Forgery	INT	No	Unchanged. See PH, p. 68.
*Gamble: Casino	WIS	Yes	New. This skill covers skill at playing games of chance.
*Gamble: Sports	INT	Yes	New. This skill covers skill at picking winners at sporting events.
Gather Information	CHA	Yes	Unchanged. See PH, p. 68.
Hide	DEX	Yes	Unchanged. See PH, pp. 69-70.
Innuendo	WIS	No	Unchanged. See PH, p. 70.
Intimidate	CHA	Yes	Unchanged. See PH, p. 70.
Jump	STR	Yes	Unchanged. See PH, p. 70.
*Knowledge: Finance	INT	Yes	New. This skill covers knowledge of all aspects the business world at its highest levels.
*Knowledge: Law	INT	Yes	New. This skill covers all aspects of legal skill and knowledge.
*Knowledge: Street Sense	INT	Yes	New. This skill covers awareness of trends, personalities, custom and attitudes in an urban environment.
*Knowledge: Underworld Lore	INT	Yes	New. This skill covers the knowledge regarding the figures, histories, and practices within the world of Organized Crime.
Listen	WIS	Yes	Unchanged. See PH, p. 71.
*Research	INT	Yes	New. The skill covers the research of a subject or topic using library or Internet resources
*Medical Assistance	WIS	No	New. The skill covers the treatment of any kind of injury. and replaces the <i>Heal</i> skill.
Move Silently	DEX	Yes	Unchanged. See PH, p. 71.
Open Lock	DEX	No	Unchanged. See PH, p. 71.
Pick Pocket	DEX	No	Unchanged. See PH, p. 72.
*Profession: Criminal	WIS	Yes	New. The skill covers the making money from acts of a criminal nature.
*Profession: Dealer	WIS	Yes	New. The skill covers the selling illegal goods or services.
*Profession: Entrepreneur	WIS	Yes	New. The skill covers the selling legal goods and services.
Search	WIS	Yes	Unchanged. See PH, p. 73.
Sense Motive	WIS	Yes	Unchanged. See PH, p. 73.
Speak Language	N/A	No	Unchanged. See PH, p. 73.
Spot	WIS	Yes	Unchanged. See PH, p. 74.
Swim	STR	Yes	Unchanged. See PH, p. 74.
Tumble	DEX	Yes	Unchanged. See PH, p. 75.
Use Rope	DEX	Yes	Unchanged. See PH, p. 76.

COMPUTER OPERATIONS (INT)

Description: This skill governs the use of computers and their applications, as well as, security and data management. Characters can use this skill to hack into computer systems and to dig out data from a person's files. The skill also covers setting up security measures for computer systems.

Check:

Locating Data: The difficulty for this check is based on the size of the operation involved -- the larger the file base, the longer it will take to sort through it. For every 5 points the character exceeds the DC, they can reduce the time required by one rank (see table below), to a minimum of one round.

Size of System	DC	Time
Street	10	5 rounds
Club	15	2 minutes
Financial	20	10 minutes
Media	25	30 minutes
International	30	1 hour

Hacking and Security Set Up: Characters can attempt to access a secure system, or try to secure a system against hacking. The character makes a Computer Operations check against a DC determined by the level of security present.

Level of Security	DC
Weak/Negligible	20
Minor	25
Strong	35
Secure	40

CRAFT: NARCOTICS (INT)

Description: This skill covers the manufacture of narcotics, including purification, dilution, and analysis. Characters can use this skill to create saleable narcotics and increase profits by diluting or "cutting" the drug (a process which weakens it, but increasing its volume). The skill also covers the analysis of narcotic substances to establish chemical formulas and purity, as well as to determine likely effects.

Check:

Analysis: The difficulty of the check is determined by the resources available to the character, whether it be a simple taste test, a child's chemistry set, or a full laboratory. The more sophisticated the equipment the more accurate the results, but the longer it takes. A character can elect to perform the test either quickly or accurately. For every 5 points, the character exceeds the DC, they can chose to have performed the analysis more quickly or more accurately and so gain more information about the tested substance.

Level of Facility	DC	Time	Accuracy
None	30	1 round	SCANT: Only simple guesses as to substance type.
Chemistry Set	25	5 mins	BRIEF: Identification of the narcotic using a reagent.
Amateur Lab	20	1 hour	DETAILED: Identification plus purity level using methods to test and isolate basic ingredients
Professional Lab	15	6 hours	COMPLETE: Identification plus purity and likely effects using above methods plus limited animal testing.
Expert Lab	10	2days	PROFESSIONAL: identification, purity, likely effects, composition, and origins of ingredients using cutting-edge methods and equipment.

Creation: This allows the character to turn the constituent ingredients either natural or chemical of a narcotic into the drug itself. This will create a quantity of the drug in its pure form at a whole sale price. Ingredient costs are rated as one Income, each producing a wholesale value in Income. Characters require a laboratory to create narcotics with each rating point being able to create one ingredient point's worth of drugs per session.

Narcotic	DC	Wholesale Value
Acid	20	2
Amphetamine	20	2
Cocaine	20	6
Crack Cocaine	15	5
Ecstasy	25	3
Heroin	20	4
Ketamine	25	3
Marijuana	15	2

Dilution: This skill allows the character to turn pure drugs into street-sellable drugs. The pure form is cut with other substances to produce a compound weak enough to be consumed by a user. This process also increases the amount, bulking out a substance so that its sale weight is higher and can be sold for a higher value. The DC for

dilution is the same as for creating and has the effect of doubling the wholesale value to create a sale value. This is the income such a narcotic will produce if sold on to users. This income, however, is not immediately available as it requires distribution and sales -- the amount merely determines its potential revenue.

Failure: With analysis, the sample is either lost or misinterpreted, due perhaps to a tainted sample or carelessness. With creation and dilution, the narcotic is corrupted -- its value is reduced by one for every five points the roll was failed by, up to the point where the narcotic is worthless.

DRIVE: CHASE (DEX)

Description: This skill covers the use of vehicles to pursue another vehicle. The vehicle being chased is often aware of such pursuit and will try to evade the following vehicles. See 'Vehicle Rules'.

Note: The skill also acts as a default for any ordinary driving checks.

DRIVE: TAILING (WIS)

Description: This skill governs the surreptitious pursuit of another vehicle without alerting them to the character's presence. It involves using various techniques to keep the target vehicle from spotting the character. The Drive: Tailing skill is used in opposition to the target's Spot skill to avoid being noticed.

Note: The skill also acts as a default for any ordinary driving checks.

Failure: A failed roll indicates that the character has been spotted by the target or has lost their trail.

EXPLOSIVES (INT)

Description: This skill covers the use of bombs and explosive charges for mining, demolition, or anti-personnel purposes. Characters with this skill can construct such devices and use them with a degree of safety.

Creation: If the character has access to the parts, they are capable of building an explosive device of the type required. The GM sets a difficulty for the device, depending on its type, then the character attempts to construct it.

Explosive Type	DC	Damage	Notes
Dynamite/ Nitroglycerin	20	2d6	The most primitive of the explosives family, it is fairly unstable and is susceptible to heat and damp if stored incorrectly.
Industrial/Mining	25	3d6	Simple plastic explosives used in the demolition and mining industry. Their stability and longevity make them safe to handle.
Military	30	4d6	These advanced plastic explosives combine the stability of industrial-grade explosives with a more compact formula. The more advanced types are also almost scentless, making detection extremely hard.

Timer Type	DC	Notes
Fuse	5+	The simplest of detonators, it consists of a fire source that burns down to the explosive. It cannot be used with industrial or military explosives.
Timer	10+	The explosive can be set to detonate at a chosen time or after a set delay.
Tilt	15+	The explosive will detonate if moved or tampered with.
Remote	15+	The explosive will explode upon the signal from a remote source.
Wire	5+	The explosive will detonate upon a signal sent down a wire leading between the detonator and the explosive.

Blast Effect	DC	Damage	Range	Notes
Shaped	20+	+2d6	5 foot	Concussion damage. This type focuses the explosive force on to a specific point with a resultant drop in blast radius.
Incendiary	5+	-1d6	10 foot	Fire damage. Explosives of this type are designed to cause fires and property damage.
Demolition	15+	N/A	15 foot	Concussion damage. These are general explosives for blasting work.
Fragmentation	10+	-d6	20 foot	Slashing damage. This type of explosive is meant to cause personnel injury, but will inflict little structural damage.

Making the explosive using household ingredients adds +5 to the difficulty, as well as +2 to any attempt to locate the device once its been made and placed. Modern military-grade explosives are far more compact and discreet, making them smaller and less easy to detect by observation or chemical detectors.

To construct an explosive the character must first obtain or make the explosive (DC listed by explosive types). They then construct a device, choosing an effect type and method of detonation. Finally, a single check is made against the combined both DCs to see if the character was able of construct the device. The GM should noted down the result of this roll as it will also be the DC of any attempt to use the Disable Device skill to disarm the explosive.

Failure: The margin by which the roll has failed determines the level of failure.

- **Failure by 5:** The device has less explosive effect than expected -- damage and radius are reduced by a half.
- **Failure by 10:** The device has been improperly made, and will detonate late, prematurely, or not at all.
- **Failure by more than 10:** Catastrophic failure. The character must make a Reflex save to avoid taking the full effects of the device -- if made, the damage is reduced by half.

Placement: The Explosives skill can also be used to place to pre-made device, or to better position a created device, to achieve a very specific effect against an especially large or complicated target. Other rolls may be needed (e.g, Move Silently) to to plant it in a difficult area.

Note: An additional placement roll is not needed in typical demolition situations.

Failure: With failure by five or less, the character incorrectly positions the device: its effect is lessened by a half. Failure by more than five means that the device has been incorrectly hidden as well as being out of position. Any person attempting to discover it is receives a +2 and the explosive's effect is halved.

FENCE (INT)

Description: This skill covers shifting of black market or stolen items. The character uses this skill to locate perspective buyers. The skill also includes the purchase of illegal items from a sources known to the character; however, it does not cover the discovery of such sources.

Success: When selling, the character finds a suitable buyer and sells the item at its desired price. When buying, the character is able to locate a source with access to the goods they want.

Failure: The character fails to find an appropriate buyer or seller.

FORCED ENTRY (STR)

Description: This skill covers gaining access to premises or secured objects such as safes or lock boxes using brute strength – either applying strength to force something open, or using violence to smash or break the lock. Using this skill leaves an apparent sign of disturbance.

Failure: The character is simply not strong enough to breach the object's defenses. The GM may allow a character to use this skill multiple times on the same object, but at a minus for each subsequent attempt. If the character fumbles on the skill check, they receive 1d6 points of damage.

GAMBLE: CASINO (WIS)

Description: This skill covers knowledge and skill with various games of chance. . Characters with this skill are experienced at playing all kind of card games, as well as, roulette, craps, slot machines, and so on. They also know all the variant rules, how to figure odds and the intricacies involved in their play.

Furthermore, this skill can be used to represent the amount of knowledge a character has of games of chance – how to play them to make money, how to minimize losses, and how to spot other experienced gamblers and rigged games.

GAMBLE: SPORTS (INT)

Description: This skill determines the character's knowledge of sporting events and personalities, and how to wager on their outcomes and performances to make money. Typical betting sports are boxing, horse racing, dog racing, and football, but any sporting event in which there is a clear result based on factors that can be predicted, is suitable to making sports wagering. Characters with this skill know all the ins and outs of taking and placing bets, particularly how to set up the odds and spreads never to lose money, as well as how to hedge to cover potential big pay-outs (see 'Gambling').

Gambling rules

When gambling, the character first declares the amount they are betting. The stake determines amount of money the character can potentially win. With Gambling: Casino checks, the player must also states how reckless or careful they are being – the margin of loss and win will be larger depending on the style of play.

Next, the character makes a check against the opposing character's skill or or against a DC of 20 plus any modifiers the GM may wish to add (e.g., taking long shots, + 5; hedging their bets -5). If there are multiple opponents, the check is made against the highest opposing result.

Success: If the roll is successful then the character has won some money. The amount is equal to the stake plus a percentage. The percentage is calculated by first adding the amount by which the character succeeded against

the DC (or opposed rolls), plus the risk factor (1 being low-risk, 5 being high), then multiplying that number by the scale of game. For instance, a friendly game on a Friday night it might be a scale of 5 whereas a standard casino level game would be 10. Bear in mind that a high stakes game with a winner-takes-all policy might yield a higher pay out, which should be determined by the GM

Example: Bobby the Wise Guy puts in a stake of \$200 into a high-risk (+5) poker game at the Lucky Starr Casino (*10). He manages to beat the checks of the other NPC players by 8. This means he wins $(8+5)*10=130\%$ of \$200 = \$260. So Bobby leaves that night with \$460 in his pocket – his original stake of \$200 and his winnings of \$260.

At the same casino but a different table, Angelo decides to play cautiously (-3) with his \$200. He also beats the other players by eight, but because of his caution, Angelo only \$100 in winnings -- $(8-3)*10=50\%$. Ange goes home with \$300 – his stake plus winnings.

Note: These rules represent play for the whole night not just one game. The two results show how some players stay at the table and risk reversing all their loses putting everything in a last turn of the cards while others win a few hands then walk away before their lucks runs out. GMs can just use opposed skill checks to determine individual hands in a game if the players wish to role-play an entire card game.

Failure: If a player fails to beat the DC (or opposed roll), then they've lost. The difference between the amount the player rolled and the DC is calculated in much the same way as with winning except that this amount is deducted from the stake money. It may well be that this amount is far larger than the stake, if so then the character ends up in debt.

Example: The next night, Bobby decides to chance his \$200 stake again in another high-risk game. This time he loses by 12. Thus, Bobby has lost a total of \$340 -- $(12+5)*10=170\%$ of \$200 – and now owes the Lucky Starr Casino \$140.

In the case of critical failure, the amount that the total difference and modifier is multiplied by is doubled.

MEDICAL ASSISTANCE (INT)

Description: This is a trained skill that allows a character to tend the injuries and ailments. The skill covers three aspects of health care: stabilization, long-term care, and surgical repair. **Note:** Unless the character has the Emergency Medic feat for patching wounds or the Doctor feat for surgery, then all checks are at -4.

Also, in order to use this skill effectively, the character needs the correct medical equipment to hand and a commitment of time. Without the proper equipment, stabilization and long-term treatment skill checks are made at an additional penalty of -4. Surgery without the

correct equipment is a brutal mediaeval affair -- the DC is raised to 25 for any such attempt.

Stabilization: This aspect prevents a wounded character from deteriorating further, either through loss of blood or infection. A Medical Assistance skill check at DC 15 either This can only be performed once per injury. The skill can also be used to arrest the spread of poison.

Success: Patient is stabilized if they had negative hit points or recovers d4 hit points if they still had positive hit points. For poison, effects have been slowed but only long-term treatment can cure the patient.

Failure: The patient receives no benefit from the attempt at healing. Critical failure inflicts d6 damage

Retry: No, patient must receive care from other specialist.

Long-term Treatment: This covers all attempts to restore a character back to full hit points. Such care requires both rest and attention. Since most mobsters cannot seek professional care in a public hospital (all violent injury must be reported to the police) they must rely on unofficial specialists for medical treatment. To heal a severely injured or sick mobster, the character makes a Medical Assistance skill check at DC 15 at the end of each day's rest.

Success: The character recovers another 3 hit points plus the character's Constitution modifier to a minimum of one. The tended character can also recover 1 point of ability plus the character's CON modifier to a minimum of one.

Failure: The patient receives no benefit from the attempt at healing. Critical failure inflicts d6 damage.

Retry: The character can try again the following day.

Surgery: Surgery is most often used in the removal of bullets, but could apply to any number of other treatments. Regardless, all surgery inflicts a certain amount of additional damage on a character. The surgeon must make a Medical Assistance check against DC 20

Success: Surgery increases the amount of base hit points that the character recovers during long-term treatment, giving them a base of 5 instead of 3. This effect lasts for a number of days equal to the amount by which the surgeon succeeded the check, The recovery continues until all the hit points are restored. Damage to ability is also recovered at a faster base rate (2 instead of 1).

Failure: The surgeon inflicts d6 damage. Critical failure inflicts 2d6 points of damage.

Retry: The character can try again the following day.

KNOWLEDGE: FINANCE (INT)

Description: This skill covers the world of business and finance. Characters with this skill are familiar with stocks, accountancy, bureaucratic procedure, and corporate terminology and practices. They also know all about the performance of leading companies and the people who run them.

KNOWLEDGE: LAW (INT)

Description: This skill covers legal education and experience. The character thoroughly understands the workings of the law and the courts, both civil and criminal. They know how to serve writs, to plea-bargain, and coach witnesses. This skill also offers information about the local legal system – who's who, major cases, and so on.

KNOWLEDGE: STREET SENSE (INT)

Description: This skill reflects a character's knowledge of urban culture. It covers the customs and practices of the street, as well as criminal fraternities. Characters with this skill recognize and understand aspects of the scene -- music, media and personalities originating from this arena.

KNOWLEDGE: UNDERWORLD LORE (INT)

Description: This skill encompasses the history, practices, and customs of the Mafia and other organized crime groups. Characters with this skill understand how various rackets function and have an idea of their typical incomes. Additionally, it covers information about known Mafia personalities, both local and national, as well as the rumors and gossip that circulating about them. This skill also provides the character with knowledge of rackets and scams operation in their local area.

RESEARCH (INT)

Description: Use of this skill covers gathering information from the Internet or library, or other information resources, such as microfiche, universities, newspaper morgues, and so on. .

The DC for using this skill is largely up to the GM -- some subjects may be concealed or harder to research. Basic facts are DC 10, obscure facts are DC 20, hidden or illegal information is DC 25, and information on government secret projects and covert operations are DC 40.

Failure: If a failed check could mean one of a number of things -- either the sought-after information unavailable, unclear, contradictory or conflicting, or even non-existent. If the character makes a critical fumble, they pick up either erroneous or misleading information.

PROFESSION (INT)

These skills cover a character's ability to make money from their occupations, whether they be legal or illegal. This skill is primarily used in downtime. Each downtime session, the character can make a check of each Profession skill they possess against DC 20

Success: For every 5 points (rounded up) they exceed DC 20, they can get another point of Income (see p. XX).

Example: Bobby the Wise Guy made a check of 26 with his Profession: Criminal skill. Due to his success, He now receives an additional 2 Income that downtime ($6/5 = 1.2$, rounded up equals 2).

Failure: Characters who fail these checks suffer no adverse effects.

PROFESSION: CRIMINAL

Description: This Profession skill pertains to characters who make their money through individual acts of theft, blackmail, extortion, and fraud. Characters with this skill have experience with a wide variety of criminal activities, include cons and scams. They know how to make a profit from just about anything illegal, but lack the organization or skill to manage to large operation.

PROFESSION: DEALER

Description: Characters with this Profession skill know how to make money through the sale of illegal goods and services., from arms to drug to sex slaves. They understand the workings of the black market and illegal auction houses This skill deals with the operation of rackets and provides knowledge of the practices and nature of such businesses, along with the various tricks of the trade.

PROFESSION: ENTREPRENEUR

Description: This profession skill covers all acts of normal commerce and trade that stay within the law. . Characters with this skill have experience of the world of business and how to turn a profit. They also know how to manage front businesses so that they appear to be on the level.

ALTERED FEATS FOR THE MOB

WEAPON AND ARMOR PROFICIENCY FEATS

Possession of the following proficiencies negates the -4 penalty for using a weapon untrained.

Simple Weapons Proficiency: This covers a limited range of melee weapons usually available in the modern day. The majority of these are easy to locate and require little training or experience to use with a degree of proficiency.

UNARMED: Reinforced gloves brass knuckles

ARMED: Knives, switchblades, straight razor

Clubs, b, saps, night sticks

Canes, baton,

IMPROVISED: Pool cues, baseball bats, heavy chains, pillowcases, broken bottles etc.

Martial Art Weapon Proficiency: Weapons associated with Asian martial arts disciplines are covered by this feat. These have been made popular and assessable in recent years by the influx of action movies and from Hong Kong and Hollywood. Users of such weapons have usually received some formal training through a club or instructor, although teaching themselves is possible.

ARMED: Dando (a Chinese broad sword), Jiann (a Chinese long sword)

Katana and wakizashi, ninjato

Nunchuku

Kama (a type of sickle)

Tonfa (similar to a police baton)

Light chain

Jo staff, escrima sticks (types of paired batons)

Bo stick (a type of staff)

RANGED: Darts, shuriken

Ancient Weapon Proficiency: This feat covers ancient weapons either antique or reproduction. These are usually simpler to use, but harder to obtain. Finding an instructor for such weapons is far harder too, with most users simply copying moves seen in films or television until a feel for the weapon is produced.

Armed: Axe

Broad Sword

Bastard sword

Mace

Spear

Rapiers, foils, sabers

Ranged: Cross bows, long bows

Exotic Weapon Proficiency: Weapons not covered by the above proficiencies fall into this category. They are usually either rare or unusual in nature. with instruction in their use almost impossible to find. Each weapon of this type requires a separate proficiency slot. Examples: whip, chain saw, poison, or combat fan.

Side Arm Firearm Proficiency: This proficiency covers all bullet-loading pistol and handgun weapons, whether they are automatic or cylinder in loading form. Training or instruction for the use of such weapons comes from military, police, or civilian firing ranges.

Automatic Firearm Proficiency: This feat covers all bullet-loading firearms capable of firing single shots, three round bursts, or full automatic bursts and sprays. Automatic firearms range from small machine pistols to submachine guns to assault rifles.

Long Arm Firearm Proficiency: This feat covers all rifle-like weapons that fire single shots whether through bolt, pump, or automatic action. It also covers shotguns, hunting rifles, sniper rifles, and older military rifles.

Exotic Firearm Proficiency: Any firearms not covered above fall into this category. Each weapon requires a separate feat slot to purchase. Exotic firearms include all heavy machine guns and other large ordinance weapons, as well as archaic black-powder weapons and flame-throwers.

Possession of the appropriate feat allows a character to be agile while wearing armor. The feat reflects their ability to cope with the weight and encumbrance imposed by such protective gear.

Archaic Armor Proficiency: Covering all ancient armours and those produced from archaic materials, this feat allows characters to reduce the penalties associated with wearing such protection.

Modern Ballistic Armor Proficiency: This feat covers the use of modern forms of body armor, which range from light concealable vests to heavy sets used for tactical response armor. The feat reduces the penalties associated with the wearing such protection.

NON-WEAPON PROFICIENCY FEATS

FEAT	PREREQUISITE	Description
*Adrenaline Rush	None	The character can take an extra action or move in one combat. The number of times a character can use this per day is determined by dividing the character's level by 4 (rounded up).
Alertness		See PH , p. 80
Ambidexterity	DEX 15+	See PH , p. 80
*Athlete	STR 10+, DEX 10+	The character receives +2 on all <i>Jump</i> , <i>Climb</i> , and <i>Swim</i> rolls. Their running speed is also higher at times 5 rather than times 4.
*Business Acumen		The character's can increase the profits of any front they run. For each rank of this feat, the Front Man can increase the <i>Income</i> of any front or racket they manage by one. This can be taken multiple times.
Cleave		See PH , p. 80
*Combat Prowess	INT 13+	The character can allocate up to half their Base Attack bonus to use instead for their Defense.
Combat Reflexes		See PH , p. 80
*Crowd Cover	DEX 13+	The character can use other people as cover against ranged attacks, even when engaged in melee combat. The character counts as being on full defense if being shot at by a third party while engaged in melee.
*Dangerous Appearance	CHA 10+	The character gains a +4 bonus on all <i>Intimidate</i> checks.
*Doctor	INT 14+, 4 ranks of <i>Medical Assistance</i>	The character has received extensive medical training and can ignore the -4 penalty when performing surgery or long-term treatment.
Dodge		See PH , p. 81
*Drive-by Hit	None	The character only suffers a -2 penalty when shooting a target while driving a moving vehicle, provided the target is within range.
*Driven	WIS 10+	The character receives a +2 bonus on all <i>Concentration</i> , and <i>Diplomacy</i> skill checks.
*Driving License	Age 16+	The character is proficient in driving a class of vehicle and no longer suffers a -4 penalty for their use. Each time this feat is chosen select one of the following: Cars, Motorbikes, Trucks, Vans, Military Vehicles, Aircraft, Maritime Vehicles, or Helicopters.
*Emergency Medic	WIS 10+	The character has received training in first aid and treating injuries. They gain a +2 bonus to all <i>Medical Assistance</i> checks when attempting to stabilize or patch up a patient.
*Empathic	WIS 10+	The character receives a +2 bonus to all <i>Sense Motive</i> and <i>Gather Information</i> checks.
Endurance		See PH , p. 82
*Face of a Killer	4 ranks of <i>Intimidate</i>	The character has a strong aura of violence so strong. Upon making a successful <i>Intimidate</i> check, the target is a -2 -2 to hit and to all saves in any resultant combat.
*False Sincerity	CHA 10+	The character receives a +2 bonus to all <i>Bluff</i> and <i>Disguise</i> checks.
*Fight Dirty		The character knows how to fight dirty, slipping in nasty moves, such as head butts and eye gouges. These feat allows a character to take an additional attack unarmed. The additional attack counts as a full attack, but both attacks are at -2. This feat does not provoke an attack of opportunity.
Great Cleave		See PH , p. 82
Great Fortitude		See PH , p. 82
Improved Critical		See PH , p. 82

Improved Initiative		See PH , p. 83
Iron Will		See PH , p. 83
Lightning Reflexes		See PH , p. 83
*Marksman		The range increment for a ranged weapon is increased by 1.5 for any full attack taken.
*Martial Artist	STR & DEX 10+	The character is always considered armed and does not provoke an attack of opportunity when attacking an armed opponent.
Mobility		See PH , p. 83
Point Blank Shot		See PH , p. 84
Power Attack		See PH , p. 84
*Precise Aim		The character can fire any single-shot weapon into melee and ignore the -4 penalty for doing so. This may not be used with a shotgun or other area-effect weapons.
Precise Shot		See PH , p. 84
*Rapid Shot		The character receives an extra shot each round when firing a single-shot weapon. Both shoots together count as a full action. Each shot is a -2 to hit.
*Ready Weapon	Base attack plus one or higher	A player can ready a weapon as a free action, or reload or clear a jammed firearm as a half action.
*Renown		The character can increase their <i>Reputation</i> and/or <i>Heat</i> ranks by +1.
*Right Hook	Base attack 1+	The character gains +1 damage in unarmed attacks.
*Second-Story Man	DEX 10+	The character receives a +4 bonus to all <i>Open Lock</i> and <i>Move Silently</i> skill checks.
Shot on the Run		See PH , p. 85
*Skill Expertise	One plus rank in a chosen skill	The character can nominate one skill in which to be particularly adept. They now receive +2 to all checks using that skill, as well as have the option to Take Ten in circumstances where that option would usually be denied.
*Smart	INT 10+	The character receives plus a +2 bonus to all <i>Knowledge</i> and <i>Profession</i> checks.
Spring Attack		See PH , p. 85
*Strafe Fire	automatic or appropriate Exotic Weapon Proficiency feat	The character receives an additional rate of fire die (according to weapon) when using an automatic weapon to attack.
*Strong Stomach		Characters receive a +2 save on any attempt to intimidate, shock or startle him as well as Fear checks.
*Technical Expertise	WIS 10+	The character gains +2 on any <i>Craft</i> or <i>Disable Device</i> check.
Toughness		See PH , p. 85
Two Weapon Fighting		See PH , p. 86
*Unrecognized	N/A	The character can lower their <i>Heat</i> and/or <i>Reputation</i> ranks by 2.
*Vehicular skill	DEX 13+	The character receives a +2 bonus to any <i>Drive: Chase</i> and <i>Drive: Tailing</i> checks.
Weapon Finesse		See PH , p. 86
Weapon Focus		See PH , p. 86
Weapon Specialization		See PH , p. 86

CREWS

Money is indeed the name of the game for the Mob. While a single, ambitious wise guy can make a steady living, the real cash lies in running criminal rackets. To do that, a group, or crew, of mobsters need to work together, united under the experienced direction of a crew boss, or capo. As such, Crime Scene: The Mob provides players and GMs with the means for forming and managing Mob crews so that players to amass power within the world of Organized Crime. As crew grows, they branch out into various rackets and operations – their aim is to increase their income, and therefore the family's income through tribute, and by doing so acquiring a powerful reputation within the family and the community.

In order to build and operate successful rackets, players need to put a lot of work into them. Much of the day-to-day operation of a racket would be dull to role-play in detail, so the bulk of the growth is handling is downtime. To do this, each character receives a number of Crew Development points to spend at each level to create and improve their crew's prospects. These points can be used to either set up new rackets, acquire existing rackets, or to perform certain actions that either bolster their operations or their employees.

There are two kinds of a Crew Development points: Crew Action Points (CAPs) and Crew Expansion Points (CEPs), represent the different ways in which each character class amasses power and influence – whether it be through street savvy or monetary clout, or a combination of the two. Both kind of points are needed to perform action – the mix of the points required depends on the type of action attempted.

Different character classes generate different kinds of development points.

Some classes have a lots of money and assets, but have difficulty using them wisely, others move more freely in underworld circles, knowing when to act and how, but lack the resources to do everything they want. While a character could use their points individually, it is more efficient and yields higher returns to pool points to accomplish goals. The bottom line is that only by working as a team can a group of player characters can establish themselves in the competitive and ruthless world of the Mafia.

As the PCs get more powerful, the bonds that originally bound them together start to deteriorate. The more ambitious PCs will begin scheming to rise up the Mafia ladder, hoping someday to unseat the boss and become don themselves.

CREW DEVELOPMENT POINTS SYSTEM

The following system allows players to organize crews and even build a basis for their own Mob family, using points to set-up, support, and finance their rackets and illegal operations. Unlike many role-play systems, the majority of crew development occurs during downtime, instead of during game play. The frequency of these downtime sessions is determined by the GM, but should occur at least once per level. During downtime, the players can spend some or all of the Crew Development points they have amassed so far.

As started before there are two kind of Crew Development points – Crew Action Points (CAP) and Crew Expansion Points (CEPs), reflecting a difference in the way characters amass power and influence. Both types of points are needed to perform actions – different actions requiring a difference mix of the two.

CREW ACTION POINTS (CAPS):

CAPs represent the character's ability act within the world of Organized Crime. It shows an aptitude for recognizing opportunities, cashing in favors, and recruiting people. Characters classes that spend the majority of their time in illelal pursuits will have more of these kinds of points to spend than a character who operates primarily on the legitimate side of things In essence, CAPs are the driving force behind any action, and amount to the maximum number of maneuvers a crew can perform during downtime. Such maneuvers may include acquiring new members, expanding an operation, researching a target to corrupt, or arranging for a problematic person to be killed. The CAP cost of a racket is based on the scope, or level of the racket (see Racket Level Table on p. XX.)

CREW EXPANSION POINTS (CEP):

CEPs represent the financial side of Mob activity. It illustrates a character's ability to bankroll an action that requires CAPs to be spent. Sometimes such points equate to brides or pay-offs, other times they may simply exemplify a PC's ability to network in the business world to aid their front rackets. CEP cost for a racket is equal to the Income they produce (see Racket Benefits Table)

AMASSING CREW DEVELOPMENT POINTS

Players acquire Crew Developments in two different ways

– at the beginning of each downtime session and with every new racket they control (as per the Racket Benefits Table below).

As a simple rule of thumb, GM should award players a number of Crew Development points equal to their level at the start of each downtime – determining which kind each character class receives. Some GMs may wish to give out more, allowing players to accrue their level's worth + d4 each time they have a downtime session.

When acquiring rackets, players can accumulate Crew Development points either as an individual or as a group. Each method has merit.

By acting alone, a player gains sole control over any resource they might gain and therefore all the advantages it brings. The problem with working alone is that the PC is unlikely to be able to afford to expand much, so will develop slower.

On the other hand, a party acting together is able to pool their point and efforts and expand more quickly -- the downside being that the advantages they gain must be shared. Sooner or later, this may give rise to conflict within the group as struggles for power and dominance emerge.

RACKET OPPORTUNITIES

As outlined in Chapter 2, there are many types of rackets that mobsters control– Prostitution, Gambling, Loan Sharking, Labor Racketeering, Protection, Extortion, Blackmail, Theft, Fraud, Smuggling, Narcotics, and Money Laundering, among others. Characters gain control of rackets either through the course of regular game play, or by using Crew Development points to create new rackets or seize preexisting ones.

How that is done is explain later on in the chapter. First, one needs to define the different levels of rackets and outline the various benefits and effects different rackets have to offer.

RACKET LEVELS

Rackets can operate on a number of levels, from local to international. The more far-reaching a racket is the more profitable it can be; however, not all rackets work on all levels. Some rackets, like money laundering,, start at a fairly broad level – it just isn't lucrative a lower levels. Others like local prostitution or protection rackets cannot operate at a high or international level – they require a personal touch. Crime Scene: The Mob uses the following five levels to describe the scope of rackets:

Street: The lowest level of an operation, it covers minor local rackets where either the PC does all any criminal activity, or employs just a few associates.

Club: Slightly larger in size and aimed at a wealthier clientele, club level rackets make more money. Again the

PC does the majority of work associated with running the illegal side, but must hire additional employees to handle day-to-day operations.

Financial: At this level the racket is operating at a large scale, either effecting a district-sized area or focusing a single company. The clientele are more numerous and often wealthy. At this level, the PC only supervises, relying on a number of dedicated associates to handle various functions.

Media: A Media-level racket covers a citywide area. The PC occupies an executive role, employing a separate manager and a staff of associates to the run the operation. The clientele are both wealthy and powerful, and the profit is enough to comfortably support all involved.

International: An International-level racket operates out of multiple cities or countries. As such, the PC routinely deals with other leaders or executives. The PC retains several branch managers, each controlling one area or aspect of the operation. These managers are in turn supported by a string of associates to carry out the various functions required.

The broader the level, the higher the CAP cost to create or seize a racket of that scope. See table below:

LEVEL OF RACKET	CREW ACTION POINT COST
Street	3
Club	5
Financial	8
Media	12
International	15

RACKET BENEFITS AND EFFECTS

The chart below details the benefits of controlling various kinds of rackets, broken down according to level. Under 'Effects', the first number represent the Income the racket generates for the mobster, after any running costs have been paid. The mobster still has to pay their tribute to their family from this amount. Any additional effects or bonuses are listed for each one. Some rackets give the PC a boost to their Reputation, while others can reduce a character's Heat rating.

In some case, a particular type of racket may be more risky to acquire as their nature attracted more police attention or public scrutiny. To calculate a racket's Risk simply add the level of the racket to its Income plus any additional modifiers listed for the racket.

RISK = LEVEL OF RACKET (CAP COST) + INCOME (CEP COST)

A racket's inherent Heat rating is also equal to its Income.

Note: The Income rating also equals the amount of CEP required to create or seize control of that type of racket.

RACKET BENEFITS TABLE

d100	Racket	Street	Club	Financial	Media	International
01	Front: Scrap Yard	2	3	N/A	N/A	N/A
02-03	Front: BAR	2	2, +1 REP	3, +1 REP	3, +2 REP, +1 CAP	N/A
04-05	Front: Nightclub	2, +1 REP	2, +1 REP	3, +1 REP, +1 CAP	4, +2 REP, +1 CAP	5, +2 REP, +2 CAP
06-07	Front: Strip Club	2	2, +1 CAP	3, +1 CAP	4, +1 REP, +2 CAP	N/A
08	Front: Casino	N/A	N/A	4, +1 REP, +1 CEP	5, +2 REP, +2 CEP	8, +2 REP, +1 CAP, +1 CEP
09	Front: Financial	N/A	N/A	5, +2 to money laundering	8, +3 to money laundering	10, +4 to money laundering
10	Front: Restaurant	1	2	3	4	N/A
11	Front: Bail	0, -1 HEAT	1, -2 HEAT	N/A	N/A	N/A
12	Front: Lawyer	0, -1 HEAT	1, -1 HEAT	3, -2 HEAT	5, -2 HEAT	6, -3 HEAT
13-14	Front: Health Club	1	2	3	N/A	N/A
15	Front: Security Firm	1, +1 INC from Theft	2, +2 INC from Theft	N/A	N/A	N/A
16-23	Narcotics: Cocaine	3, +1 CAP	5, +1 CAP, +1 REP	6, +2 CAP, +1 REP	10, +2 CAP, +2 REP	14, +3 CAP, +2 REP
24-27	Narcotics: Crack	2	4, +1 CAP	5, +1 CAP, +1 REP	7, +1 CAP, +1 REP	N/A
28-29	Narcotics: Ecstasy	1	2, +1 CAP	4, +1 CAP, +1 REP	6, +2 CAP, +1 REP	8, +2 CAP, +2 REP
30-34	Narcotics: Heroin	2	3, +1 CAP	5, +2 CAP, +1 REP	9, +2 CAP, +1 REP	12, +3 CAP, +2 REP
34-40	Narcotics: Marijuana	1	2	3, +1 CAP	5, +1 CAP, +1 REP	6, +2 CAP, +1 REP
41-44	Narcotics: Amphetamines	1	2	3, +1 CAP	4, +2 CAP, +1 REP	5, +2 CAP, +1 REP
45	Narcotics: Other	1	2	2, +1 CAP	N/A	N/A
46-47	Prostitution: Escort	1	1	1, -1 RISK to Blackmail & Bribery	2, -2 RISK to Blackmail & Bribery	3, +1 REP, -3 RISK to Blackmail & Bribery
48-49	Prostitution: Bordello	1, +1 REP	1, +1 REP, -1 RISK to Blackmail	2, +1 REP, -2 RISK to Blackmail	N/A	N/A
50	Prostitution: Dungeon	N/A	1	2	N/A	N/A
51-54	Prostitution: Street	1	1, +1 CEP	2, +1 CEP	N/A	N/A
55-57	Prostitution: Video/Net	1	2	N/A	N/A	N/A
58-60	Prostitution: Adult Books	1	2	3	4	5
61-67	Gambling: Bookie	1	2	3	N/A	N/A
68-70	Gambling: Cards	0, +1 REP	1, +1 REP	2, +1 REP	N/A	N/A
71-74	Protection: Local	1, +1 CAP	2, +1 CAP, +1 REP	3, +1 CAP, +1 REP	N/A	N/A
75-77	Protection: Construction	1	3, +1 REP	4, +1 REP	N/A	N/A
78-82	Protection: Union	1, +1 CAP	2, +1 CAP, +1 REP	5, +2 CAP, +1 REP	8, +2 CAP, +2 REP	10, +2 CAP, +2 REP
83	Smuggling: Arms	1, +1 CAP, +1 RISK	3, +1 CAP, +2 RISK	6, +2 CAP, +1 REP, +3 RISK	9, +2 CAP, +2 REP, +4 RISK	15, +3 CAP, +3 REP, +5 RISK
84	Smuggling: Immigrants	1	2,	3, +1 REP	N/A	N/A
85-86	Smuggling: Contraband	1	2, +1 CAP	3, +1 CAP, +1 REP	5, +2 CAP, +1 REP	N/A
87-90	Smuggling: Drugs, Cocaine 01-35	2, +1 CAP, +1 RISK	5, +2 CAP, +2 RISK	10, +2 CAP, +1 REP, +3 RISK	12, +2 CAP, +1 CEP, +2 REP, +3 RISK	15, +3 CAP, +2 CEP, +2 REP, +4 RISK
	Smuggling: Drugs, Heroin 35-55	2, +1 CAP, +1 RISK	4, +1 CAP, +2 RISK	7, +1 CAP, +1 REP, +3 RISK	10, +2 CAP, +1 CEP, +2 REP, +3 RISK	13, +3 CAP, +2 CEP, +2 REP, +4 RISK
	Smuggling: Drugs,,, Marijuana 56-84	1, +1 RISK	3, +2 RISK	5, +1 REP, +3 RISK	7, +1 CAP, +1 REP, +3 RISK	10, +2 CAP, +1 CEP, +2 REP, +4 RISK
	Smuggling: Drugs, Ecstasy 85-00	3, +1 RISK	4, +2 RISK	6, +1 CAP, +1 REP, +3 RISK	8, +1 CAP, +2 REP, +3 RISK	12, +2 CAP, +1 CEP, +2 REP, +4 RISK
91	Theft: Warehouse	2, +1 RISK	3, +2 RISK	4, +1 REP, +3 RISK	N/A	N/A
92	Theft: Banks	3, +1 CEP, +3 HEAT	5, +2 CEP, +1 REP, +4 HEAT	7, +1 CAP, +3 CEP, +2 REP, +5 RISK	N/A	N/A
93-94	Theft: Warehouse	2, +2 RISK	2, +1 CAP, +2 RISK	2, +2 CAP, +2 RISK	N/A	N/A
95-96	Theft: Hijacking	1, +1 CAP, +2 RISK	2, +1 CAP, +3 RISK	2, +2 CAP, +3 RISK, +1 REP	N/A	N/A
97-98	Theft: Car Parts	1	1, +	2, +1 CEP	N/A	N/A
99-00	Theft: Car Resale/Export	1	1, +1 CEP	2, +1 CEP	N/A	N/A

ACQUIRING RACKETS

These rules pertain to the acquisition of rackets during downtime using Crew Development point, as opposed to the rackets PCs gain through role-play adventures in game. The latter simply represent the natural expansion of a character's power base and experience.

Rackets secured during downtime represent behind-the-scenes work on behalf of the players to increase their presence within their Mafia group. A GM can allow players to create new racket operations (rolling on the table above), or take over preexisting ones that have become available either through their corruption by Mob associates, or have lost their previous controller due to death or imprisonment.

SEIZING CONTROL

The PCs can choose to spend their Crew Development points taking control vulnerable assets, the GM can use the random chart on p. XX, or simply detail their own, using the table as a guide. Either way the GM should provide at least five different opportunities each downtime. The GM determines how long such options remain available – after all, mobsters are quick to identify and exploit such opportunities.

STAKING A CLAIM

One way to keep an option open and safe is to stake a claim. Characters that have reached the rank of made man can declare that a wish to own a particular racket -- all other mobsters should back off. The character must use Crew Development points to stake a claim (see Actions Table on p. XX). There is a downside to this strategy. By waiting to seize control, the mobster risks increased exposure, and if their bid to take over the operation fails, the resulting Heat is worse. The PC receives an additional +1 HEAT for failing to gain control when staking a claim.

As with other actions performed in downtime, characters must spend Crew Development points to seize a racket, and doing so incurs Risk. Not only must characters be able to afford the points costs as listed in the Actions Table, they must also make a successful Risk roll. Characters make a Knowledge: Street Sense check against a DC equal to the Risk of that racket.

Success: The character gains control of the asset and its benefits.

Failure: The character fails to gain control and attracts the attention of the law in the process. The character gains the Heat modifier as listed for the racket.

Fumble: Not only does the character fail to gain control, but also they gain double the Heat modifier as their efforts antagonize those involved.

SPENDING POINTS AS A GROUP

Sometimes a group of mobsters may wish to combine their

efforts to seize control of a racket. In such instances, the PCs involved elect to pool some of their Crew Development points to perform actions they couldn't afford on their own. The group must first elect a leader to act for them, then make the appropriate skill check to gain the racket. The leader tends to be the PC with the highest rank in the appropriate skill. The leader then makes the check for the group, adding a +1 modifier for each additional member of the group. For example, a five-person group pooling their efforts would gain a +4.

Success: Every member of the group receives the advantages of the action. Any bonuses -- additional Reputation, Income etc. -- are then split amongst the group. These are divided equally, with any number being rounded down to the nearest whole number. Thus, a racket with a REP bonus of +3, split between four mobsters, would give none of them a bonus.

Failure: A failed roll implicates all the involved mobsters. Each receives the Heat modifier in full, not merely a portion of it.

Example: Four PCs join together to seize control of a Money Laundering racket. The operation rewards the mobster who controls it with -2 HEAT and a +5 INC per downtime. Given the number of crewmembers, none of them receive the Heat bonus -- -2 HEAT as $2/4=.5$, which rounds down to zero. However, the Income divides equally ($\$5000/4$), earning each player \$1250 per downtime session.

SPENDING POINT IN ORDER

Characters must spend their Crew Development points in order to skill and reputation, which reflects each character's level of connections and awareness of the opportunities available. The PC with the highest total of ranks in Reputation and Knowledge: Street Sense goes first, and so on in descending order. As with Initiative, characters may choose to hold or forgo an action. Each character can only perform one action at a time, and any joint actions are performed at the pace of the slowest ranking member of the crew.

TRADING INCOME FOR POINTS

Sometimes a mobster wants to get something done quickly, in such situations they can just throw money at the problem, offering bribes and favors or writing off debts. Therefore, PCs can spend money to acquire Crew Development points at the following rate:

2 INC = 1 CAP

1 INC = 1 CEP

Using Income in this way also raises a character's Heat by the amount of Crew Development points gained. Such expenditures are easily to spot and the authorities are always on the look out for sudden influxes of cash.

EXTRA EFFORT

At times, the PCs may wish to put more effort into securing a specific Crew Development action, putting more of their resources and power behind such a move. For every extra CAP they spend above the initial CAP cost, they can add +2 to the check. Likewise, they can spend additional CEPs to add +1 the check.

DECIDING RISK

Spending Crew Development points is not without risk. Mobsters try to perform illegal actions through third parties in order to reduce the immediate threat; however, the connections still remain. If an action fails, then the characters will have wasted the Crew Development Points

spent in their attempt. To decide if the characters have the capability to perform the chosen Crew Action, they must make a Knowledge: Street Sense check against a DC equal to the Risk they're taking. For joint actions the character with the highest Knowledge: Street Sense may use his skills in making the Risk roll.

Success: The character successfully performs the action, and gains the desired result.

Failure: The character loses the Crew Development points and incurs a Heat as indicated next to the action.

Fumble: The character fails utterly in his attempts to develop his gang, not only does he lose any Crew Development points, he also gains twice the Heat indicated for the appropriate action.

ACTIONS TABLE

Action	CAP	CEP	Effect	Risk	Heat
Arson/Insurance Fraud	2	1	Destroy an asset for short-term gain. Can only be performed on fronts. Gain double <i>Income</i> from the front.	5	+2
Assassination	5	5	Silence a potential threat.	20	+3
Blackmail/Kidnap	5	3	Attempt to extract cash or cooperation from an individual.	15 + CR	+2
Bribe	1	2	The mobster tries to bend a subject to his will through monetary greed.	10 + CR	+1
Change Management	0	1 per	The mobster gives over control of a racket to another, transferring any bonuses the racket might confer.	5	+1
Compete	1	2	The mobster drops the <i>Income</i> he receives from an operation to make it more competitive, and so drive out other operators. +1 INC if successful	5 + income in \$1000	+1
Corruption	2	2	An attempt to turn an individual into a contact	10 + CR LVL x 2	+1
Fence	1	2	The selling of illegal assets for fast profit.	5	+1
Intimidate	2	1	A concerted effort to lower the morale of an individual or area.	15	+2
Investigate	3	3	The mobster tries to ascertain if there are any informers or undercover police in his operation.	15	+1
Launder	1	3	The funneling of illegal funds through fronts to reduce the characters <i>Heat</i> by -1 per \$5000.	10 + 1 Per \$1000	+1
Lay Low	0	0	The mobster hides out and spends no other Crew Development points that session, but reduces his <i>Heat</i> by 1.	5	+0
Locate	1	1	An attempt to find an individual who's in hiding.	10 + CR of target	+1
Party	0	1	The mobster throws parties, and spends money on his crew to keep them loyal.	5	+0
Recruit	3	2	The PC tries to hire mobsters to expand or replace crewmembers.	10 + 2 per lvl over 1 st	+1
Research	1	1	The mobster gathers information on a subject	5 + CR of target	+0
Robbery	4	4	An attempt to gain a money through opportunistic theft.	10 + 1 per \$1000 in expected haul	+2
Scam	4	4	An attempt to gain funds through confidence or white-collar crime. PC can use <i>Knowledge: Business</i> instead of <i>Knowledge: Street Sense</i> .	10 + 1 per \$1000 in expected haul	+2
Seize Control	As racket cost	As racket cost	The mobster seeks to take control of an available racket.	As racket cost	As racket
Stake a Claim	1	1	A made man may claim an opportunity in order to keep the option open until next downtime.	As for taking over racket -1	+1
Visit	1	0	The mobster spends time organizing his operations in an attempt to keep them loyal. Adds +1 to <i>Loyalty</i> and <i>Income</i> .	10 + 1 per \$1000 income operation makes	+0

PERSONALITY

As the characters progress and seize control of rackets and fronts, using their position to make contacts, it become very important for them to know the people employed as individuals. The chart below provided a list of simple traits that GMs and PCs can use to distinguish one NPC associate from another.

Note: By using the Visit option in the Crew Development points chart, players can ascertain the nature of their employees, weeding out ones they don't want and promoting and investing those they do.

d20	Personality	Effect
1-2	Addict	If <i>Loyalty</i> drops below <i>Heat</i> , will try to cheat the mobster for drug money.
3-4	Prejudiced	Will cause friction with people who have a different origin.
5	Incapable	Unable to know when they are in too deep and unwilling to admit it until a situation is in crisis.
6	Greedy	If <i>Loyalty</i> equals <i>Heat</i> , they will try to cheat the mobster.
7	Cowardly	-2 to resist any police questioning.
8	Inept	Business income runs at -1 <i>Income</i> if in authority.
9	Aloof	Awkward to deal with -- likes to do things their way. Doesn't gain <i>Loyalty</i> from visits.
10	Meticulous	Runs a tight ship and capably copes with most problems.
11	Cryptic	Although competent, their nature is often seemingly contradictory and confusing.
12	Ambitious	If <i>Loyalty</i> equals <i>Heat</i> , will try to oust the mobster from control.
13	Capable	Runs operations at +1 <i>Income</i> .
14	Aggressive	Adept at collecting debts, but their attitude causes operation +1 <i>Risk</i>
15	Cruel	No one crosses this guy, business provides +1 REP
16	Fanatical	+2 to resist any police interrogation
17-18	Helpful	Points out any problems quickly and efficiently.
19-20	Loyal	+1 to resist any police interrogation.

LOYALTY

The loyalty of one's associates is of paramount importance to a mobster. It determines how efficiently his operation will run. The more his employees fear and respect him the less inclined they'll be to betray him or try to steal from him. Loyalty is determined by the Heat score of the PC. The higher their Heat, the more harassment and problems for those on the ground, trying operate as law enforcement agencies use them to get to the mobster.

An employee usually starts with a Loyalty rating equal to five plus one half the PC's Reputation (rounding down). This rating can be bolstered through such downtime activities as Visits or Parties, which temporarily raise the effected associates' Loyalty until the next downtime session.

Example: Ange the Enforcer (REP 7) runs a Protection racket. His associates start with a Loyalty rating of 8. Next downtime, Ange visits the flunkies who make the rounds collecting the protection money. Until the next downtime, his associates have Loyalty of 9.

QUESTIONING OF AN EMPLOYEE

Once a character is arrested or exposed as a criminal by the police, then it's likely that the mobster's employees will be questioned by the police as well. How the employees react to this kind of situation depends on how well they were treated and how much respect or fear they have for the PC. Often associates in this position start to loose their nerve. Some may turn informant, while other more ambitious ones may seek to seize control in the PCs absence. This cascade effect is perhaps the riskiest thing about being arrested or revealed. Only by keeping in control can a mobster maintain position.

When the police question a mobster's employees, they use their Loyalty rating to resist interrogation. Employees roll their Loyalty plus 10 against the PC's Heat to resist informing on the character.

Success: The employee keeps quiet, having resisted the police questioning.

Failure: The employee broke under questioning and has been turned into a witness against for the prosecution. The character's Heat is increased by 2 -- this is the same of being witnessed committing a crime.

All questionings are deemed to occur at the simultaneously so one employee failing to resist interrogation and the subsequent rise in Heat will not cause another to crack.

CALCULATING TRIBUTE

All mobsters have to pay tribute on the money they earn. The amount of Tribute mobsters have to pay is usually equal to one third of their Income for each period (from the beginning of one downtime to the beginning of the next). This money is paid to the next ranking superior -- capo, underboss, or boss, depending on rank).

Additionally, when mobsters become made men, they usually have to pay a fixed fee for each operation they are granted, equivalent to a franchise arrangement. the Mobster is responsible for the running of that operation, and is granted the Mob's aid and protection as long as tribute is paid. The fee is set at half of what an operation should earn in a normal month. The amount of tribute, often a source of friction, is set by the mobster's superior. Any disputes regarding tribute are settled by either the

consigliere or the boss. For instance, a mobster may object to having to pay another mobster part of a robbery haul, because the crime was committed on that mobster's turf.

Example: A small Mafia family consists of 20 associates, divided into four cells, each under the control of a capo. The four capos in turn report to an underboss who reports to the don. Thus, if each associate gives over a tribute of \$1000 a week to their capo, then each capo would receive \$5000. If the capo then took their one third cut from this, passing the remainder to the underboss, then each capo would make \$1667 a week for just managing the associates, giving them each an annual income of about \$86,684. The capos then pass on a total \$13,336 to the underboss who takes his one third, giving the rest (\$8,891) directly to the don, and keeping \$4,444 for himself for managing the four capos. This gives the underboss an annual income of around \$231,088. Base on these numbers, the don receives an income of around \$462,360 a year from his crew's tribute.

DEBT

Occasionally a mobster falls in debt (see Tribute). As touched on before, failing to pay a tribute can shorten a mobster's life considerably. A Capo still has to pay the tribute from his crew even if an associate defaults, so it's in the capo's best interest to recover the money as fast as possible from the dead-beat underling, or the capo will have to pay it out of the cut.

Needless to say, defaulters soon find themselves under a lot of pressure to pay the money back. A person in this kind of situation has only three options: go into hiding and hope they're not found, become an informer and hope the police will protect them, or borrow the money from somewhere else. Since mobsters having no steady income and poor credit histories, they have little choice but to turn to loan sharks that charge extortionate amounts of interest on any money lent. The more desperate the client, the higher the interest, or juice (since it's being squeezed from the unfortunate). Rates usually start at ten percent a week and then rise depending on what they think they can get.

Failure to repay a debt to a loan shark is met with undisguised hostility. Reminders include having one's property seized, waking up with dead pets or livestock, facing faked executions, and ending with bodily harm, from knee capping to finger breaking to scarring. If the debtor fails after such encouragement, the loan shark will likely have the debtor killed in a painful, public manner so as to deter others from defaulting on loans.

By this time any hope of Mafia respect is a thing of the past. For each week beyond the first that a PC owes another mobster money, the character's Reputation drops by 1, until it reaches a minus number and no other mobster would consider consorting with him.

Loan	Interest	Week	Month	Year
\$1000	10% a week	\$1100	\$1470	\$142,043
\$1000	25% a week	\$1250	\$2241	\$109,476,443
\$1000	50% a week	\$1500	\$5063	\$143,648,375,482
\$1000	100% a week	\$2000	\$16,000	\$4,503,599,627,370,500,000



COMBAT

Violence is inherent in the system – a cliché, but an apt one for the world of La Cosa Nostra. Mobsters love their guns (and knives and brass knuckles). Combat in a Mob game inevitably leads to fire fights, usually involving several calibers and types of firearms. True, a mobster may just rough someone up using his fists, provided they are weak and defenseless, but as soon as they come up against someone with backbone or power, the guns come out and bullets start to fly.

This chapter outlines rules for managing gun combat in a Mob context, as well as offering a suggested adjustment to Armor Class bonus rule. The new firearm rules take into account factors like rate of fire, different kind of fire, reloading, and strafing. Guns themselves are described in 'Chapter 7: Equipment'.

This chapter also presents rules for running car chase scenes, which are ubiquitous in a Mob setting.

New Combat Rules The world of the Mob is more dangerous and violence than that of a typical fantasy game set in the d20 universe. Whether this is true or not, it certainly seems that way. Comparatively, people and objects in the modern world are more fragile and prone to damage. As such we have offer an adjustment to the regular Armor Class bonus rules to reflect the difference.

AC bonus: Characters and objects receive an AC bonus ability in the game that this represents how easily they can be hit in a fight or how vulnerable they are to damage. Characters attempting to hit something or someone roll their attack with the target's AC bonus as a bonus to a normal DC 10 plus any ability or circumstance modifiers.

Example: A character with a Dexterity ability of 15 (+2 bonus) and an AC bonus of +4 would require a To Hit check of 16 or better with no additional circumstance modifiers.

MODERN FIREARM RULES

Guns come in a variety of shapes and sizes, with varying rates of fire, types of fires, caliber, sizes and features. In order to properly represent modern firearms combat in a Mob game, the GM and the players must become familiar with the differences between each type and how they effect game play.

Many modern-day weapons can fire a large number of bullets in a very short time -- the typical firing rate of a submachine gun is 650 to 900 rounds per minute. Since such a gun uses a magazine containing a little over thirty rounds, this gives them a total firing time of two and a half seconds, less than one round on average. A three-round burst emerges in around two tenths of a second.

Given such factors trying to accurately measure ammunition consumption is nearly impossible. Moreover, when trying to shoot a moving target, a shooter would use even more ammo since the aim is to follow the target as you keep firing.

There are three overall factors to consider with modern firearms: rate of fire, reloading, and type of fire. Rate of fire covers how many bullet or rounds a gun can fire in a set amount of time. There are three types of rates: single-shot, three-round or semi-automatic shot, and autofire. These rates of fire directly effect how often PCs must reload their guns, as well as how often they are prone to jamming. Furthermore, the type of fire – directed, wild, or strafing – impacts both the rate of fire and the reloading requirements.

As a result the following rules have been developed to try to model the nature of such engagements.

RATE OF FIRE DICE

Characters have the option to decide how much effort (bullet) they put into shooting a target, from a single shot to a three-round burst to full automatic fire. The single shot follows the same basic rules as detailed in the d20 System. Where it becomes more complicated is with the other two higher rates of fire.

Characters roll a number of d6, depending on the type of gun – these dice are referred to as Rate of Fire dice. Rate of Fire dice are only used for guns that have the capacity for burst or automatic fire – single-shot guns do not require Rate of Fire dice.

The dice when rolled are counting as d3s, with a roll of 6 signifying that the weapon has run out of ammunition. If multiple 6s are produced, then the weapon jams while firing. It is possible in this situation that the weapon has fired some rounds before jamming.

SINGLE-SHOT FIRE

Firearms of this type include most automatic pistols, revolvers, bolt action rifles, and both pump and double-barreled shotguns. As stated above, these types of weapons do not receive any Rate of Fire dice as they only fire one shot per action, unless increased by feats. For these weapons, characters must keep track of the number of rounds they've fired until they expend the weapon's load.

THREE-ROUND BURST/SEMI-AUTOMATIC FIRE

Semi-automatic/three-shot burst fire, often just referred to as "burst" allow for a more controlled and accurate firing. Characters only roll one Rate of Fire die, which means the chance of jamming, is much reduced compared to fully automatic weapons (see below).

Note: Characters with the Strafe Fire feat gain an optional additional d6 Rate of Fire die.

AUTOMATIC FIRE

Fully automatic fire, or autofire, follows the same rules, but gives the character the choice of how many Rate of Fire dice they wish to roll, up to the limit for the firearm plus any for feats. When using a autofire weapon a character is far more likely to run out of ammunition or suffer a weapons jam. Machine pistols, small machine guns (SMGs), and assault rifles commonly get two Rate of Fire dice, but other weapons (some compact machine pistols, vehicle mounted machine cannons and mini guns) have such high rates of fire that they warrant more.

RELOADING

If just one of the Rate of Fire dice comes up as a 6 then the weapon has run out of ammunition. In game terms, the character cannot continue firing until taking time to reload the gun, provided they have spare clips or ammunition. Guns with magazines, belt feeds, or break barrel actions are reloaded as a full action with all the usual effects taking such an action imposes.

Weapons that have other types of loading configuration, such as revolvers or pump-action weapons, take longer to reload and require a full action for every two bullets or cartridges reloaded into them. The Ready Weapon feat allows this to be increased to 4 rounds per full action. The laborious nature of such reloading, however, will not permit this time to be shortened to a half-action maneuver even if fewer rounds are inserted.

JAMS

If two or more 6s come up on the Rate of Fire dice, then the weapon has jammed. Any other dice that are not 6s still count as being fired with all the normal rules in effect. Characters can free a jammed weapon by taking a full action to do so, incurring all the usual effects of taking such an action in combat.

EXCEPTIONS

Exceptions to the above rules come in two forms: fresh clips and high-build quality. The first refers to weapons that are known to be fully loaded, either because they have been specifically checked before combat, or they are a weapon with an unusually high ammunition capacity, such as vehicle-mounted or belt-fed weapons. In these

cases, the player may re-roll the first single 6 that comes up on a Rate of Fire die.

The second exception is firearms of exceptionally high quality or high reliability. When using these types of weapons, the player can re-roll the one Rate of Fire die the first time two or more 6s are rolled.

DIRECTED FIRE

Characters electing to fire multiple shots against a single target count as using Directed Fire. They receive a +1 To Hit and a bonus to damage equal to result of their Rate of Fire dice.

WILD AND STRAFING FIRE

These types of fire refer to automatic weapons directed against multiple opponents. Such weapons are harder to control and are often less-accurately aimed, effecting an area containing targets, rather than being directed at a single target. The character designates the arc they would like to fire into, then determines how many shots are fired using the weapon's Rate of Fire dice. The character then allocates the hits to the possible targets, starting with the nearest. If targets could be shot multiple times, then the character's To Hit and damage gain a +1 bonus for each shot.

CHASE RULES

The following rules allow GMs to run fast-paced and exciting chases, either with car or boats. The main determining factors in a chase are the distance between participants, their relative speeds, and the maneuvers they are trying to perform (modified based on the conditions present).

RANGES

For the purposes of chases, the participants are considered to have five possible ranges:

Neck and Neck: The participants are side by side or bumper to bumper. Drivers can elect to try to knock the other vehicle off the road or force it to a standstill by use of the maneuver option. When Neck and Neck, the vehicles are close enough to perform melee attacks on the opposing passengers at a -4 penalty, as circumstances allow.

Close: The participants are easily within sight of each other. Participants can fire sidearm, SMG, and shotgun weapons at each other at a -4 penalty, as circumstances allow.

Medium: The participants are still in sight of each other, but will frequently lose direct line of sight if in built up or forested terrain. They can fire long arms at each other, but at a -4 penalty, as circumstances allow.

Long: The participants are frequently out of sight of each

other. Only specialized heavy or mounted weaponry can be fired at each other -- at a -4 penalty, as circumstances allow.

Extreme: The participants have lost sight of one another. All Drive: Chase checks are at a -5 penalty as they are forced to guess where the vehicle being chased is. If any of these checks are failed, then the driver has lost the pursued vehicle entirely. Feats that allow tracking may be used to reestablish pursuit, but these take some time and the vehicle being pursued will be able to place some distance between them and the pursuer. No combat is allowed between the vehicles unless it can operate without a line of sight.

SPEED

If the above ranges are maintained, the vehicles keep pace with one another. Some drivers will wish to catch up or pull away from other participants. To do so, one car must move faster than the other with a resulting increase in difficulty in performing maneuvers. Going faster also makes the vehicles harder to hit with weapons, thus increasing their defense. If a driver cannot keep pace with a vehicle, they automatically lose a level of range, falling further behind each round. There are five levels of speed:

Parked: The vehicle is stationary and receives no bonus to its defense.

Urban: The vehicle is moving at normal city speeds (15-50 MPH). The vehicle receives +1 to its defense.

Free Way: The vehicle is moving at fast speeds (55-80 MPH). The vehicle receives +2 to its defense and all maneuvers are at +2 difficulty.

Race: The vehicle is moving at extremely fast speeds (100 MPH or more). The vehicle receives +2 to its defense, and all maneuvers are at +4 difficulty.

Flight: This is only for airborne and exceptionally fast vehicles (i.e. rocket-powered vehicles). Flying vehicles are at +4 to their defense with no maneuver penalties unless flying at low altitudes. For super-fast vehicles on the ground or aircraft at low altitudes, a maneuver penalty of -6 is applied.

MANEUVERS

Each round, the drivers of vehicles participating in a chase have various maneuver options:

They can try to out run another vehicle by increasing their speed

They can try to lose their pursuer by making sharp turns taking harder routes

At Close and Neck and Neck ranges, they can try to outmaneuver their pursuer by cutting across them or sideswiping them. To do so, the driver of the lead car sets a check they think they can achieve and makes a Drive: Chase roll. The pursuing drivers must equal the roll to keep

up, or higher than the lead car's roll to outmaneuver it.

Every round the driver can choose to increase or decrease speed as a free action.

COMPLICATIONS

Drivers engaged in a chase will have their checks modified by the following circumstances. Various complications can either make pursuit much easier or much harder.

Crowded Streets: A plus one to +5 penalty should be applied to cover the level of other traffic on the road. Empty, nighttime streets are easily navigated, but racing against heavy traffic going the wrong way down a freeway is as difficult as it is foolhardy.

Narrow Streets and Alleys: A +2 difficulty modifier is applied to chases in narrow or confined areas. IN such areas, drivers may not be able to pass one another, and will have a smaller margin for error when making corners.

Off Road: This penalty applies when taking vehicles unsuited to such conditions off the main road. Such vehicles may easily become grounded or bogged down in sand or mud. Drivers of such vehicles are at -2 to their Drive checks.

Poor Conditions: Adverse weather conditions further complicate chases. Heavy rain or snow makes spotting other cars harder and increases the chances of high-speed skids or hydroplaning. A -1 to -4 penalty should be imposed depending on the severity of the risk.

Vehicle Size: Some vehicles are more maneuverable than others. The size of the vehicle plays a crucial role in this -- it's easier to drive a motorcycle down an alley than a semi. A vehicle's size modifier is applied to the difficulty of all attempts to lose pursuers and maneuver checks. It also acts as a modifier for crashing damage.

Vehicle Size	Modifier	Examples
Medium	0	Motorbike, jet ski.
Large	+1	Motorbike with side car, compact or medium-sized car, sports car, hang glider, dingy/zodiac
Huge	+2	Station wagon, suburban, pick-up truck, sail boat
Gargantuan	+4	Delivery truck, semi rig, tank, helicopter, fishing boat
Colossal	+8	Semi with trailer, construction machinery, light aircraft, private jet, yacht

FAILURE

Failure means either a pursued car is lost or a pursuer catches up. If a check fails by more than 10, the care ends up in a very badly crash. Even though failure for the pursuer means they have lost their quarry, or if they fail by 10 or more they still can crash.

CRASHING

If driver fails a Drive: Chase check by more than 10, or if the vehicle is deemed to have suffered critical damage making it uncontrollable, the vehicle will crash. The extent of the damage depends on how fast the vehicle was going.

For each speed rank over parked, the vehicle takes 2d6 damage plus a modifier for the size of the vehicle. The driver can attempt a Reflex save to halve the damage. This save applies to all the vehicle's occupants. If the occupants are secured by seat belts or the car has air bags, then the damage is further reduced by half. Bear in mind that secured passengers cannot fire at other vehicles or perform any physical actions while being restrained.

Pedestrians hit by vehicles involved in a chase are dealt with in the same way, but lack the protection of being secured.

In the case of two vehicles colliding, their combined speed is used when applying damage.

Example: A car traveling at 75 MPH (freeway speed) collides with a stationary (parked speed) car means the cars and their occupants both take 4D6+2. However if both cars were traveling in opposite directions at freeway speeds then the combined speed would inflict 8D6+4 (4D6* 2 +2) on both.

WEAPONS

For many, the most enduring image of the mobster is the classic 1930s sharp-dressed Chicago hood carrying the now-famous "Tommy gun", the Thompson M1928 sub machine gun with its distinctive drum magazine and pistol fore grip. That weapon's strengths came from its reliability and its high ammunition capacity, which allowed the untrained gangsters enough leeway that if they kept on firing they would finally hit something. Naturally such displays of violence resulted lots of people being killed in the crossfire as the rival gangs shot it out.

Today, the same needs and tactics prevail. The mobsters and gang members continue to use weapons with high rates of fire that can spray large amounts of lead into a combat to compensate for lack of ability. Unlike military and police forces, the mobster have to rely on natural talent rather than training and tutoring in shooting techniques. Their only option for practice is a trip to a deserted area of woodland or similar wasteland where they can try out a weapon without interference.

Conversely, when it comes to fist fighting and melee, the rough and brutal world of the Mafia has equipped them handsomely. Rather than developing the intricate skills and control of the martial artist, a mobster knows how to channel the raw aggression of the street brawl. Here stance and footwork are replaced by sheer force as exhibited in the head butt and eye gouge. The weapons mobsters employ are similarly unpleasant, designed to mutilate and incapacitate quickly, as well as, being easily concealed to maintain the element of surprise.

CLASSIC MOBSTER PISTOLS

Weapon	Damage	Crit	Type	Range	Rate of fire dice	Load	Weight	Income cost
Mauser Military C/12 (7.63)	2d6	20	Ballistic	25 ft	0	10 round box	3 lb.	.4
Parabellum P'08 (Luger 9mm)	2d6	20	Ballistic	30 ft	0	8 round box	2.5 lb.	.5
Beretta 1934 (9mmshort/.38 auto)	2d4	20	Ballistic	20 ft	0	7 round box	2 lb.	.5
Colt Detective Special (.38)	2d4	20	Ballistic	20 ft	0	6 round chamber	1.5 lb.	.4
Smith & Wesson Police Model 10 (.38 Special)	2d6	20	Ballistic	30 ft	0	6 round chamber	2.5 lb.	.4
Colt M1911 (.45 ACP)	2d6	20	Ballistic	30 ft	0	7 round box	3 lb.	.5

CLASSIC MOBSTER SUBMACHINE GUNS

Weapon	Damage	Crit	Type	Range	Rate of Fire dice	Load	Weight	Income Cost
Thomason M1928 (.45ACP, "Tommy gun")	2d6	20	Ballistic	40 FT	2	30 round box OR 50 OR 100 round drum	12 LB TO 15 LB	.8
Schmeisser MP38 (9m)	2d6	20	Ballistic	40 FT	2	32 round box	10 LB	.9
US M3	2d6	20	Ballistic	40 FT	2	30 round box	9 LB	.8

MODERN MOBSTER FIREARMS

Weapon	Damage	Crit	Type	Range	Rate of Fire Dice	Load	weight	Income cost
Glock 17 (9mm pistol)	2d6	20	Ballistic	30	0	17 round box	2 lb	.8
Desert Eagle (.50 AE)	2d8	20	Ballistic	20	0	9 round box	4.5 lb	1
Ruger GP 100	2d6	20	Ballistic	20	0	6 round chamber	2 lb	.5
H & K MP5	2d6	20	Ballistic	20	2	15 or 30 round box	7 lb	1
UZI (9mm)	2d6	20	Ballistic	20	2	25, 32, 40 box	7.5	.5
Kalashnikov AK 47 (7.62)	2d8	20	Ballistic	70	2	30 round box	10 lb	.5
Colt M16 A2 (5.56)	2D8	20	Ballistic	80	2	30 round box	7.5 lb	.6
Springfield M1903 (.30-06)	2D10	20	Ballistic	80	0	5 round box	9 lb	.6
VAL Silent Sniper (9 X 39mm)	2d8	20	ballistic	90	1	20 round box	6 lb	2
Franchi Spas 12 (12 gauge)	2d8	20	Ballistic	20	0	8 shell internal	10 lb	.8

Mauser Military C/12 (7.63 Mauser): Manufactured in Germany from 1912, this pistol was nicknamed the "broom handle" due to its rounded grip. Slow to load, its magazine is seated before the trigger making it very distinctive.

Parabellum P'08 Luger (9mm): Made famous for being the side arm of the Third Reich, this pistol was first made in 1908, and is renown for its reliability and capacity. A long-barreled version was also produced, but its performance was not significantly altered.

Beretta Model 1934 (9mm short/.38 auto): The most common of the small Berettas, it can be easily concealed but still carries a good punch. Seen as something of a ladies gun, it was used by James Bond in his early adventures.

Colt Detective Special (.38): A common police side arm of its day. Its snub barrel and power makes it a firm choice for criminals too.

Smith & Wesson Police Model 10 (.38 Special): Often the preferred sidearm of beat cops, its longer barrel make it more accurate than the Colt .45. The weapon is the typical of service revolver of its day.

Colt M1911 (.45 ACP): Put into production over ninety years ago, this pistol has been the American officer's sidearm through two World Wars, only being replaced in 1990. The pistol is still issued to SWAT teams with its rugged build, making it a favorite still.

Thompson M1928 (.45ACP): As stated above, the Thompson has earned its place in history due to its use in Chicago during Prohibition. The gun can be used with

a 30, 50, or 100 round drum magazine, enabling it to fire for three combat rounds before needing reloading. Characters using the 100- round drum count as having high ammunition reserves and can re-roll the first single 6 that comes up on a Rate of Fire die, provided the weapon is fully loaded.

Schmeisser MP38 (9mm): Although available before the WWII, it wasn't until afterwards that it began to arrive in America in serious numbers. GIs brought them home as trophies and other smuggled in soon fell into the hands of the underworld. The gun's folding metal stock means it can be concealed more easily. The two rating for size reflects feature.

US M3 (.45ACP): Produced in the later stages of the WWII by General Motors, this gun fell in to the hands of criminals in much the same way as the Scheimsser. Less reliable than its German counterpart, it is still a potent weapon. Featuring a sliding metal stock, its two size rating covers it deployed or stowed.

Glock 17 (9mm): This Austrian-made pistol set the standard for modern gun design. It features many plastic components leading to unsubstantiated fears that it could slip through a metal detector. The pistol is extremely reliable and has a high ammunition capacity.

Desert Eagle (.50 Action Express): This large bulky pistol won many fans due to the sheer size of its caliber. Although originally released in .357 by Israel Military Industries, it has been adapted to fire even larger calibers, including .44 Magnum and .50 Action Express rounds. This pistol is very heavy and produces an exceptionally loud report when firing.

Ruger GP 100 (.357 Magnum): These revolvers became the standard US police revolver in 1987, and are still in service in many forces around the country.

Heckler and Kosh (9mm): One of the most famous sub machine guns in the world, this German-made weapon

has numerous variants used by many police and military forces. It is highly reliable and so benefits from the high-built quality rule, allowing a player to re-roll one Rate of Fire die the first time a multiple 6 is rolled.

Uzi (9mm): Produced in Israel in the 1953, it was the first of a new type of post-war machine pistol. Easy to use and reload, it remains popular around the world to this day. Smaller variants exist featuring higher rates of fire, but these are less reliable.

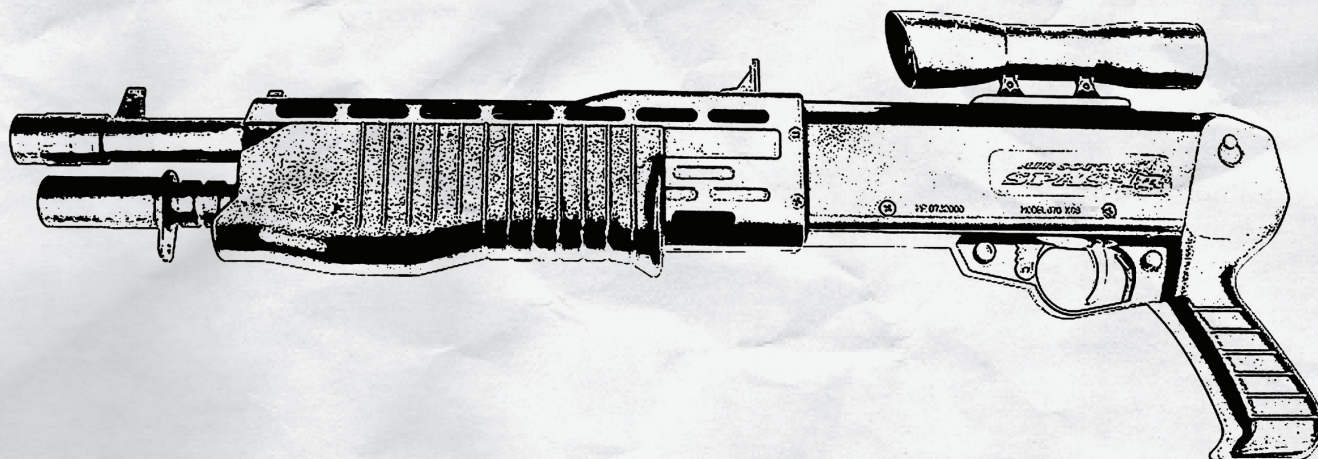
Kalashnikov AK47 (7.62): Possibly the most common assault rifle in the war, its Russian designer envisioned it ending oppression for the poor since it was cheaply produced and easily operated. In reality, it is the armament of choice in nearly all third-world countries in countless border and civil wars. Many copies and updates of this weapon exist with most Eastern Block and former Soviet satellite states producing their own model.

Colt M16 A2 (5.56 NATO): Similar in configuration to the weapon used by the US in Vietnam, this modern update is more rugged and durable, serving as a standard military and police assault rifle.

Springfield M1903 (30.06): Put into production at the beginning of the century, this bolt-action rifle is typical of the military production rifle of its time, seeing action as the infantry man's weapon in both the WWI and WWII.

Val Silent Sniper (9 X 39mm): This Russian rifle is the latest in covert anti-personnel rifles, firing armor-piercing rounds accurate to around four hundred meters. It has an integral silencer and flash suppression system, and can accept a variety of telescopic or night vision sights.

Franchi Spas 12 (12 gauge): This is a military-grade, pump-action shotgun that was derived from a riot gun commissioned for the Italian police (the Franchi SAS). Both versions are widely available and very popular with gun enthusiasts and have appeared in numerous films and television action shows.



CLASSIC MOBSTER MELEE WEAPONS

Brass Knuckles: Made from metal, this device fits over the fighter's knuckles reinforcing them, and weighting his fist. Special: This weapon enhances the damage delivered from a punch attack and requires the Martial Artist feat to employ. Otherwise attacks using this weapon suffer the unskilled -4 penalty. The listed statistics are for one weapon only.

Switchblade/Flick Knife: Both these knives feature blades that are housed in the handle. The switchblade has the blade extend from the side of the handle into a locked position, whereas the flick knife extends the blade from the tip outwards. Although these knives have shorter blades than ordinary knives, their ease of concealment and rapid deployment makes them an old favorite.

Pipe: A length of metal pipe used as a club. This has the advantage of being easy to find and dispose of. If the end of the pipe is cut through at an angle, it also serves an effective stabbing weapon - the statistics after the slash are for attacks made in this manner.

Baseball Bat: Another club frequently used in fights is the baseball bat. A common sporting product, it is simply the descendant of the tree branch wielded by our distant ancestors. The advantages of its size and weighted

design allow tremendous force to be inflicted at the point of impact. Its widespread availability and cheap price make it easy to obtain and dispose of.

Straight Razor: Hard to get hold of these days, this weapon is infamous in the annals of criminal history. The sharpness of the blade producing deep cuts that although not usually fatal in themselves cause large blood loss and terrible scars. The straight razor is often used to inflict punishment attacks when used by an enforcer or to slit throats when used by a hit man. Craft and surgical knives, which have extremely sharp blades but lack the tensile strength of combat knives, also come under this heading.

Heavy Chain: Unlike the thinner dexterous chains used by martial artists, this represents much thicker lengths of security chain. This gauge of this chain prevents entangling attacks from being used, but instead delivers terrible crushing lashes. The clumsiness of these swings is always at -2 To Hit, but only requires the Simple Weapon Proficiency feat.

Ice Pick: This kitchen implement has been used countless times as a murder weapon. Consisting of a sharp pointed steel shaft mounted into a handle, it can apply immense pressure to a tiny area, making it an ideal weapon for those lacking inn strength. The fact that it is also such a common and cheap item means disposing of one is never hard.

Weapon	Damage	Critical	Damage Type	Range	Size	Weight	Income
Brass Knuckles	+1	20	Bludgeon	-	S	1 lb.	.2
Switchblade/Flick Knife	D4	20	Piercing	-	S	-	.1
Pipe	D6/D6	20/19-20	Bludgeon/ Piercing	-	M	3 lb.	-
Baseball Bat	D6	19-20	Bludgeon	10 feet	L	3 lb.	.1
Straight Razor	D4	19-20	Slashing	-	S	-	.1
Heavy Chain	D8	20	Bludgeon	-	M	5 lb.	-
Ice Pick	D3	20	Piercing	-	S	-	-

EQUIPMENT

Mobsters love their possessions. What one wears and what one owns is a clear sign of a Mafioso's money, prestige, and power. Most items that a mobster would want – clothes, jewelry, accessories, even computers – can be easily acquired by just walking into a store and laying out some cash. And most mobsters have more than enough money to throw around (see 'Wealth').

Rather make an exhaustive list of everything a mobsters could buy, the book only described those items that are

especially important, costly, or difficult to obtain. Many of these are non-portable and some are only available through a judicious application of corruption or coercion. Obtaining some of these items may require game time activity and minor adventures in and of themselves. The GM determines availability.

Costs are measure in Income points or parts there of. For instance .1 INC point equals \$100.

Item	Description	Cost
Anonymous Car	A car that has no direct connection to the mobster that are used for illegal activities, such as robberies and getaway driving. Also their trunks make handy-sized coffins. These items are other stolen directly, or bought from a fence, petty thief, or stolen car racket.	Varies -- starting at .3 for a beat-up car and ranging to 10 INC for a Porsche.
Bullet-proof Vest	Such items are bulky and uncomfortable. They also don't inspire trust or confidence in one's associates. Requires Medium Armor Proficiency to wear without a -4 penalty.	.5
Car Compactor	When a car becomes contaminated by evidence, such as bloodstains or bodies, it needs to disappear. Converting it into scrap metal can often serve this purpose. If one doesn't have access to a scrap yard, then they will need to pay a scrap yard owner to do it, which will cost more the more high profile the car.	.3 and up
Cell Phone	Possibly the greatest asset and liability of the criminal. While they cannot be tapped directly, they can be intercepted. Furthermore, each phone contains a record of all calls made and received, as well as a list of friends and contacts and their numbers. The more expensive the phone the greater the range, the better the encoding/security, and the more advanced the features (including video messaging and digital pictures).	.1 and up
Concealed Holster	Only a specially designed holster is able to conceal a gun. Adjustable harnesses, while more expensive, all the mobster to change the concealed location of a gun. Also, the bigger the gun to be concealed, the most expensive the holster.	.2-.5
Drug Laboratory	This give a mobster access to a facility that can create, analyze, and dilute narcotics. They are ranked by size with one available at each level of operation.	1 per rank of operation
Fake ID	Mobsters use false identities to perform higher-profile crimes. Also many mobsters keep a false identities in reserve for the day they need to go on the run. The complexity of the paperwork determines the price – from just a fake driver's license to an entire new life.	Varies -- .1 for a fake diver's license, .5 for a passport, 1 INC and up for multiple documents.
Graveyard/Crematorium	The two most popular ways to Another method of body disposal of a body is to either bury it or burn it. is to hide it amongst so many others. Burying people beneath the grave of someone about to be interred, or putting 2 bodies into one coffin can solve a mobster's disposal problem. While one can bury a body for free, the best place to do so is in another occupied coffin, which requires a bribe to the graveyard caretaker. Burning bodies requires a crematorium, which again requires a bribe or fee (if one says the body is a beloved relative).	.1 and up
Incinerator	To properly dispose of evidence (i.e., clothing contaminated by blood or powder burns) one needs to use an incinerator at burn high enough to destroy the items completely.. This will requires either a bribe or a fee.	.2
Money Counter	This is a vital piece of equipment for mobsters with who deal with large amounts of cash.	.2
Pharmacist's Kit	A drug dealer needs to know what he's buying, and for that they need a pharmacist's kit, which contains reagents and other chemical devices. Adds +2 to any <i>Craft: Narcotics</i> check.	.7
Silencer	Hard to acquire, these devices fit onto specially adapted guns. They muffle the sound of a shot enabling the shooter to go unnoticed. A <i>Listen</i> check at DC 15 is required to hear a shot.	.2/Pistol, .3/SMG, .4/Rifle
Surveillance Wire	Not only the police use wires, mobsters sometimes use them to spy on their associates to make sure no one is ripping them off. Such devices can be very small, but may only be available from law enforcement groups and thus would require a considerable bribe. Such devices range from diminutive (+8 to <i>Hide</i>) to tiny (+12 to <i>Hide</i>).	Varies -- .1 for something bought at an electronic store to 1 INC or more for police equipment.
Torture Implements	There are a variety of modern-day tools and utensils that can be adapted to serve this purpose, from putting someone's hand in a vice to toasting them with blow torches. However, specialized equipment and tools can cost a lot, depending on the complexity and quality.	Varies -- nothing for home tools, starting at .3 and up for specialized equipment

TRANSPORT

All mobsters want to possess a good set of wheels. The type of job determines the type of vehicle need. The following table is a list of sample vehicles commonly used with the Chase rules.

TERMS

Max Speed: The highest speed a vehicle can achieve.

Armor Class (AC): This rating counts as the DC for any attempt to hit it. Vehicles moving at speed gain an additional +2 for each rank of speed they possess.

Hit Points (HP): This represents the structural integrity of the vehicle. When it is reduced by 50 percent, the driver is at a -2 penalty for handling the vehicle, and the vehicle's top speed is reduced by one category. If the

vehicle's HPs are reduced to zero, then it is inoperable and cannot be driven further. Damaged vehicles might still be driveable, but might not be road worthy and will attract the attention of the police if driven further. A successful Craft: Autoshop check, with the DC equal to the amount of damage taken, can repairs a vehicle.

Damage Reduction: This rating is deducted from the damage inflicted on the vehicle.

Handling: This modifies all Drive and Initiative checks made by the driver.

All Terrain: Only vehicles with the all-terrain option can operate "off road" without incurring penalties for terrain.

Size: This determines the relative size of the vehicle. (To Hit modifiers have already been included into the Armor Class rating).

Vehicle	Max Speed	AC	Handling	HP	Damage Reduction	All Terrain	Size
Dirt bike	Freeway	10	+2	20	0	Yes	M
"Hog" bike	Freeway	9	0	20	2	No	L
Sports bike	Racing	10	+2	20	0	No	M
Economy car	Freeway	8	0	30	2	No	L
Sedan	Freeway	8	0	30	5	No	H
Sports car	Racing	8	+2	30	0	No	H
Luxury car	Freeway	12	-2	35	5	No	G
Pick-up truck	Freeway	8	0	35	5	Yes	H
Van	Freeway	8	-2	40	5	No	H
Semi and trailer	Freeway	8	-4	45	5	No	C

NARCOTICS

With so much of the Mob's money coming from the sale of narcotics, mobsters need to have a familiarity with the types and effects of regularly available drugs. This experience comes from hanging around either dealers or drug users, and many mobsters end up addicted themselves. It is up to the player and the GM whether they wish to incorporate drug use into their campaign setting and characters.

The following chapter lists the types of drugs available along with their costs and effects. The latter section outlines rules to determine drug dependency.

NOTE: In compiling this information, we are in no way endorsing the use or sale of narcotics. This information is included because the world of the Mafia is so entwined with the narcotics trader that it is impossible to separate the two. Drugs do kill, not just through overdose or allergic reactions, but through the crimes that drugs dependent inspire as people are driven to fuel their addiction.

DRUGS: NATURE AND EFFECT

Substance	Street Name	Nature	Effect	Addiction Risk	OD Risk
Amphetamine	Speed, Crank, Uppers, diet pills	Off-white powder or yellow pill	Stimulant	5 (WIS)	5
Cocaine	Charlie, Snow, Coke, Blow, Toot	White powder	Stimulant, Analgesic	8 (CON)	8
Crack Cocaine	Crack, Rocks	Small crystalline lumps	Euphoric stimulant	10 (CON)	10
Ecstasy	E, MDMA, Adam, Eve	Off-white pills	Euphoric stimulant	5 (WIS)	5
Heroin	H, Horse, Junk, Smack	White or dirty-brown powder	Euphoric analgesic	10 (CON)	15
Ketamine	Sitting ducks, GBH, PCP, Angel dust	Off-white powder or pills, can be in solution	Sedative	8 (CON)	10
LSD	Acid, Trips, Blotters, Microdots	Liquid, usually soaked into paper or sugar cube	Hallucinogenic	3 (WIS)	8
Marijuana	Dope, Mary Jane, Hash, Hashish, Grass, Weed, Skunk	Either greenish brown resin blocks or dried leaves	Depressant analgesic	5 (CON)	N/A

ADDICTION RISK

The intense physical and emotional nature of the high/low cycle can cause users to become dependent on the narcotics. Usually an addict is only dependent on one drug; however, multiple addictions can and do happen. Addicts suffer withdrawal symptoms when not regularly using the substance to which they are addicted. The levels of addiction range from recreational/social addiction to a life-consuming, single-minded craving.

In game terms, each time a character takes narcotics, they must make a roll using the modifier for the ability that corresponds to relevant drug. Drugs that cause physical dependence use CON, drugs that are psychologically

addictive use WIS. The check is made against a DC equal to the Addiction Risk as listed for the drug.

Example: Jimmy the Weasel has shot up some heroin. He makes his check adding his +3 CON modifier (for having CON 17) to roll against DC 10 for that drug.

Success: The character resists becoming addicted. If already addicted, they do not advance their addiction.

Failure: The character succumbs to the drug's addictive effects and gains a level of addiction (see table below).

Fumble: The character only gains addiction levels, but must make an Overdose Risk check as well.

ADDICTION LEVELS

Level	Added Cost	Neg Effect	Monthly Save
Social	Drug cost times 4 more	-1 REP	WIS save vs. DC 15 every month
Habitual	Drug cost times 10 more	-2 REP	WIS save vs. DC 20 every month
Compulsive	Drug cost times 20 more	-3 REP	WIS save vs. DC 25 every month
Obsessive	Drug cost times 50 more	-4 REP	WIS save vs. DC 30 every month

Addiction levels represent the detrimental effects of having a drug habit. First of all sustained drug use adversely affects one's ability to function. In game terms, an addicted character loses a rank of Reputation for every level of addiction. Secondly, a drug user, however clever they think they are, cannot hide their use from the dealers. Seeing an increased demand means the dealer will increase the price – they know desperate people will pay anything to fulfill their need. Lastly, once a character is addicted their cravings are likely to increase, therefore they must make monthly checks to see if their condition worsens.

OVERDOSE RISK (ODR):

With any drug use, there is always a risk of miscalculating the strength or effects of a drug, which could cause an instant overdose. A poorly produced drug, cut with impure substances to boost profit, could fool even the most discerning addict. Common cutting agents are glucose powder or starch, but dealers have been known to use any powdery substance from sugar to caustic soda (like drain cleaner). The final factor in overdose is either the user unwittingly takes an extra concentrated dose, or simply the addition of another regular dose pushes their system too far and exceeds their tolerance. Either effect could lead to the suppression of a person's breathing, causing anaphylactic shock, or to organ failure, usually in the liver or kidneys. Either situation requires urgent medical attention.

Basic ODR Check: The character makes a Fort save versus the DC of the Overdose Risk listed for the drug. Knowledge: Street Sense and Craft: Narcotics provide a +2 synergy bonus for every 6 ranks a character has in the skill – this bonus is cumulative.

Allergy Check: The first time a character uses a particular drug, they should make a Fort save versus DC 5 to determine if they have a natural allergy to the drug.

Impurity Check: GMs may institute additional Fort saves at higher DCs, if they know a certain drug is cut with bad ingredients, assigning modifiers based on the dangerousness of the agents involved. Craft: Narcotics provide a +2 synergy bonus for every 6 ranks a character has in the skill.

Success: No overdose or allergic reaction.

Failure: Character counts as having been poisoned with their hit points dropping to -1. The character will continue

to lose hit points at the rate of one a minute until they die when they reach -10. Attempts to resuscitate the character follow the normal rules as detailed under the Medical Assistance skill.

MULTIPLE DOSES

Characters, who take doses of different drugs at the same time, are under the effects of all the drugs consumed. Taking a higher dose of a single drug doesn't increase its effect, but does increase the likelihood of overdose and requires a ODR check (see above).

Bonuses and penalties across a variety of drug are not strictly cumulative – if a second drug features the same effect as the first drug then the other one merely adds +1 to the effect.

Example: A dose of Amphetamine and Cocaine gives a user a +3 Fort save vs. fatigue, not + 4. Characters need to make a Knowledge: Street Sense or Craft: Narcotics check at DC 15 to avoid making an ODR Check.

KICKING THE HABIT

Addicted characters can chose to end their addiction by no longer taking the drug in question. The character suffers withdrawal for 10 weeks minus their CON bonus. For drugs that are psychologically addictive, GM should require the character to make an Addiction Risk check to resist taking the drug if they come in contact with it again. The GM can grant the character bonuses to resist based on how they have role-played breaking their addition in game (i.e. attending a 12-step program, receiving psychological counseling, avoiding drug-using associates and friends, and so on)

THE DRUGS

Each drug is outlined below, including a basic description, how it is reflected in game mechanics, and a nominal in-game street price. The more intelligent of readers may notice that the bad sides of these drugs often outweigh the supposed positive gain of the inebriated state.

AMPHETAMINE

This drug acts on the nervous system of the user producing a massive surge of adrenaline that tricks the body into "fight or flight" response. Users become excitable, paranoid, and irritable. The drug was once prescribed for weight loss as it suppresses the user's appetite and need

for sleep. Prolonged use can lead to psychosis and heart problems' as well as dental problems as users grind their teeth. The drug can be injected, but most users either inhale it or swallow it in pill form.

A typical drug purchase gives the user 6-12 hours of effects before the inevitable crash. After the crash, the user becomes lethargic and depressed, but remains paranoid for some time afterwards.

The drug is synthetic in nature, and physically addictive.

High: Effect lasts 6+d6 hours, +2 Spot and Listen, +2 Fort save vs. fatigue, -2 Concentration

Low: Effect lasts 12+d4 hours, -2 Fort save vs. fatigue, -2 Concentration.

Cost: \$10 per dose

COCAINE

Cocaine is a non-volatile salt derived from cocoa leaves. Cocaine is both a painkiller (analgesic) and a powerfully euphoric stimulant that directly effects the brain. Users become alert and excitable while gaining a false sense of confidence and well being. The drug can be smoked in hand-rolled cigarettes, injected, or swallowed, but the majority of users inhale it as powder.

Each hit lasts between 2 to 3 hours after which the user becomes sullen and paranoid. Both physically and psychologically addictive, the impulse to take more is immediate. Prolonged use deadens the user's receptor sites in the brain, meaning larger doses are required to achieve the same high. Heart problems and damage to the nasal passage are common among users – users have nearly continuous nosebleeds due to laceration of the tissue by the sharp crystals they inhale.

High: The effect lasts for 1+d2 hours, +1 Bluff, Spot, and Listen, -2 Concentration, +1 Fort save vs. fatigue

Low: The effect lasts for 1+d4 hours, -2 Concentration, -1 Sense Motive, -1 Fort save vs. fatigue

Cost: \$50 per dose

CRACK COCAINE

Consisting of small crystalline or soap-like rocks the size of raisins, crack cocaine is simply cocaine that has been mixed with either baking soda or ammonia, dissolved in water then microwaved. This solution when dried strips the cocaine of hydrochloride, forming the drug's distinctive crystals and creating a volatile salt that is far stronger than the equivalent weight of cocaine. The rock are then melted and the fumes inhaled. For the user, this produces a far more immediate and intense high than snorting cocaine.

On the downside, the effects wear off quickly. Exhilaration turns to nausea and withdrawal. The effects of this drug are far more addictive than cocaine due to the sharp

highs and lows it induces.

High: The effect lasts for 10+d20 minutes, -4 Concentration, +2 Fort save, -1 Ref save.

Low: The effect lasts for 1+d3 hours, -2 Concentration, -2 WIS save, -2 Fort save, -2 Diplomacy

Cost: \$20 per dose

ECSTASY

Ecstasy is considered to be a designer drug favored by young clubbers. More common in Europe than in America, it is still found in all major cities. The drug was originally developed in Germany at the end of the World War I for use by front-line troops as an appetite suppressant. The drug resurfaced as a slimming pill in the 1930s and has been used as psychological counseling tool as it breaks down inhibitions.

The drug usually comes in small pills stamped with a manufacturer's mark. These marks sometimes indicate the pill's contents – ecstasy is rarely pure, and is often cut with speed (amphetamine). Symbols, such as doves, smiley faces are common, and often form the basis of nicknames for the drug, whereas such titles as MDMA, ADAM, or EVE refer to the chemical compound of ecstasy.

Users experience the same rush as with amphetamines but combined with a euphoric sense of oneness with those around them, often leading to impaired judgment. This state can last up to 8 hours, after which the user comes down. As the drug leaves their system, the user becomes depressed and tired, often for several days after consuming the pill.

Note: The drug has lethal effects when combined with alcohol and causes an automatic overdose – with no save possible.

High: The effect lasts for 6+2D3 hours, -2 Fort save vs. fatigue, +1 Diplomacy, -2 WIS save, -1 Sense Motive

Low: The effect lasts for 8+ d4 hours, -1 Fort save vs. fatigue, -1 Reflex save, -1 Concentration

Cost: \$10 per dose

HEROIN

Heroin is derived from the sap of the opium poppy -- it can be processed into morphine, opium, or heroin. Heroin was first synthesized in 1919 and was incorrectly presented to the world as a non-addictive form of morphine. In truth, the effects of the drug are much the same in all forms. The drug usually takes the form of a pure white powder that can be either dissolved in water and then injected, or smoked by melting the drug and inhaling the fumes. Low grade heroin, which is more dangerous, comes in a dirty brown powder.

Users experience a massive rush of euphoria as the drug effects the pleasure centers of the brain. This high can

last for almost an hour during which the user experiences impaired motor skills and judgment. Once the high ends, the user is left feeling apathetic and depressed. Overdosing is common, as users don't know the strength or purity of the drug they are taking.

Addicts build up a tolerance to heroin very quickly, and so need to increase their dosage and frequency to achieve the same effects. A junky who cleans up loses this acquired tolerance just as quickly. Many former users who return to heroin do so at their old (now dangerously toxic) levels. Hence, overdoses are common among ex-addicts who take up the habit again. Especially dangerous is the fact that by injecting users are putting the drug into their system without the benefit of the screening process of the lungs or liver. By sharing needles with other users they risk contamination with AIDS, or the more common hepatitis viral strains.

High: The effect lasts for 30+2d20 minutes, -3 WIS save, -2 Fort save, -4 Concentration

Low: The effect lasts for 3d3 hours, -2 to all saves, -2 Concentration

Cost: \$40 per dose

KETAMINE:

Ketamine is a misused tranquilizer rather than a narcotic as such. It belongs to the same family as phenocyclidine, from which angel dust is derived. It comes in a variety of forms, but most is commonly taken in either pill or powder form. A liquid variant, set in a saline solution known as GBH, also exists.

The drug has unpredictable effects ranging from hallucinations, rigidity and convulsions, synaesthesia (tasting what you see or hear, smelling what you touch, etc.) disassociation, and feeling like you're moving when you're not. The effects last for up to seven hours, usually followed by periods nausea and slurred speech.

High: The effect lasts for 4+d3 hours, -3 to WIS, and DEX skills (including attacks), -3 to Concentration, +2 Fort save.

Low: The effect lasts for 6+d3 hours, -3 to all saves - 3 to Concentration

Cost: \$15 per dose.

LSD (LYSERGIC ACID DIETHYLAMIDE)

LSD was first discovered in 1938 as a derivative of a mold usually found on rye and other grasses called ergot. LSD was a favorite of the hippies of the 1960s who thought the hallucinations gave them a path to explore the transcendental realm. Essentially a liquid, it is usually soaked into a carrier object such as blotting paper or sugar cubes. It can also be pressed into a pill with speed.

Once swallowed, these users experiences an 8-12 hour "trip". During this time they experience the brain misfiring, which is perceived as hallucinations. Stationary objects appear to move, and colors and sensations feel more vivid. LSD, however, is a powerful psychoactive drug and users can experience severe mental reactions including psychosis, schizophrenia, and sever depression as well as flashbacks.

High: The effect lasts for 8+d4 hours, - 2 to WIS skills, + 2 Craft: Writing/Visual (in some circumstances).

Low: The effect lasts for 4+d3 hours, -1 to all WIS skills, -1 Fort saves vs. fatigue

Cost: \$10 per dose

MARIJUANA

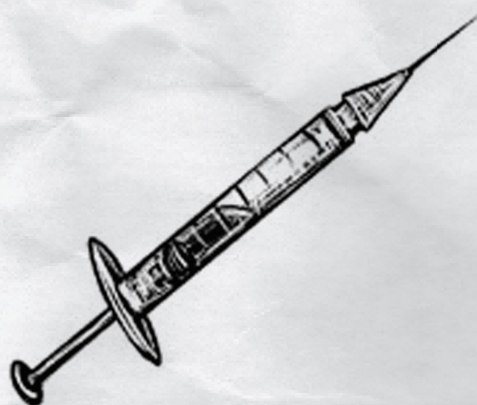
Marijuana was outlawed at the time of Prohibition. The drug became a favorite amongst hippies in the 60s and is also a sacrament in the Rastafarian church. It is formed from the resinous oil from the female buds and leaves of the hemp plant. This resin contains the active ingredient THC. Marijuana can be either smoked or eaten to produce a sedative high similar to alcohol that leaves the user lethargic, or "wasted." In modern times, the use of fast-growth strains and hydroponics have created much stronger varieties of plant. The dried leaves and buds of these are often smoked as a drug called grass, skunk or weed by users, The drug had medicinal uses due to its analgesic effects.

Note: Smokers of the marijuana are far more likely to develop cancer than regular smokers due to the higher concentration of carcinogenic compounds.

High: The effect lasts for 1+d hours, +1 to WIS saves vs. stress, and +1 Fort saves vs. endurance.

Low: The effect lasts for 1+d hours, -1 to Fort saves vs. fatigue, -1 to INT skill rolls.

Cost: \$10 per dose



RUNNING A CAMPAIGN

Crime Scene: The Mob is written take advantage of both in-game and out-of-game adventuring. Downtime can be used to break up more intense, narrative play. The GM alternate short adventures with downtime sessions giving players the chance to develop their characters in game, creating personalities and styles then follow-up in downtime using Crew Development points to execute schemes and plans.

The GM determines how long a session of downtime represents in game time, whether it fills only a few days, consisting of things the PCs were doing in the background during the game, or if it lasts longer, representing the quieter moments of the characters' lives.

This style of play allows for a lot of flexibility in campaign design. We offer three suggestions to get GMs started.

1. History of the Mob: This option describes a long-term campaign in which the PCs form the history of the Mafia from the beginning. In this kind of campaign, the characters begin arriving in America at the turn of the century as penniless immigrants. To protect themselves, they form gangs based on their Italian heritage, falling in with other fledgling Mob groups on their city. The campaign marches on through Prohibition in the Roaring Twenties, through the two World Wars, continuing to the present day with the PC competing to become the Don of their family. Each downtime may represent up to five years as the game spans the adult lives of the characters. As a result Crew Development and Income points should be as much as tripled to take into account the long periods between in-game sessions.

2. The Good Ole Days: In this option, the campaign follow the characters rise through the Mob, focusing only on the past forty years of their history. The characters begin play in the 60s, right before the RICO law, and continue through to the present day. This is the era popularized is such movies as the Goodfellas, the Godfather and others. GMs could base the challenges faced by the PCs on those overcome by such mobster as Henry Hill (immortalized in Goodfellas), or the Teflon Don John Gotti. The down time portion of the campaign would consist of episodes covering a year or more with Crew Development and Income points doubled.

3. Modern Day: Campaigns of this type can be run with an assortment of characters, either concentrating on a group of high-level characters who have a long history, or on a group of young upstarts who have just come in contact with the Mob. Such games should revolve around the day-to-day life of the characters in an almost soap-opera style with most events being played out fully. This is the most intense style of play, allowing for only a few

downtime sessions, never covering more than a couple of months. The Income and Crew Development Points costs and effects were written with this level of intensity in mind.

AGING

In campaigns that cover a long period of time, the use of downtime to advance the plot to quickly also has to take into account that the PCs with age quickly. In a long-term campaign, characters may start play in their youth and end play in their 90s. The standard rules in the d20 rulebook seem too forgiving in this respect. There is no way that an Enforcers in their 80s would not be able to dish it out, let alone take the beating that they could in their youth. Nevertheless, the PC would not have gone down in level -- the skills and experiences the character has amassed are still available, and in fact serve better than before. For an aging Mob character it's just that the physical form that has decayed.

In short, an aged PC's ability scores and hit points has declined, while level and skill ranks remain the same. To represent this the following rules have been added -- these may not be to everyone's taste, but should allow GMs to create a more realistic game.

The aging rules go into effect once a character has reached the game-age of sixty. For every five years after age sixty, each physical stat (STR, DEX, CON) is reduced by a d3-1 to a minimum of one. The player rolls against each attribute once, applying the aging effects during the nearest appropriate downtime session. If the character's Constitution score drops then their hit points also have to be adjusted to reflect a lowered ability modifier. This is true for the Dexterity bonus with relation to Armor Class, and attack and damage modifiers. A character's saves would remain better than normal due to their level-related bonuses, but would lose any ability related bonuses as appropriate.

Mental abilities (INT, WIS, CHA) would also be effected, but at slower rate. For every five years past sixty, mental attributes are reduced by a d3-2, to a minimum of one. Skills points gained at new levels would use the new Intelligence modifier, but wouldn't lose any points gained for a high INT in previous levels. Other than this, the new ability score should be used to calculate any skill, save, any other effected stat.

REALISM

Some GM may want to increase the level of gritty realism in their campaigns. At present the rules encourage a cinematic style of play, with PCs expanding their abilities as

they progress using talents and feats, as well as increased Hit Points and AC, to give them a huge advantage. By altering these factors, the GM can increase the level of realism. Though they should be aware that increasing the realism increases the danger of combat. Also, a certain about a leveling out with occurring among the characters with only their ability scores and in-game experiences to differentiate them. On the plus side, characters will approach combat more carefully and only as a last resort, forcing them to think their way out of problems rather than attacking them head on.

REDUCING CINEMATIC EFFECTS

There are a number of ways to make a game more realistic and less cinematic. Those outlined below represent a partial list of suggestions and should be seen as limiting a GM's options if they can find other ways as well.

HIT POINTS

To increase realism, the GMs can alter the way characters receive Hit points in one of three ways:

Limit the amount of HPs the players receive by dividing the Hit Dice roll by two and rounding down. Thus a character with an d8 Hit Die who rolls a 7 would only receive 3 HPs, modified by their Constitution modifier to a minimum of one.

The GM can set a cut-off point for rolling Hit Dice. From that point on the character would only receive a set number of hit points per level, modified by their Constitution modifier to a minimum of one. In this way, their Hit Dice only give them an initial advantage.

The GM can assign a set number of Hit Points to each class that wouldn't change over the course of the game.

FEATS

The next way is for the GM to limit players and increase realism in a game is to change access to feats.

A GM could restrict what feats were available, disallowing feats that they deem give them too great a combat advantage. They can reduce the frequency at which they receive feats, such that characters only receive bonus feats. The GM could cull the bonus feats lists to further restrict access.

Some GMs may wish to remove all Feats and Class Abilities, stripping back the system until only the basics of the character remains.

ATTACK, AC AND SAVES

The last way in which realism might be augmented is for the GM to alter the Attack Bonuses, AC Bonuses, and Saves the characters receive.

Characters should halve the amount of any such class modifier, thus slowing the character's rise in ability making the various levels more equal.

Characters should be prohibited from receiving any increase in Attack, AC bonus, or Saves, using their current class's starting amount at first level as the only modifier.

If a GM decides to use any of the above rules suggestions, they should explain their decision and motivation for doing so with their players making it clear which rules are being changed and how. That way players can alter their game style accordingly, and will not be surprised by the change in game structure. If a GM is uncertain about what these rules alterations would do to his campaign, then try running the players through the simple encounter below to test out the various rules combinations.

A DARK AND STORMY NIGHT

The GM should generate three Mob characters at third level -- all should be armed. The scene is set late at night in the big city at a convenience store where a nearby poker game is taking place. Antonio, the first character, is taking a ten-minute break from the game to grab some chips and dip. He is at the back of the store when the two other characters enter -- Mick the Snake and Little Ange. Mick and Ange have decided to hold up the convenience store. They are unaware that Antonio is inside and that he has contracted to kill them. Since their attention is on the store owner, Antonio has the Initiative and is the first to act. The shelves and displays offer plenty of cover and all ranges are close.

Just roll through the fight with any altered rules you might wish to use until you feel comfortable with how they effect combat in your campaign.

ARREST AND PRISON

A life of crime carries with it the constant threat of investigation, arrest, and prison. While most mobsters accept this as an occupational hazard, such investigations will bring heat down onto their cohorts and increase the chance of their rackets being uncovered. Perhaps, more importantly, new laws against organized crime mean that the authorities can now seize any money or properties believed to be used or made in organized criminal activities. The police can instigate tax investigation and banking checks by obtaining warrants from a magistrate. Unless the mobster has been clever with the money laundering, such investigation can bring their world crashing down.

Even if they were arrested for a seemingly modest crime, mobsters can find themselves facing a hefty sentence based on such financial crimes as tax evasion and money laundering that comes to light during the investigation. Such crimes can account for over a half their sentence regardless of the original charge. .

Naturally, when one mobster is brought down, other mobsters seek to cut their losses. The arrested gangster may have been one of their closest friends, but when faced with the loss of all they have, a mobster may decide that their life is more important and that the arrested mobster's life span may well need to be shortened. The implicit fear is that caught mobsters might "rat out" their associates for a reduced sentence, or might even arrange to testify to get the charges commuted (and then enter the Witness Protection Program). Such fears are often a self-fulfilling prophecy as the incarcerated mobster is forced into a no-win situation. It doesn't matter if the mobster is planning to rat or not, it only matter that the rest of the Mob thinks they might, or are too weak to resist interrogation. A loyal mobster could get killed either way, so spilling to the cops and getting their protect may seem like the only option.

In years past, the Mob rule of omertà (see p. XX) was inviolate – a solemn pledge of honor, considered unbreakable, but times have changed. Before mobsters knew that if they were arrested they'd be "set up" on inside, and doing "time" would not be too arduous. In fact, contacts made on the inside could improve a mobster's career once they got out. However, the rapid increase of crime and the intense pressure put upon law enforcement agencies to crack down on organized crime means that many of the rules have changed.

The Mob still exerts a great deal of influence within the prison system, but they face a lot of competition from other strong criminal factions. Such a captive market will always attract predators, giving convicts two choices in how to do their time: Easy time, by working with the Mob or another established faction, or, hard time, by being known as a rat or making an enemy of the status quo. Such prisoners ordinarily have to spend their sentence in protective custody.

POLICE PROCEDURES AND THE MOB

Mobsters face four different aspects of the criminal justice system – arrest, pre-trial, trial, and prison. In game terms, PCs can keep track of their risk at entering these proceeding by monitoring their Heat rating. If it gets too high then a character should start looking for ways to reduce it before the law catches up with them. If that fails they will find them subject to the following rules.

ARREST

Once the police think they can get a conviction, they will apply all the pressure they can to force a mobster to confess. The police, or Feds, will offer deals to the mobster, which may include protecting friends and family. They may also resort to threats, such as engineering a reputation for the mobster that would not be popular in or out of prison. Mobsters can try to resist threats by making a Will save verses a check equal to 10 plus their

current Heat rating.

Success: The character has withstood the process of interrogation, but may still face harassment or criminal prosecution.

Failure: The mobster has cracked. This occurrence immediately gives all contacts and fellow PCs +2 HEAT as the character starts to reveal information.

Naturally mobsters can "rat out" associates if they wish. Such an action counts as an automatic failure of the interrogation check, but gives the mobster -2 HEAT when appearing in court.

PRE-TRIAL

Once they have arrest a mobster, the police will start pursuing a trail of evidence in the hopes to gather enough information to bring the case to trial. Due to the serious nature of organized crime offenses, the police will attempt to rush the judicial process if they are sure of a swift conviction. On the other hand, such cases can be held up for months (see Crime Scene: Police Investigation for details of police procedure). The best way to simulate this process may be to move it to a downtime session, and let the other characters carry on. Unfortunately there is no way, if a character is in custody, that they can play with any degree of freedom. In such a situation, the arrested player could chose to play someone else, possibly even one of their NPC recruits until the player's main character returns.

TRIAL

Once the police feel they have made a solid case against the mobster, it will go to trial. As in the pre-trial interrogation, this action involves making a check against an opposed roll, however, this time it is the mobster's lawyer who rolls verses the character's Heat rating plus 10.

It is possible for a character to defend himself, using the Knowledge: Civics skill, but the character still must retain a lawyer to defend him. Defending oneself in court is considered foolhardy and so incurs a -4 to any such checks made.

Note: Chances are the character's money and assets will have been frozen. Unless they've made provision for such eventualities, they will have to rely on other mobsters' money or accept the services of a public defender.

A public defender is free, but only has 6 ranks in Knowledge: Law. To hire a crack team of lawyers costs big money -- a good lawyer costs \$30,000 times each rank of Knowledge: Law. Example: An expert legal defense with a Knowledge: Law skill of 12 would cost \$360, 000 to retain.

PROSECUTION

The prosecution's case is also based on the character's

Heat rating. The more crimes and misdemeanors a character has committed and the more snippets of information the police can find to haunt the mobster. The prosecution rolls against a DC that is equal to 15 plus the character's Heat rating.

Success: The mobster beats the charges and walks free. The character's Heat rating is adjusted accordingly (-2 for being acquitted) and his property returned to him. The PC is free to resume play.

Failure: Mobster goes to prison. Every point the character fails the roll by adds 3 years to the mobster's prison sentence. A failure of more than 15 or a roll of a 1, indicate the mobster has been either sent down for life without parole or has received the death sentence.

Taking Ten: Rather than roll, characters can plea bargain in the hopes of a reduced sentence. As such the character allows the lawyer to plead guilty to certain charges in exchange for them dropping other more serious charges. The character takes 10 plus the defense lawyer's rating to resist the prosecution's 15 + Heat check. Remember though, this character will still receive a jail sentence.

Jail

During the trial process, the character has most likely been held in a county or city jail, or in a federal jail if the charges warrant it. They can receive visitors from their attorneys and immediate family. If suspected of a high or capital crime, they will likely be held in isolation on suicide watch.

Front Man Characters: At any time the Front Man can use his special ability to reduce the mobster's Heat rating. As stated though they can only do this in downtime, so since the arrest and trial are conducted as one downtime session, this action can only be used once.

PRISON

Once a character is convicted, they are transferred to state or federal prison. At this point, the character enters the general prison populace. Word of who he is and his connections will have preceded him and the character can be sure of a reception equal to his Reputation rating. If he ratted on his fellow mobsters, this might be a very hostile greeting, whereas, if he is still trusted chances are he will be protected, unless of course there are people inside he has antagonized in the past.

Rules: Typically, once in prison, the character becomes unplayable in a conventional campaign. The player should roll up a new character. It may be that in future games the old character may resurface or even escape.

(See Crime Scene: The Big House for more detailed rules regarding prison time).

SAMPLE CONTACTS

The contacts below are examples of NPCs that characters may meet in the course of a campaign. GMs should always do their best to make all such contacts live and breathe. Players should never take such contacts as mere resources, but instead should pay attention to their motivations and reasons for helping the PCs. Creating well-rounded, interesting NPCs does make for more work for the GM, but if such effort is put in, the resulting game will be far more memorable, and players will find it more realistic and exciting. The history and personality of each contact should be distinct. GMs should consider how the contact came to this position, and what their opinion of the characters is. Perhaps the contact fears the characters, or hold them in contemptible. A contact may hope to use the PCs to further his own.

DR. MARTIN CONNOR, PHYSICIAN TO THE MOB

History: In his early 60s, Dr. Connor is an extremely useful Mob contact. Having earned his medical doctorate, he volunteered for military service in Vietnam, where he served as a front-line medic in an evac unit. He faces a rough tour of duty, coming to realize that all the rhetoric and propaganda he was taught in basic meant little on the ground. The pressure and stress drove him first to drink, and then to drugs. Dr. Connor became addicted to morphine, a practice he dismissed as merely as an affectation he borrowed from his favorite literary character, Sherlock Holmes. As the war progressed, Connor's addiction became more noticeable, and eventually he was dishonorably discharged from the army.

Upon his return home, Connor found he had few prospects. His poor service record gave him no chance of entering a normal practice or hospital. Instead Connor found work as a prison doctor serving in a variety of state institutions. The increased stress of his new job, added to his already considerable post-traumatic stress disorders drew him back to morphine. One of the convicts recognized the symptoms and ratted out the doc to a mobster who dealt drugs in the prison. Connor was quickly blackmailed into supplying the Mob with medical drugs for inmates to abuse and to give other prisoners false medical exams. For all this, Dr. Connor was well paid and he accepted his role quite willingly.

When an internal investigation exposed this racket, the Mob protected him from prosecution, setting him up in a rather special private practice. Dr. Connor is now the Mob's private physician operating an emergency room and ward for wounded mobsters. His work mainly consists of removing bullets and resetting broken bones, but has the advantage of being a "no questions asked, cash up front" dealership.

Personality: Still addicted morphine, Dr. Connor's personality is erratic. While he is a competent doctor,

he has almost no beside manner. Connor knows his value to the Mob and that he's protected by them. This knowledge gives him a brash arrogance that riles many of his mobster patients. Connor is also prone to bouts of self-loathing and self-pity. When in this state, he often needing would-be patients to threaten or intimidate him into helping them.

Appearance: Dr. Connor tries to maintain the image of a professional doctor. He is tall and skinny with graying blonde hair that is kept slicked down. This careful effect is spoiled by his lack of personal hygiene. Unless his clothes become obviously fouled, he will not wash them, and even then only in the most perfunctory way.

Operation: Dr. Connor operates his surgery from an nearly derelict house on the edge of a mall district. Behind the shopping precinct and delivery roads, the building lies undisturbed and forgotten. It has a two-car garage to hide any bloodstained cars, but no facility to dispose of them. The house has two floors and a basement. The upstairs is Dr. Connor's personal rooms, while the downstairs is the practice. The kitchen serves as his scrub room and the front room holds both the surgery and intensive care ward. The house is well equipped and can cope with most simple operations. Dr. Connor, however, doesn't trust any one else to help on his staff. If an operation is particularly complicated, he may require the mobsters who brought the patient in to assist him. The basement serves as a recovery ward and storage area for surgical equipment.

Typically Dr. Connor charges \$1000 (1 INC) for any surgical work plus any incurred costs such as medicine or blood. Recovery costs \$200 a day (.2 INC), whereas any call outs are individually negotiated. The supplies come from contacts in the city hospital and are arranged by the local underboss.

Plot Hooks: A mobster has died on the operating table after being involved in a shoot out with the police. To avoid heat coming down on the practice, the players have been asked to get rid of the dead man's car and body so they won't ever be found.

A wounded enforcer has an unusual blood type. The usual contact at the hospital can't supply it, so it's up to the players to find a source in the next few hours before he bleeds to death.

Local toughs have robbed Dr. Connor's practice, looking for drugs. This action has enraged the underboss, who wants them found and punished.

Hit Dice: 7

Initiative: +2 (DEX)

Speed: 25 ft

AC 15 (class plus Defense & DEX bonus)

Attacks/Damage: Melee: +4 (+4 unarmed strike d3)

Ranged: +6 (+7 M-16 2D8+2)

Ranged: +6 (+6 Colt M-1911, 2d6)

Face/Reach: 5x5 ft

Special Attacks: None

Abilities: STR: 11 / DEX: 14 / CON: 8 / INT: 15 / WIS: 14 / CHA: 10

Skills: Concentration +6, Craft: Narcotics +8, Knowledge: Street Sense +2, Listen +4, Medical Assistance +10, Profession: Criminal +4, Spot +5, Sense Motive +4

Feats: Doctor, Long Arms Firearm Proficiency, Side Arm firearms proficiency, Emergency Medic, Weapon focus (M-16), Weapon specialization (M-16), Healing knack, Healing Touch.

Challenge Rating: 2

Alignment: Chaotic Neutral

JAMES CRAIS AND WHITNEY ALLEN, CONTRACT KILLERS

History: This pair operates as assassins, using simple and brutal modus operandi. James Crais is an expert motorcycle rider who joined the team after meeting Allen during a bungled security van robbery. Before that Crais ran with a gang who favored trial bikes, using them to terrorize local people and then escape pursuit by going off-road or into areas police cars couldn't follow. After serving two years of a six-year sentence, Crais offered his services as getaway driver to various robbers and criminals. He rides the bike all anyone else has to do is hang on.

Whitney Allen started as a debt collector. While a keen martial artist, Allen found his slim build detrimental in the debt-collecting field, as his form did not inspire fear. In order to make his point, Allen usually had to become extremely violent, which got him in some trouble. Allen determined that his specialty lay not in collecting, but rather in locating bad debtors. He was offered a part in a security van robbery, highly dangerous but lucrative if successful. Allen decided it was time to branch out and accepted the job. The robbery failed -- a passer by shot one of the robbers while he was wrestling with a guard, which allowed the guard time to draw his gun and start firing. Allen was rescued by fellow robber James Crais, and while lying low together they became friends.

After another few attempts at robbery, Crais came up with the idea of the pair going into the contract-hit business. The pair would ride up to a target, where upon Allen would open fire, either with a silenced pistol or machine pistol if the target had guards. The pair would then escape into traffic, their helmets preventing identification by witnesses or camera. So far the pair has successfully executed six hits using this method and is fast gaining a reputation as successful assassins.

Personality: Crais still exhibits a childlike enthusiasm for bikes and speed. He comes across as open and excited whenever these subjects come up. Although extremely professional, clients sometimes worry this passion might get in the way. A great talker, Crais always knows when to shut up.

Allen is the opposite of Crais -- quiet and reserved, Allen remains calm despite almost any provocation. Often finding his boyish appearance a hindrance in the business, Allen allows Crais to arrange the hits and front the operation. Allen primes Crais with relevant questions and costs before any meeting.

Appearance: Crais is the larger of the two, with a muscular frame fashioned using prison weights. He has several tattoos from prison, mainly displaying his gang affiliations. When not in his crash helmet, Crais keeps his long hair tied back in a ponytail. His clothing usually consists of leather bike coveralls or dirty jeans and T-shirts.

Allen is slightly built man; however, he possesses a wiry strength that is not noticeable at first. Still a keen martial artist, he keeps himself in top condition never drinking or taking drugs. His face also looks particularly young. Although in his mid twenties, Allen still gets carded regularly. He keeps his blond hair cropped short, and his clothes, when not on the bike, are always simple sports wear.

Operation: The two use a small workshop in a rundown town outside the city. Commuting to work, Crais rents a flat nearby and spends most of his time in the workshop, tuning his bikes or repairing bikes for other people. Allen has a loft apartment a mile away and spends his time at the gym or dojo. Sometimes he goes off on "hunting trips" to practice with guns out in the wilds.

To ply for business, the two use a secure Internet site on which perspective clients can leave. Crais accessed using Internet cafes and uses pay phone terminals to keep it anonymous. Meetings are set up if the pair feel secure about an offer. Allen will not respond to any offer that he feels is suspect in any way. The pair charges \$10,000 a hit, payable on completion, with any special circumstances being negotiable. The pair only takes offers for hits on people connected to the criminal underworld -- unhappy wives wanting their husbands killed and ambitious business men wanting their partners removed are too high risk.

Plot Hooks: The players are employed to keep a mobster safe. An informer in another gang tells one of the players that the Crais and Allen have been hired to kill their client. The PCs must determine how to deal with this threat.

The players need a hit done so that it cannot be traced back to them. A suggestion comes to "out source" it to James and Whitney. Can the players contact them before the deadline for the hit.

A mobster has hired the pair to do a hit for him, the pair have fore filled their contract, but the pay offs not gone through. The players must arrange a new pay off and carry it out successfully.

WHITNEY ALLEN

Hit Dice: 5 (38 HP)

Initiative: +2 (DEX) (+4 on bike)

Speed: 30 ft

AC 18 (Class plus Defense & DEX bonus)

Attacks/Damage: Melee: +5 (+6 unarmed strike, D3+3)

Ranged: +4 (+4 GLOCK 20 2D6)

Face/Reach: 5x5 ft

Special Attacks: None

Abilities: STR: 16 / DEX: 15 / CON: 15 / INT: 11 / WIS: 9 / CHA: 13

Skills: Balance +4, Drive: Chase +12, Knowledge: Street Sense +4, Listen +3, Jump +4, Research +4, Spot +5, Tumble +3

Feats: Side Arms Firearms Proficiency, Jack of All Trades, Martial Artist, Driving License: Motorcycle, If it has Wheels!, Vehicular Expert, Boost 1, Adrenaline Rush.

Challenge Rating: 3

Alignment: Lawful Evil

JAMES CRAIS

Hit Dice: 6 (36 HP)

Initiative: +4 (DEX)

Speed: 30 ft

AC 19 (Class plus Defense & DEX bonus)

Attacks/Damage: Melee: +5 (+5 unarmed strike, D3+3)

Ranged: +8 (+8 Beretta 92f, 2D6)

Ranged: +8 (+9 H & K MP5K, 2D6)

Face/Reach: 5x5 ft

Special Attacks: None

Abilities: STR: 15 / DEX: 18 / CON: 14 / INT : 16 / WIS: 14 / CHA: 9

Skills: Balance +6, Intimidate +6, Knowledge: Street Sense +6, Listen +6, Research +7, Move Silently +8, Spot +8, Tumble +2.

Feats: Dangerous Appearance, Side Arms Firearms Proficiency, Urban Track 1, Hated target 1 (mobsters), Evasion, Sweep, Automatic Firearms Proficiency, Weapon focus (H & K), +6 Enhanced Target Damage, Strafe Fire.

Challenge Rating: 4

Alignment: Lawful Evil

BOSS TONY (THE HAMMER) MARINO

History: Tony Marino is one of the last of the old school of Sicilian mobsters. Now getting on in years, he clings to the Mafia's past, operating in the same way as he's always done. As other mobsters moved into drugs and computer crime, Marino has stuck to the staples of organized crime: protection rackets and labor racketeering. This is not to say he's stupid or slow. Marino merely views such rackets as being dependable and safe and can see no reason to expand. His gang is often at loggerheads with him about this issue, but Marino maintains a ruthless approach to any dissent. It was in this way that he earned his nickname "The Hammer" after attacking one of his capo's in a restaurant with a claw hammer. The Mob only just kept him out of prison for the attack after intimidating several witnesses. Marino maintains the reputation as a man one does not want to mess with, viewing retribution as a personal affair. Despite his age and declining health, Marino always attends such punishments. It is his cruel and vicious nature that allows him to maintain control.

Marino has survived many attempts on his life. In fact, he has had more lead removed from him than any other mobster in his family -- a contributing factor in his poor health. Marino now has to walk with a stick after an old injury when a bullet was removed from his pelvis. He also has severe trouble breathing, since one of his lungs has collapsed, and is often crippled with coughing fits.

His health and attitude are the subject of many rumors within the Mob, with many senior mobsters looking greedily at his unexploited territories. Marino's status and reputation have protected him thus far, but the sharks are closing in.

Personality: Marino is a hands-on boss that considers everyone else in his organization to be an idiot. He only feels confident about an order being obeyed if he has soundly lectured those responsible beforehand, and then he still checks on their progress and outcome at least twice. Marino is extremely pedantic about every affair. While this slows down his organization, it usually means that things go according to plan and conclude successfully.

Marino believes in brutal honesty and isn't afraid to antagonize people. This honesty has earned him numerous enemies and detractors, but he continues to go ahead on stubbornly sticking to his convictions.

Appearance: Marino maintains the look of a dapper gangster, always dressing in the finest tailored suits and silks. Always a large man, much of Marino's muscle is now running to fat, and he is forced to stoop as his posture deteriorates. His hair is still thick, though bright white, and is always cut and styled.

Operation: Over the years Marino has had his fingers in almost all the classic Mob rackets, from loan sharking to extortion he's done the lot. During the drugs explosion in the 60s, Marino was in prison for assault, and missed

the change in attitude the new racket brought in. Once released, he was quickly able re-establish his old position and rise to underboss. At first, other mobsters had more power and position than he did. Marino, although trusted not to break any of the old rules that govern the behavior of the Mafia, was viewed as a bit of a cart horse in terms of performance. Controlling a lucrative dock area, Marino was able to pull in some big money. The foremost of his rackets were the unions, Marino had almost total control over what comes into and goes out of the docks. By getting several of his capos elected as officers in union locals, he was pretty much able to regulate a steady flow of goods in to his pockets. This racket also funded a profitable loan sharking business, and then as the laws on gambling changed a floating casino. Over time, these rackets have proven to be big cash cows and have financed his rise to the top as don of the family. It is the continued success of these ventures that is perhaps the only thing saving him from being removed. Much of the city's money is laundered through Marino and his casino, and the funds are used to invest in to numerous front concerns.

Plot Hooks: The players hear word that a hit is being planned on Marino by a capo in their own crew. If the hit goes down the Mob will have to punish who ever did it, and the act may even get blamed on one of the players. Then again, if the hit is successful, it would open up Marino's territory.

An operator in Marino's crew approaches the players behind Marino's back. The mobster wants to set up a racket that he knows Marino wouldn't approve of or permit, but the potential for profit is huge. This leaves the players to decide whether they aid him and risk getting found out, or whether they inform Marino and earn his favor.

Hit Dice: 15 (35 HP)

Initiative: -2 (DEX)

Speed: 20 FT

AC 8 (Class plus Defense & DEX bonus)

Attacks/Damage: Melee: +2 (+2 Switchblade, d4-2)

Ranged: +2 (+2 Browning Hi Power, 2d6)

Face/Reach: 5x5 ft

Special Attacks: None

Abilities: STR: 8 / DEX: 7 / CON: 6 / INT : 16 / WIS: 17 / CHA: 14

Skills: Bluff +11, Diplomacy +16, Gamble: Casino +9, , Intimidate +12, Knowledge: Law +5, Knowledge: Street Sense +18, Listen +9, Research +13, Move Silently +6, Profession: Criminal +12, Sense Motive +10, Spot +8

Feats: Jack of all Trades, Consummate Ease, Dangerous Appearance, Simple Weapon Proficiency, Side Arm Proficiency, Hated Target (Informers), Urban Track 2, Face Of A Killer, Contact 1, Warm Welcome, Skill Expert, Direction, Strong Stomach, Feared, Business Acumen.

Challenge Rating: 1

Alignment: Lawful Evil

ETHAN FISHER, LAWYER FOR THE MOB

HISTORY: Known simply as Fisher, even to his few friends, Ethan works as a lawyer and attorney to the Mob. A true child of the 80s, Fisher is a greedy, ruthless man who thinks all things are measurable by their monetary value. This attitude brought him to the attention of the Mob after he successfully defended a small-time enforcer, helping him to arrange for the opposing witness to be intimidated and the evidence corrupted. Pleased by his victory, the enforcer's capo hired Fisher on retainer. Over the years, Fisher has defended numerous Mob defendants, employing every trick in the book. As the stakes became higher so did his tactics, now no one is safe from his machinations when a case goes to trial. His pragmatic, amoral attitude and incisive mind have gained him a fearsome reputation. If a case looks like it's about to go badly for a client, Fisher will have the judge killed just to force a retrial, (even if the judge has already been bribed). Naturally Fisher is under heavy police observation, but so far he has kept his personal life spotless and his dirty work for the Mob well hidden.

Personality: What little personality Fisher possesses is concealed under a layer of efficient business-like formality. Distant and humorless, he has an almost sociopathic desire for success and riches. To Fisher a court victory is a must, at any price. Even other mobsters famed for their violence feel uneasy around him, and it is the discomfort Fisher engenders that has prevented his rise in the hierarchy of the Mob.

Appearance: Fisher's appearance is that of precise control and neatness. His shirts are always starched, pressed, and spotlessly clean. While all his clothes are expensively styled and from the latest designers, none seem to convey any sense of personal style or taste. Instead they appear simply as costly things Fisher has bought to display his wealth. Fisher's physical appearance also reflects attitude -- although fit and well groomed, these attributes more for effect than a sign of vanity.

Operation: Fisher operates a small but profitable law firm out of an office block at the heart of the city's financial district. Here he entertains the few more respectable clients he maintains. Fisher employs two legal secretaries and a receptionist. Although they realize that the practice is far from ordinary, they have no real idea the depths to which Fisher will go. The more nefarious work Fisher performs is always conducted well away from his office. The level of police surveillance upon him has forced Fisher to become very paranoid and he is adept at talking about subjects using inference and insinuation, never actually admitting any personal knowledge or participation in any criminal activity in case the conversation is being monitored. Fisher charges the Mob \$300,000 a year as a retainer, plus another \$2000 a day fee for the duration of any work towards clearing a suspect. As yet the Mob has had no cause to regret such expense.

Plot Hooks: The players are approached by Fisher who wants them to carry out an assignment for him -- a witness needs to be found and silenced, and he doesn't care how they do it.

Fisher is representing a consigliere that is on trial for an old murder. The police don't know where the body is buried. Fisher wants the party to dig up the corpse and get rid of it.

One of Fisher's secretaries has realized what's going on in Fisher's business. Rather than go to the police she's been trying to sell her story to the press. Fisher wants her and the journalist found and silenced. All this must be done quickly and unobtrusively.

Hit Dice: 12 (45 HP)

Initiative: +3 (DEX)

Speed: 25 ft

AC 15 (Class plus Defense & DEX bonus)

Attacks/Damage: Melee: +3 (+3 unarmed strike, d3)

Ranged: +6 (+6 SW.38, 2d6)

Face/Reach: 5x5 ft

Special Attacks: None

Abilities: STR: 11 / DEX: 17 / CON: 14 / INT: 17 / WIS: 15 / CHA: 16

Skills: Bluff +7, Computer Ops +5, Concentration +6, Diplomacy +12, Innuendo +7, Intimidate +9, Knowledge: Finance +6, Knowledge: Law +16, Knowledge: Street Sense +2, Knowledge: Underworld Lore +8, Language +4, Listen +3, Profession: Entrepreneur +10, Spot +5, Sense Motive +8.



SAMPLE ADVENTURE

SHOW ME THE YEN

This is an adventure for characters ranging from 1st to 3rd level and involves the tracking down of drug money, in the midst of two feuding Mafia families.

SETTING

If your Mob campaign is already set in a particular city, then this story may need to be modified slightly to accommodate a different location. The story requires a city big enough for two competing Mob families, and a dock area. For the purposes of our story, this scenario is set in Seattle; however, Chicago, New York or even Miami would work just as well.

BACKGROUND

The characters are just starting off in their criminal careers and are looking to make a name for themselves. They belong to the Medici family led by Carlos "The Bullet" Medici. The background below should be read aloud. If the players probe, you can give them the additional information as outlined in the subsequent boxes.

The Medici gang is not a very high-profile gang. Don Medici plied his trade in Chicago for many years and he bought his crew over to Seattle for a quieter life when local heat simply became too much. Don Medici, now 79, bought a large house, "Shangri-La," south of the city on the coast and settled down. He has two close cohorts Romeo, his old consigliere, and Ronnie (his capo), who mostly do his bidding and attend to business. The Shangri-La is spacious and has beautiful views of the sea. Don Medici has subsequently attached an eight-hole golf course to this beautiful piece of real estate. Ronnie recruited you locally about six months ago. You are all from the local Italian-American community. Since your recruitment, you have done little more than play nursemaid to the aged don: Bringing him drinks; arranging food and medication, and surreptitiously repositioning golf balls on the course. Not much of a life for an up-and-coming mobster! Don Medici also has a young wife, Verona Medici, a voluptuous lady with an unhealthy interest in new recruits. She owns a pet poodle named Giggles that everybody, except her, would love to drown. You live in downtown Seattle and commute to the estate every day.

THE MEDICI FAMILY

The Mob that the PCs belong to consists of Don Medici, Ronnie, Romeo and you.

THE ESTATE

Shangri-La is a 14-bedroom stately home set on small hill overlooking the sea. It has a private beach spanning about a half a mile. In back of the house is a beautiful Olympic-sized swimming pool with various waterfalls and private Jacuzzis. To the side is the new golf course. Indoors there are two game rooms, a gym, a sauna and another Jacuzzi. A large brick wall, some 12 feet high, surrounds the grounds, which cover about X square miles. Security cameras monitor the grounds and entrance by day, and motion sensors do the same by night. A small army of groundskeepers, security, cooks and so on service the don and the facilities. Some are thought to be Federal agents, but this is not considered a problem so long as they do their fake jobs.

OTHER CRIMINAL ORGANIZATIONS IN SEATTLE

If the characters ask, they are also given the low-down on the Mob situation in Seattle.

When Don Medici arrived in Seattle some 18 months ago, there was a commotion. Seattle already has a Mob family run by the notorious Anchovy brothers -- two hardened criminals with a reputation for ruthlessness. They resent Medici's unannounced arrival, which flouts Mob convention. Due to his old age, Don Medici forgot Mob protocol and failed to contact either the Mob hierarchy or the Anchovy brothers directly prior to the move. In truth, Don Medici had never heard of the brothers and the deciding factor for moving was that Verona loved the house. Don Medici believes that a man with such a high reputation as the don should be forgiven. After all he is a man who had given all his life to Las Cosa Nostra, and the Anchovy brothers soon found out that the don was off limits.

Thus, the Anchovy brothers stood aside and allowed the presence of this new Mob family in their city. Through negotiation they have agreed to allow the Don twenty percent of their turf and income as a sort of retirement package. This mostly included smuggling, theft, and some extortion. You know the reputation of these brothers and you know they would never be pushed around by another Mob, which is a good cause for concern. Since the negotiations, little things have started to go wrong -- business contacts have disappeared, accounts have gone missing, company premises have suffered arson attacks, employees have resigned, and income is going down.

Your organization does not have the resources to fully investigate these problems, although you have a pretty good idea who's behind it all. You know that a direct attack on Don Medici would attract the attention of Chicago and New York Mafiosi, but the withering away of Medici's assets would not. Similarly, you don't have the power, particular the firepower needed to deal with the brothers and their gang directly. So for now the situation lies in an uneasy stalemate between the two Mobs, until such time as one or other can make a move.

MAJOR CHARACTERS

ROMEO

Romeo is a quiet, measured type of person. He is polite to the PCs but remains generally aloof. He manifestly distrusts them, but then again, Romeo distrusts everyone. When Don Medici talks he nods, smiles, and gets to work. He rarely talks and when he does it is usually some polite platitude. The characters suspect that Romeo is involved in many aspects of business and is the shadowy figure in the corridor often talked about in the suburbs. Romeo favors a switchblade to firearms, giving the impression that he is adept at delivering a slow painful death to those who cross him. Romeo is tall with good Roman angular features. He has a relatively slim build and is 47 years old.

Hit Dice: 9 (39 HP)

Initiative: 0

Speed: 30 ft

AC 16 (Class plus Defense & DEX bonus)

Attacks/Damage: Melee: +6 (+7 unarmed strike, d3)

Melee: +6 (+9 switchblade, d4+5)

Ranged: +5 (+5 Beretta model 92, 2d6)

Face/Reach: 5 X5 ft

Special Attacks: The Beretta has a 15 round magazine firing 9mm bullets.

Abilities: STR: 16 / DEX: 12 / CON: 14 / INT: 13 / WIS: 14 / CHA: 12

Skills: Bluff +4, Drive: Chase +8, Fence +5, Intimidate +12, Knowledge: Street Sense +8, Knowledge: Underworld Lore +9, Listen +5, Profession: Dealer +6, Spot +9, Sense Motive +4

Feats: Side Arm firearms proficiency, Simple Weapon Proficiency, Face of a Killer, Weapon focus (switchblade), Weapon Specialization (switchblade).

Challenge Rating: 2

Alignment: Lawful Evil

RONNIE

Ronnie is Don Medici's instrument of fear. Ronnie's preferred approach to any given situation is to inflict pain on whoever is frustrating him. He carries a lot of heat. Ronnie is discreet enough not to get caught when he

vents his anger, but is blatant enough to let most people know they are under threat of losing body parts should they cross him. He generally instructs the PCs in their business, which he does with a minimum of fuss and maximum of impatience. To describe Ronnie as having a short fuse would be to credit him with having any fuse at all. Ronnie is thick set, has cropped black hair, and a scar on his face inflicted by somebody who is very likely dead. He is 37.

Hit Dice: 7 (45 HP)

Initiative: +3

Speed: 30 ft

AC 17 (Class plus Defense & DEX bonus)

Attacks/Damage: Melee: +7 (+7 unarmed strike, d3+2)

Ranged: +6 (+6 Uzi, 2d6)

Ranged: +6 (+6 S & W .38 special revolver, 2d6)

Face/Reach: 5 X5 ft

Special Attacks: None

Abilities: STR: 14 / DEX: 15 / CON: 17 / INT : 13 / WIS: 16 / CHA: 11

Skills: Drive: Chase +5, Fence +4, Forced Entry +6, Intimidate +8, Knowledge: Street Sense +6, Knowledge: Underworld Lore +7, Listen +4, Research: +5, Move Silently +5, Profession: Criminal +4, Profession: Dealer +6, Search +3, Sense Motive +4, Spot +6.

Feats: Dangerous Appearance, Side Arm Firearms Proficiency, Simple Weapon Proficiency, Automatic Firearm Proficiency, Strafe Fire.

Challenge Rating: 3

Alignment: Lawful Evil

DON CARLOS MEDICI

Don Carlos "The Bullet" Medici is a frail, small man. Regardless of this physical deterioration, he is always in high spirits and possesses a keen determination to enjoy his semi-retirement. His reputation suggests that Don Medici made great progress in Chicago and is very respected. He has served several prison sentences. In his day, Don Medici was smart, determined, and manipulative. He is still smart enough to know the Anchovy brothers are currently undermining him. His passions are golf, B-movies, and Verona , all of which occupy a great deal of his time. He has thin white hair and piercing eyes. He is slightly built, and swims daily to help alleviate his aching joints. When in public, he sometimes uses a wheelchair that the PCs push.

If a PC is foolish enough to approach him about business, Don Medici will gently refer them to Ronnie, who will sternly remind them of their duty never to bother the boss in that way again.

Hit Dice: 15 (8 HP)

Initiative: -3

Speed: 20 ft

AC 7 (Class plus Defense & DEX bonus)

Attacks/Damage: Melee: -2 (-1 unarmed strike, D3-1)

Ranged: -1 (-1 shotgun, 2d8)

Face/Reach: 5 X5 ft

Special Attacks: None

Abilities: STR: 6 / DEX: 5 / CON: 5 / INT: 16 / WIS: 15 / CHA: 17

Skills: Diplomacy +8, Fence +9, Intimidate +7, Knowledge: Street Sense +12, Knowledge: Underworld Lore +10, Listen +4, Profession: Criminal +16, Spot +5, Sense Motive +8

Feats: Dangerous Appearance, Empathic, Feared, Strong Stomach.

Challenge Rating: 1

Alignment: Lawful Evil

VERONA MEDICI

Verona Medici, is potentially the most dangerous to the PCs. She is buxom, bullish and, above all, bored. Her favorite pastime is to flirt outrageously with the characters when out of sight or earshot of Romeo and Ronnie. Whenever possible she will tease the men in the group by wrapping herself around them and suggesting romantic endeavors that carry the death penalty if caught. Verona is a still a beauty at 57 and has a Brooklyn accent.

Verona takes rejection well -- she knows how much her husband needs personnel. She will smile and say she has her eye on that person, teasing them, but no more. Whether Verona truly wishes a romantic liaison with any of the characters is uncertain, even to her. She really has not thought about it, knowing none of them should be dumb enough to accept her advances.

Hit Dice: 2 (10 HP)

Initiative: +1

Speed: 30 ft

AC 11 (Class plus Defense & DEX bonus)

Attacks/Damage: **Melee:** +1 (+1 unarmed strike, d3)

Face/Reach: 5 X5 ft

Special Attacks: None

Abilities: STR: 10 / DEX: 12 / CON: 8 / INT: 13 / WIS: 9 / CHA: 15

Skills: Diplomacy +5, Knowledge: Street Sense +2, Knowledge: Underworld lore +4, Listen +4, Spot +5, Sense Motive +4

Feats: False Sincerity

Challenge Rating: 1

Alignment: Lawful evil.

GIGGLES

Giggles is Verona's beloved toy poodle. The name carries a certain irony as Giggles is anything but amusing. While Giggles is incapable of inflicting more than a single point of damage, he pursues targets with the vivacity of a Rottweiler. Giggles is very easy to damage or kill -- so is anybody who chooses to harm the Verona's darling pet.

Giggles should be as irritating as possible. The dog features in the story later and it would be best to build a healthy animosity between Giggles and the PCs.

Hit Dice: 1 (3 HP)

Initiative: -2

Speed: 10 ft

AC -6(Class plus Defense & DEX bonus)

Attacks/Damage: **Melee:** 0 (0 scratch, 1 pt)

Melee: 0 (0 bite, d2)

Face/Reach: 5 X5 ft

Special Attacks: None

Abilities: STR: 4 / DEX: 3 / CON: 3/ INT: 1 / WIS: 1 / CHA: 3

Skills: none

Feats: none

Challenge Rating: 0

Alignment: neutral evil



EPISODE 1:

EAST MEETS WEST

The scenario begins with the PCs being sent into town for a few groceries. Ronnie gives them a list of goods that "Da Boss" needs. This list includes Lombard's gentle Doggy litter, Petit Pets dog food, some chips and dip, and a prescription for laxatives. All of these items can be obtained from the local mall.

The characters have access to any mid-range car of their choosing. If there is a big group (and everybody wants to go) then they can have two vehicles.

As you leave a black sedan with tinted windows is parked outside. You cannot see who is in it. This is not unusual, you reckon it is a latest visit from the Feds who seem to enjoy parking outside Shangri-La.

A score of 15 on Spot will notice the car follows as the PCs leave. Unless the characters respond to this, the sedan will follow them to the mall. The PCs can attempt to lose them. Regardless of their Drive roll, they will quickly shake them off – the car knows where they are going and will reappear at the mall.

While the characters do their shopping, nobody leaves this vehicle. It simply parks nearby apparently observing. It is only when the PCs are ready to leave that the black car will pull up behind their vehicle blocking their exit.

Two men and a woman get out of the car -- all are wearing black suits and sunglasses. On closer inspection, you notice that they are Asian. They move confidently towards you and appear to be unarmed.

When they reach the PCs' car, the woman and one of the men stop, letting the third approach as their spokesman. He will tap politely on the window, indicating that he would like it wound down. If this is done, the man will bow politely and introduce himself as Mr. Woe. He invites the PCs to attend a meeting with a Mr. Kowasashi who is not far from here. He tells them that he would like them to follow his car.

At this point the characters may wish to check in with Romeo or Ronnie regarding the name, Mr. Kowasashi. This is what they find out:

Romeo: Go with them and report back to me. He will not comment on whether the name has any significance.

Ronnie: He will be angry that the characters have gotten themselves involved in something they should not have. Nevertheless he suggests they go along, saying that Mr. Kowasashi is a businessman he has heard about.

You follow the black car that detours down a series of minor roads and tracks. Eventually you can see the road ends at a clearing that has two more black cars in it -- one of them is a stretch limousine. At least four people -- two men and two women, are standing in the trees their hands inside their jackets.

The guards are armed with pistols. If the players approach the scene, they are treated with courtesy. Mr. Woe will ask for a single spokesman to join Mr. Kowasashi in the limousine. His manner is both deliberate and polite.

If the players decide not to enter or are reticent, they will not be forced. Mr. Woe will give them a cell phone number and suggest they arrange a meeting on another occasion.

If the players decide to start shooting, the party will retreat into the woods and behind cars.

Note: The GM should ensure that at least one bullet hole is in the Mob sedan to ensure that Ronnie tries to establish what happened. Either the players will talk to this enigmatic Japanese man or Ronnie will make them.

Inside the car, Mr. Kowasashi will introduce himself as a representative of the Yomigui Corporation. He is interested in doing business with Don Medici. He explains that he has a large quantity of money (40 INC) that he would like to exchange for a large quantity of drugs (cocaine with a street value of 80 INC). He explains that he has done business with Don Medici before and that he understands that currently no business can be done within five miles of Shangri-La hence his unusual behavior. The deal involves a 100 percent profit, as he, in reality, only requires 20 INC's (wholesale value) worth of the drug. However, he can sell it in the Far East for four times that. A very good deal he explains. He asks if the party is interested.

If the party plays for time, they will be given a cell phone number to call to confirm the deal once they have cleared it with Don Medici. The PCs have the opportunity here to try and do the deal themselves securing a lot of money for whoever they decide to give it to, or they can reveal the plan to Ronnie and Romeo.

If they go it along, they need to try and get the 20 INC worth of drugs, an unlikely sum for amount to raise without assistance. However, they could try to borrow or steal it. A Profession skill check at DC 35, with a -5 modifier for not having an appropriate contact, would secure a loan but at a very steep interest rate. If they have contacts in the drug business, they can try to get the drugs by making either a Fence or Profession: Dealer skill check at 30.

The PCs also have the option of making a deal with the Anchovy brothers, who are always more than willing to make a profit.

If they reveal this scheme to Romeo or Ronnie, they on the behalf of the Don will take control of the operation, with Ronnie running the show.

If the characters want to find out any more information on Kowasashi or his business they can make a Research skill check at DC 15 to find out the following:

- The Yomigui corporation make toys and card games based on mutated little animals fighting each other.
- Mr. Kowasashi has done business with Don Medici before and of this nature.
- The deals have always run smoothly.

A check of 25 or better reveals that Kowasashi's details were in the accounts that were stolen some 4 months ago.

EPISODE 2:

THE DOCKS

The traditional way in the city for passing around information is to have the local radio station broadcast a message during their dedications hour. Such messages are phoned or e-mailed in. In this case, it was "Donna, I loved our midnight liaison Thursday night on Morgan's dock. Let's do it again sometime." This means the deal is this Thursday night midnight.

Whatever the approach of the characters have taken to the deal, the exchange is to be made in a couple of days at midnight on the docks on the lower west side of town, deep inside Anchovy territory. The docks are at the mouth of the river that runs through the city and the particular pier where the deal is to be done is half a mile inland from the sea. The procedure is that the characters (probably led by Ronnie) wait at the end of the pier for Mr. Woe to approach. Then, it is a simple exchange of suitcases.

Scouting the area ahead of time will reveal the following (Spot or Gather Information DC 10):

- It is a low, small dock for small vessels.
- The pier is about 400 feet long with about 10 small domestic boats moored on the right-hand side. There is nothing to the left.
- There is a warehouse at the end of the pier overlooking it.
- There is a lot of traffic of large ships around the area, even at night.
- There are seven or eight large fishing vessels are moored across the narrow river.
- There is one security guard, and he readily accepts bribes.

- You could drive a car to the end of this pier (it is quite sturdy and wide enough).
- You could be watched from a whole bunch of places.
- There is no cover on the pier.

BEHIND THE SCENES

What is really happening is that the Anchovy brothers found Mr. Kowasashi's details when they stole some accounts from Don Medici four months ago. They contacted him posing as employees of Don Medici, saying that they could provide access to the don's Mob as long as it was not too near Shangri-La, which was under police surveillance. They have already done one deal at the same docks to see how the Japanese operate. This trial run also established the docks as a suitable location for doing business. Their intention for setting up the deal is not to make money, but rather simply to discredit Don Medici and ruin his relationship with Kowasashi. They intend to mess up the deal by firing upon everyone just as they are making the exchange. If random people die, that is all the better – the Anchovy brothers are xenophobic and don't like dealing with foreigners. The Anchovys do not plan to get close enough to steal the money or drugs, as much as they would like to, since the point is to do the deed without revealing themselves.

It is unlikely that the PCs will have the time or resources to investigate the Anchovy Brothers. If they do, they can be found at Mario's Grill, an Italian restaurant, or at Domino's Pool Emporium. These locations are not secret. They are always surrounded by at least four, armed minders who will be additionally vigilant if the PCs show any interest. The GM should emphasize how dangerous this course of action may be -- taking on the Anchovy brothers in their own territory is neigh upon suicidal unless they play it really smart.

Similarly, trying to locate Mr. Kowasashi before the deal would be difficult but not impossible. He is staying at the Luxor Hotel in town with eight guests who are his crew. He is booked under his real name and used a corporate card to pay. There is \$4 million in his bank that will be withdrawn on the day of the exchange. He is unaware that he has been invited to make the deal by the Anchovy brothers -- he thinks is his second operation with Don Medici, who he knows from Chicago.

On the night of the exchange the PCs can set up as early as they like on the docks. The Japanese will not appear until shortly before midnight whereupon they will arrive via a small private motorboat. The henchmen of the Anchovy brothers are using sniper rifles from a large fishing vessel across the river. If the PCs can gain access to boat, they can cross the river in three minutes.

At midnight a boat appears.

At midnight you see a small boat approaching the dock. It is about thirty feet in length and has two outboard motors at the back. On the boat appear to be the same group of Japanese people you had met earlier, including Mr. Woe. There are four of them. The boat pulls up next to the dock. Mr. Woe is carrying a briefcase.

If Ronnie is present he will have the brief case full of drugs to exchange. He will approach Mr. Woe and offer the case and they will initiate the exchange. To do so, in sight of the other, they will each open their case, displaying the contents. Ronnie will not like what he sees -- the Anchovy brothers have told the Kowasashi that it is OK to pay in yen. They know how this should worsen the situation. Ronnie reacts, as Ronnie would, by exploding.

You see Ronnie and Mr. Woe open their respective cases. Immediately, you look around nervously. Ronnie seems to be making a noise that you have heard before, a series of random colorful words that start with "why you" and continuing with Ronnie drawing his gun. He is clearly disappointed with the contents of Kowasashi's briefcase and has lost his temper. Mr. Woe looks perplexed. As Ronnie slams shut his briefcase, the sound of gunshot is heard. Ronnie spins, and he and the case land in the water. This is either deliberate or Ronnie has been hit. The Japanese panic and begin their escape.

Only the most ingenious of actions would have saved Ronnie. For he has been hit by a sniper rifle from the boat across the river. Ronnie is dead before he hits the water and floats downstream still clutching the case to his chest. The henchmen across the river are delighted with this result and are now heading home.

The PCs could let the Japanese go or fill them full of lead. Nobody actually saw any of them move prior to the gunshot, although it takes a Spot of DC 20 to be certain of this. If they kill the Japanese, they will get their drugs back and realize that Mr. Kowasashi is not present on the boat. He is waiting in the hotel. The Japanese will not initiate an attack, but would return fire. There is nothing to reveal that this is a set up from what is on the boat. As soon as they can, any remaining Japanese try to leave via the boat.

To swim after Ronnie requires a Swim DC 20 check or characters start to float downstream. A Swim DC 15, of which you can take 10 but not 20, will get you ashore. The GM rolls a die to determine with side of the river you end up on.

A lot depends on how speedily the group gets to Ronnie's body. First off, he is clutching two million bucks even if it is in yen. Secondly, a Medical Assistance or Profession: Criminal check at DC 10 will reveal that the bullet hole in him is from a high velocity rifle rather than a handgun, indicating a trap. He is floating quickly downstream at five feet a second. After a minute, his body can be seen tangled on some barbed wire at the back of a fish-gutting factory on the other side of the river. It is not somewhere that can be reached easily and the nearest bridge in ten minutes upstream.

Of course you are surrounded by plenty of boats and Craft: Autoshop or perhaps a Disable Device check will allow you to hot-wire one. You can only try this once per boat.

Whatever the outcome of this scene, two things happen. First, the sound of sirens can be heard from about three minutes away. Second, one of the PCs mobile phone rings -- it is Romeo with some desperate news.

Your phone rings and the display suggests it is Romeo.

If answered:

Romeo is in no mood to mess around; his voice is somber. He gives you no opportunity to talk. "We have suffered a loss. You are to return to Shangri-La immediately." Then, he hangs up.

The characters are now faced with a choice, return or investigate.

EPISODE 3:

RETURN TO SHANGRI-LA

It takes about forty minutes to get back to Shangri-La. The police heading towards the docks are easy to avoid if the characters acted quickly. If they hesitate, two cop cars each with two policemen will approach. If the characters are brandishing their guns, the cops will call for backup and simply try to contain the pier, blocking exit. If the characters are trying to steal a boat, the cops will endeavor to arrest them. If the only gunshot was the sniper rifle, then party has little to worry about as long as Ronnie is not spotted (a Spot check at DC 20 by a police officer on the pier). They can simply say they were admiring the view and deny any knowledge of a reported gunshot. (It was a local resident who reported the disturbance.)

Getting back to Shangri-La presents several conundrums. Ronnie needs to be reported as dead. The PCs also need to report the potential loss of both drugs and/or money.

By the time they get into Shangri-La, despite it being past 1 am, the house is buzzing with activity and Verona is making a huge commotion.

As you enter the building, you see a huge fuss is all around you. Servants and staff seem to be busying themselves and milling about aimlessly in a worried fashion.

Verona bustles into the room. Her mascara is ruined by the floods of tears that have clearly passed. She is in her nightdress and clearly distraught. "He's dead, he's dead!" she exclaims.

Romeo enters the room, looking forlorn. He states in a monotone, "We have suffered a terrible loss."

"It's those Anchovy brothers I know it!" cries Verona.

If any of the characters make a successful Sense Motive check at DC 15, they will suspect that Romeo is not in the least bit unhappy. Any cross-examination at all will reveal the reason why -- Giggles is the one who has died. Verona is convinced that it is a conspiracy to undermine her and the don -- after all they have "struck right at her heart!" Romeo will suggest a private autopsy.

The autopsy will reveal (two days later) that cleaning chemicals in the pool were Giggles' downfall and that he really should not have drunk so much pool-water. Nevertheless, Verona will insist that there was foul play and will insist that solving this mystery has priority over all other problems.

EPISODE 4:

TRACKING DOWN THE MONEY

Once the commotion dies down and the PCs report to Romeo, he will demand that either they return to the river and retrieve Ronnie and the lost money, or that they find the Japanese and get back the drugs, killing a few as a lesson. The situation is now very tricky as the PCs represent pretty much the whole muscle of this Mob group. Direct confrontation with the Anchovy brothers would be very difficult without Ronnie and requires some smart planning.

THE BODY

Ronnie, if left unpursued, ends up tangled up under some wire at the back of the fish-gutting factory -- the body is not easily spotted (DC 20). This factory, although not owned by the Anchovy brothers, lies in their patch and contributes accordingly. Leaning on the factory employees will not bring a favorable response from them.

The Anchovy brothers are not looking for all out confrontation. Such an action would be a dumb move given Don Medici's connections in Chicago and New York. Their intention is a slow erosion of his power. The dock fiasco was a great moment for them. They have no further plans at present. The don is old and they know he will not be a problem forever.

Disentangling Romeo's body and getting the briefcase is not too difficult -- a long pole (or some such implement) can be used to drag the body out of the water. However, getting to the body in the first place means going through the factory itself. At night, the factory is locked up. There is a guard who covers this as well as three other factories nearby -- there is not an excessive need for security when guarding dead fish. However, the first shift starts at five in the morning. The factory workers will discover the body and the briefcase D8 hours after opening, whereupon both will be taken to the city morgue until the body is identified.

The security guard, Joseph Squelch, saw the two Anchovy assassins leave an abandoned fishing boat after he heard a gunshot come from it. He can confirm that this was around midnight, but he does not know who they were or where they went. He is not the world's most vigilant or zealous guard, and will talk on a Diplomacy or Intimidate check of 15. If pressed, he recalls that both were large men of Mediterranean origin.

Retrieving Ronnie's body will return the yen and reveal a gunshot wound to the head. Medical Assistance or Profession: Criminal skill check at DC 10 will reveal that the bullet hole in him is from a high velocity rifle. The players may wish to return with the body or let it continue its journey downstream. The advice from Romeo would be to weight it down and sink it to the bottom.

If the characters explore the derelict fishing boat they will find:

- It is large aluminum boat some 100 feet in length.
- It used to be a trawler but was abandoned ages ago.
- A door has been forced onto the vessel (DC 10 on Spot).
- A spent cartridge can be found (DC 15 on Search) it is from a high velocity rifle.
- A gold cufflink has been dropped (DC 20 on Search) it has the initials "LU".

EPISODE 5:

FINDING THE DRUGS

If the players left a boatload of dead Japanese at the dock, the players have d4 hours from midnight before the Coast Guard discovered them. Like Ronnie, the boat will have drifted downstream, unless the some of the Japanese got away. The characters do not have access to a boat. They would have to obtain one, which, in the night, cannot be done legally. There are boats moored in several docks in the area.

Once daylight comes it is too late. Unless a character has a contact in the Coast Guard, they will have to struggle to find out the fate of the drugs, which would have been sent to the drug squad under armed guard. The boat would be impounded and treated as a major crime scene.

Mr. Kowasashi will wait in his hotel room until morning. Unless some of his men return earlier, he will leave around six, assuming something must be wrong. He will contact Don Medici for a full report. If the PCs locate him, they will find that Kowasashi offers no resistance --he is not even armed. If questioned he will be sympathetic to the characters, unless they give him good reason to be otherwise. He is able to reveal his pseudo contact with Don Medici prior to the character's involvement. This will

further reinforce that this was a set up. He can describe his contact in detail and a Knowledge: Underworld Lore/Street Sense skill check at DC 10 will reveal that the contact was Leopold Umli, a tough who works for the Anchovy brothers. Umli is a large Italian man.

FINALE

The best course of action for the characters is to report this to Romeo, which they may or may not do. The cufflink, spent cartridge, and Romeo's body combined are sufficient evidence to present to Chicago or New York for action against the Anchovy brothers. However, this would be no more than a stern warning. The don, if asked, would prefer this option, as would Romeo once the mystery has been solved. However, a Sense Motive (DC 15) would reveal that they both feel that some gesture against the brothers would be appropriate. If the characters wish to exact retribution they would not be discouraged from killing Umli to send a message to the Anchovys. Discovering this would require a Diplomacy skill check at DC 15.

The assassination would have to be subtle and leave no evidence. Romeo would be able to find Umli's address in d6 hours. Umli is holed up in a cheap motel at the edge of town, currently spending his time drinking beers and watching cable.

LEOPOLD UMLI

Hit Dice: 5 (49 HP)

Initiative: +1

Speed: 25 ft

AC 14

Attacks/Damage: Melee: +2 (+2 unarmed strike D3)

Ranged: +4 (+4 .357 Colt Python revolver, 2d6)

Ranged: +4 (+4 Mauser SP66 sniper rifle, 2d10)

Face/Reach: 5 X5 ft

Special Attacks: Due to his inebriated state, Leopold suffers a -2 his Initiative and to all attacks and saves. This has been included in his stats. The Mauser SP 66 has a single-shot action with a 3-round magazine and an effective range of 90.

Abilities: STR: 15 / DEX: 17 / CON: 12 / INT : 15 / WIS: 7 / CHA: 8

Skills: Knowledge: Street Sense +2, Listen +4, Profession: Criminal +4, Spot +5, Sense Motive +4

Feats: Long Arms Firearm Proficiency, Side Arm firearms proficiency, Simple Weapon Proficiency, Marksman, Second Story Man.

Challenge Rating: 3

Alignment: Lawful Evil

KOWASASHI CREW MEMBER

Hit Dice: 2 (12 HP)

Initiative: +1

Speed: 30 ft

AC 12 (Class plus Defense & DEX bonus)

Attacks/Damage: Melee: +2 (+2 unarmed strike, d3+2)

Ranged: +2 (+2 Sig P220, 2d6)

Face/Reach: 5 X5 ft

Special Attacks: Feat means they do not provoke an attack of opportunity when attacking unarmed. The Sig P220 is a 9mm pistol with 9-round magazine.

Abilities: STR: 14/ DEX: 14 / CON: 10 / INT : 10 / WIS: 10 / CHA: 10

Skills: Street Sense +2, Listen +4, Move Silently +4, Profession: Criminal +2, Spot +5

Feats: Side Arm firearms proficiency, Simple Weapon Proficiency, Martial Artist

Challenge Rating: 2

Alignment: Lawful Evil

Description: Members of Mr. Kowasashi's crew will do their utmost to defend their boss, and while not stupid or suicidal, will willingly take risks to ensure his safety. Removing him from any danger is their primary concern over any attempt at killing would-be attackers.

SAMPLE POLICE PATROL RESPONSE

If the party commits any obvious crimes, or lingers after a shoot out such as the docks, a police patrol will arrive and attempt to ascertain the situation. While not automatically hostile to the party, they will be suspicious and will respond to any violence by calling for back up.

COAST GUARD PATROL

Hit Dice: 4 (25 HP)

Initiative: +1

Speed: 30 ft

AC 15

Attacks/Damage: Melee: +3 (+3 unarmed strike, d3+1)

Melee: +3 (+3 nightstick, d6+1)

Ranged: +3 (+3 Glock, 17 2d6)

Ranged: +3 (+3 Remington 870 12 gauge shotgun, 2d8)

Face/Reach: 5 X5 ft

Special Attacks: The Remington 870 is a pump-action shotgun with a 4-shell internal magazine.

Abilities: STR: 12 / DEX: 12 / CON: 14 / INT: 13 / WIS: 12 / CHA: 11

Skills: Drive: Chase +4, Intimidate +4, Knowledge: Street Sense +4, Listen +4, Search +5, Sense Motive +4, Spot +5.

Feats: Long Arms Firearm Proficiency, Side Arm Firearms Proficiency, Simple Weapon Proficiency, Driving License, Empathic.

Challenge Rating: 2

w Lawful Good

APPENDIX A

LEXICON OF MAFIA SLANG

Mafia Term	Translation
Amico Nostra	Italian for "friend of ours". Used when introducing one mobster to another for the first time.
Arm, the	the Mob
Associate	Some one employed by the Mob, but who is not yet a sworn member.
Away	To be sent to prison. Example: <i>He's gone away.</i>
Beef	To rat out someone. Noun: Beefer
Bella Mafia	Term describing the new wave of woman entering the Mafia as dons or capos
Black Robe	A judge or magistrate.
Borgata	An organized crime family
Boss	1. Head of a family. See also Don. 2. Title of the head of a neighborhood crew. See also Capo.
Badda bing, badda boom	A clichéd phrase that indicates that something has been easily accomplished.
Capo	A family member who runs a crew. Short for <i>Capodecina</i> .
Capo di Tutti	Boss of the Bosses -- the title given to Lucky Luciano.
Caporegime	A lieutenant in an outfit usually from New York. Italian. See underboss.
Clip	To murder someone
Code of Silence	First of the rules of the Mafia, Also called omerta.
Comares	A mobster's mistress. Italian.
Confirm	To be made. See Made Man
Consigliere	An impartial advisor to a family
Cugine	A young member of a crew striving to be made.
Don	Another name for the boss of a family.
Fuhgeddaboutit	Classic Mobster phrase to indicate something's worth or importance.
Good people	A term for people it is safe to have dealings with.
Goombah	A mobster's mistress.
Heavy	An Enforcer, or Minder, capable of violence.
Juice	Punitive interest from a loan shark.
La Cosa Nostra	Name for the American Mafia.
Lam	To go into hiding, to lay low. Example: <i>"He's gone on the lam."</i>
Made man	Someone who is officially a member the Moba Mafia family.
Message job	An execution in which a bullet is so placed to send a message to the victim's crew or family. See Through the Eye and Through the Mouth.
Mock execution	To discipline someone by staging a pretend execution and thus frighten them into obedience.
Murder Inc.	The infamous nickname for the hit men of the Mob.
Muscle	An enforcer, someone who uses violence to get what they want.
Omertà	See Code of Silence.
Outfit	The name of Chicago's Mob organization but can be used to refer to other Mob groups.
Rat	One who snitches on another, or squeals after being arrested.
RICO	Racketeer Influenced and Corrupt Organizations Act . Legislation passed in the 1970s to help the government clamp down on the Mob. The time before it being seen as the "Good Ole Days."
Shakedown	The extortion of money through threats or blackmail
Slammer	Prison
Street crew	A name for a group of employees who take orders from a capo.
Street tax	A fee paid to the Mob by some one operating on their turf, also a term used to describe money made from extortion
Through the eye	A message job in which the victim is shot through the eye to indicate the Mob is watching.
Through the mouth	A message job in which the victim is shot through the mouth to indicate they shouldn't talk.
Trunk music	When some one is murdered and the body hidden in the trunk of a car.
Underboss	The second in command to a boss or don.
Vig, Vigorish	The interest on a loan
Whack	To kill some one
Wise guy	A Mob member who is not yet a made man

APPENDIX B: MOB NAMES AND NICKNAMES

The Mob use of nicknames may seem childish or silly to outsiders, with some of the most feared criminals being given apparently cute or innocuous nicknames, such as famous hit man Frank "The Dasher" Abbando or friendly Mob witness Peter "Pete the Crumb" Caprio. In truth, these names serve to give a level of anonymity to the mobster, allowing them the freedom to discuss Mob business their fellows without fear giving anything away. Police sources have a hard time linking a particular nickname to a specific mobster.

More importantly a mobster's nickname tell other mobsters something about that person, reinforcing the feeling of belonging. Note: Mobsters do get to choose their own nick names. A nickname applied to the bearer and may relate to something about themselves that they don't particularly like, such as being large or clumsy. Legendary Mob boss Al Capone's nickname was "Scarface" after being struck by a bottle wielded by another mobster in an argument over a woman in the early days of his rise to power. Capone hated the name, as he felt it reminded

people he had once been bested, as well as making a comment on his ruined looks. Thus, PCs can only receive nicknames from other characters or the GM.

As for the nicknames themselves, these can come from a variety of sources: appearance, mannerisms, origins, notable deeds, specialties, sexual prowess, and so on. Some nicknames have unexpected connotations. The nickname "Bugsy" comes from the mobster's ability in a fight, implying that he has great persistence or resilience like a bug. Some mobsters, such as Benny Siegel, have born this title with reticence and would attack anyone who used it in his presence. Others have seen it as a mark of pride, such as Bugs Moran, Charlie "The Bug" Workman, and Bugsy Goldstein.

Sometimes as a sign of respect or contempt, mobsters give nicknames to law officers. Such examples include the one born by Burton Turkus, who sent several mobsters to their death and was given the nickname, "Mr Arsenic" by the hit men of Murder Inc.

Below is a list of example mob names, all of which were once held by a known mobster. Players and GMs should feel free to make up their own.

Allie Boy	Buddy	Frankenstein	the Wolf
Apes	Bugs	Frogs	Machine Gun
Babe	Buster	Gags	Mad Dog
Baiona	Cadillac	Gaspipe	Mad
Baldy	Cargo	Gentleman	Martini
Bananas	Checkers	Glasses	Milwaukee Phil
Bandy	Cheesebox	Green	Momo
Bats	Cherry Nose	Gunner	Moose
Beans	Chickie	Gus	Mr. Big
Beefs	Chin	Ha Ha	Mr. Bread
Big	Cowboy	Handsome	Munge
Big Nose	Crazy	Hearts	Nags
Billy Jack	Crossbay	Hop Toad	Narrow
Black	Curly	Jelly	Neck
Black Jack	Dandy	Junior	Needlenose
Blackie	Dap	Karate	Needles
Blades	Davy Crockett	Lead Pipe	Needles
Blaze	Diamond	Lefty	Nino
Blind	Dizzy	Lefty Guns	No Nose
Blondy	Dogs	Lefty Two Guns	Notch
Blue	Dome	Legs	Old Man
Blue Eyes	Doves	Lips	One-Ear Frankie
Bones	Ducky	Little	Paddy Bulldog
Bottles	Eye	Little Big Man	Paddy Mac
Boy	Fab	Little Bozo	Pappy
Brains	Fat	Little Caesar	Pat the Pig
Breeze	Fats	Little Lollipop	Patsy
Brown	Fingers	Little New York	Patsy
Bubble Gum	Fish	Loose	Peanuts
Buck	Flowers	Lucky	Pep

Peppy
Pete the Crumb
Pete the Killer
Petey Black
Petey Pumps
Philly
Philly Beans
Philly Lucky
Phone
Piney
Pits
Pops
Punchy
Quiet Dom
Ralphie Wigs
Reds
Roach
Rocky
Rusty
Saturday
Sausages
Scappy
Scar
Scarface
Shorty
Shots
Skinny Dom
Skinny Joey
Skinny Pete
Sleepy
Slippery
Smokes
Socks
Sonny
Spoons
Steel
Streaky

Stretch
Sugarhouse
Tattoo
Tea Bags
Teets
The Angel
the Animal
The Animal
The Ant
The Ape
the Baker
the Barber
the Barber
The Barber
The Baron
The Bear
the Beast
The Blade
The Blind Pig
the Blond
the Bomber
the Boot
the Boss
The Brain
the Bug
The Bug
the Builder
The Bull
The Butcher
the Cat
The Cat
The Chicken Man
The Choir Boy
The Cigar
The Clown
The Clutching Hand
The Count

The Crow
The Dasher
The Doctor
the Duke
The Eagle
The Eagle
The Enforcer
The Fat Man
the Fox
The Gap
the Gawk
the Gent
the Gimp
the Hat
The Hatchet
The hawk
The Head
the Hood
The Hook
the Hop
The Horse
the Horse
The Hunchback
The Lamb
The Little Guy
The Mad Hatter
the Man
the Monk
the Mooch
The Old Man
The Parrot
The Peacemaker
the Pig
The Plumber
The Referee
The Rifleman
The Sailor

The Saint
The Scourge
The Shadow
the Sheik
the Sniff
the Spoon
The Tall Guy
The Thief
The Toupee
The Waiter
The Weasel
The Wild Guy
The Wizard of Odds
the X
Tick Tock
Tippy
Tootsie
Torty
Toto
Tough
Toughy
Trigger Mike
Tuddy
Turk
Tutti
Twitch
Two-Gun
Waterguns
West
White
Whitey
Willie Potatoes
Willie the Rat
Wings
Yack
Yonkers

ITALIAN/ MOBSTER SURNAMEs

- | | | |
|-----------------|-----------------|-------------------|
| 1) Abbruzzi | 48) Caiazzo | 97) Coppola |
| 2) Accardo | 49) Calabrese | 98) Coppolino |
| 3) Aiuppa | 50) Calderazzo | 99) Coppolla |
| 4) Alderisio | 51) Callahan | 100) Corallo |
| 5) Altieri | 52) Cammisario | 101) Corazzo |
| 6) Amato | 53) Campagna | 102) Corrao |
| 7) Ambrosino | 54) Campanello | 103) Correale |
| 8) Anastasia | 55) Campisi | 104) Corrozzo |
| 9) Andriacci | 56) Cangiano | 105) Cosmano |
| 10) Angelini | 57) Cannistraci | 106) Coticchia |
| 11) Angello | 58) Canone | 107) Cuccharia |
| 12) Anselmo | 59) Canterino | 108) Cufari |
| 13) Armone | 60) Capezio | 109) Cuomo |
| 14) Astuto | 61) Capone | 110) Cutolo |
| 15) Attanasio | 62) Caponigro | 111) Daddano |
| 16) Attardi | 63) Cappello | 112) D'Agostino |
| 17) Aurello | 64) Capuzi | 113) D'Alfonso |
| 18) Bacino | 65) Caramandi | 114) D'Ambrosio |
| 19) Baldelli | 66) Carbonaro | 115) D'Amico |
| 20) Barbato | 67) Carillo | 116) Daniello |
| 21) Barboza | 68) Carlisi | 117) D'Apolitano |
| 22) Battaglia | 69) Carminati | 118) D'Arco |
| 23) Bellino | 70) Carna | 119) DeAngelis |
| 24) Bellomo | 71) Carillo | 120) DeBiase |
| 25) Benintende | 72) Caruso | 121) DeCarlo |
| 26) Bianco | 73) Casella | 122) Decavalcante |
| 27) Biello | 74) Cassesso | 123) DeCicco |
| 28) Biondo | 75) Casso | 124) DeLaurentis |
| 29) Bisaccia | 76) Castagna | 125) Dellacroce |
| 30) Boccia | 77) Castellano | 126) Dellacroce |
| 31) Boiardo | 78) Catalano | 127) Dellarusso |
| 32) Boiardo | 79) Cataldo | 128) DelSanter |
| 33) Bompensiero | 80) Catapano | 129) DeLuna |
| 34) Bonanno | 81) Catuara | 130) DeLutro |
| 35) Bongiovi | 82) Cavaliere | 131) DeMora |
| 36) Borghese | 83) Cavalaro | 132) Dentico |
| 37) Bonina | 84) Cavallaro | 133) DeQuarto |
| 38) Bonventre | 85) Cerasini | 134) DeScisio |
| 39) Borsellino | 86) Cerone | 135) DeStefano |
| 40) Brancata | 87) Chiaramonti | 136) Diadone |
| 41) Brescia | 88) Chieppa | 137) DiBernardo |
| 42) Briguglio | 89) Ciancaglini | 138) DiCaprio |
| 43) Buccieri | 90) Ciasullo | 139) DiCocco |
| 44) Buonaguidi | 91) Ciccone | 140) Didato |
| 45) Cacciapoli | 92) Cirillo | 141) DiFronzo |
| 46) Cafaro | 93) Clemenza | 142) DiGiovanni |
| 47) Caifano | 94) Colosimo | 143) DiLeonardo |
| | 95) Congiliaro | 144) DiStefano |
| | 96) Conte | 145) DiPalermo |

146)	DiPasquale	195)	Grasso	244)	Macchiarole
147)	DioGuardi	196)	Gravano	245)	Maffatore
148)	DiVarco	197)	Grieco	246)	Magliocco
149)	Eboli	198)	Gurino	247)	Mangano
150)	Entratta	199)	Iacobacci	248)	Mangano
151)	Eppolito	200)	Ianiello	249)	Manzo
152)	Errigo	201)	Iannaci	250)	Marangelo
153)	Esposito	202)	Iannarella	251)	Maranto
154)	Evola	203)	Iannece	252)	Marcello
155)	Falanga	204)	Iannuzzi	253)	Marchone
156)	Farachi	205)	Ida	254)	Marone
157)	Fatico	206)	Iliano	255)	Martorano
158)	Fatico	207)	Inadi	256)	Masiello
159)	Feraco	208)	Indelicato	257)	Masseria
160)	Ferrara	209)	Infelise	258)	Massino
161)	Ferriola	210)	Inserro	259)	Matrisciano
162)	Fiamura	211)	Ippolito	260)	Meli
163)	Fiorenza	212)	LaBarbera	261)	Merlino
164)	Flemmi	213)	Labriola	262)	Miciotta
165)	Forlano	214)	LaCapra	263)	Mineo
166)	Franzese	215)	LaForte	264)	Miranda
167)	Fratianno	216)	Lamattina	265)	Moceri
168)	Fratto	217)	Lamattina	266)	Modica
169)	Frustaci	218)	Langella	267)	Monteleone
170)	Fucceri	219)	Lanza	268)	Montemarano
171)	Furnari	220)	LaPietra	269)	Morelli
172)	Fusaro	221)	LaPietra	270)	Morello
173)	Gagliano	222)	Laratro	271)	Mormando
174)	Galante	223)	LaRussa	272)	Mussachio
175)	Galione	224)	Leone	273)	Napoli
176)	Galione	225)	Liberito	274)	Napolitano
177)	Gallo	226)	Licabini	275)	Narducci
178)	Gambino	227)	Licavoli	276)	Nastasia
179)	Gatto	228)	Licavoli	277)	Orena
180)	Genero	229)	Locascio	278)	Pacella
181)	Generoso	230)	LoCascio	279)	Pacelli
182)	Giacalone	231)	Locascio	280)	Pagliarulo
183)	Giaccone	232)	Lolardo	281)	Palermo
184)	Giancana	233)	Lombardi	282)	Palladino
185)	Gianola	234)	Lombardino	283)	Panella
186)	Gigante	235)	Lombardo	284)	Papagni
187)	Gioe	236)	Lombardozzi	285)	Papalia
188)	Giordano	237)	Lonardo	286)	Parillo
189)	Giorelli	238)	LoPinto	287)	Parisi
190)	Giovanelli	239)	LoTiempo	288)	Paruta
191)	Giunta	240)	Luciano	289)	Pasqua
192)	Gorgone	241)	Luciano	290)	Pazonia
193)	Gotti	242)	Lucchese	291)	Pecora
194)	Grancio	243)	Luparelli	292)	Pecoraro

293)	Pelligrino	338)	Santuccio	383)	Virgilio
294)	Peraino	339)	Scalise	384)	Yacovelli
295)	Persico	340)	Scarfo	385)	Zannino
296)	Petrillo	341)	Scarpati	386)	Zappola
297)	Petrocelli	342)	Scibelli	387)	Zarate
298)	Piccolo	343)	Scida	388)	Zerilli
299)	Pisano	344)	Scoperto	389)	Zizzo
300)	Pisapia	345)	Shillitani		
301)	Piscopo	346)	Silesi		
302)	Pitera	347)	Silvestri		
303)	Plumeri	348)	Simonelli		
304)	Polisi	349)	Sperito		
305)	Polizzi	350)	Spero		
306)	Pontani	351)	Spilotro		
307)	Pontillo	352)	Spinelli		
308)	Potenza	353)	Stillitano		
309)	Provenzano	354)	Straci		
310)	Pugliano	355)	Strollo		
311)	Puzzangara	356)	Taglianetti		
312)	Quasarano	357)	Tambone		
313)	Rampino	358)	Tameleo		
314)	Randazzio	359)	Telleri		
315)	Rastelli	360)	Tenuto		
316)	Rattenni	361)	Testa		
317)	Ricca	362)	Tieri		
318)	Ricco	363)	Tocco		
319)	Riccobene	364)	Todaro		
320)	Riccobono	365)	Tolemeo		
321)	Richichi	366)	Tolentino		
322)	Rizzuto	367)	Tomasello		
323)	Robilotto	368)	Torello		
324)	Rocco	369)	Tortorello		
325)	Russetti	370)	Tourine		
326)	Ruggiano	371)	Tramunti		
327)	Ruggiero	372)	Trinchera		
328)	Rupulo	373)	Tronolone		
329)	Russo	374)	Valachi		
330)	Sabatino	375)	Vallerio		
331)	Saietta	376)	Varelli		
332)	Salerno	377)	Vario		
333)	Salemme	378)	Varriale		
334)	Salistino	379)	Vento		
335)	Salvucci	380)	Viana		
336)	Samenza	381)	Villano		
337)	Santoro	382)	Vintaloro		

CRIME SCENE

THE MOB

LARGER THAN LIFE, RICHER THAN SIN

CRIME SCENE: THE MOB tells you everything you need to know about the Mafia. First the facts: Mob history and organization, the codes and initiations, the families and infamous personalities, as well as all the rackets and all the crimes. Then the rules: how to become a Made Man, how to run a Mob Crew, how to rise through the Mafia ranks, and how to stay ahead of the Law and keep out of jail.

LIVING LA COSA NOSTRA

This book creates a vivid and hard-hitting environment filled with lethal gun fights and fast-paced car chases, but it doesn't limit your mobster just to the streets. The game also provides a set of realistic yet easy-to follow rules for creating, managing, and expanding a Criminal Empire – be it through protection, drug dealing, gambling, or pimping. Players develop their rackets in the downtime between gaming sessions, using a system of Crew Development points.

CRIME SCENE: THE MOB introduces:

- ✦ 6 new character classes: including Enforcer, Wise Guy and Hit Man
- ✦ 14 character origin packages: such as Sicilian, Arms Dealer and Mule
- ✦ Rules for gaining Reputation in your Family and beating police Heat
- ✦ Over 15 new skills: inc. Explosives, Fence, Drive: Chase and Craft: Narcotics
- ✦ Over 30 new feats: inc. Crowd Cover, Second-Story Man and Face of a Killer
- ✦ Italian Name and Mob Nickname generators

CRIME SCENE: THE MOB brings La Cosa Nostra alive and kicking to your dining table. So grab some linguini alla napoletana and your best designer suit and let's get down to Business. This game makes an offer you won't want to refuse.

CRIME SCENE: THE MOB — YOUR ONE STOP SHOP FOR ORGANIZED CRIME

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