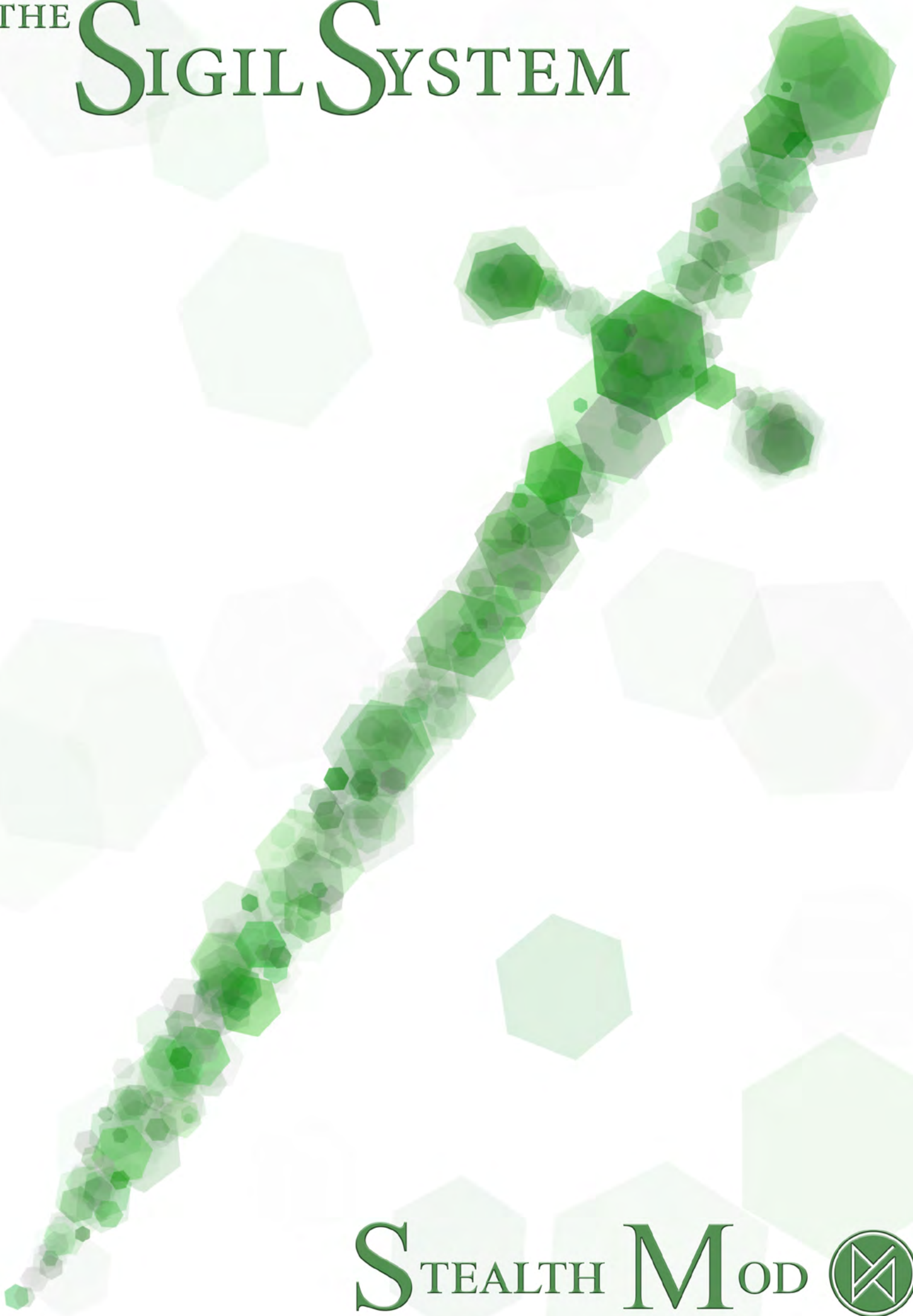


THE SIGIL SYSTEM



STEALTH MOD 

THE SIGIL SYSTEM STEALTH MOD

LEAD DESIGNER: Izak Tait.
CO-DEVELOPER: Scott Andrews.



STORMFORGE PRODUCTIONS

Find more creations from Stormforge Productions at <http://www.stormforgeproductions.com/>

©2014 Stormforge Productions. All Rights Reserved. Unless stated otherwise, all content in this book is owned by Stormforge Productions. Do not reproduce unless for personal or private use.

STEALTH MOD RULES

Hello all and welcome to the first mod for the Sigil System. The base rules for the Sigil System are easily moddable and we will be bringing you more and more mods as time goes by, but first the Stealth Mod.

As its name implies, the Stealth Mod is all about enhancing the stealth rules found in the Sigil System and extending those mechanics for a more stealth oriented gameplay. While there is the Stealth Skill in the Sigil System's base rules, it is just one of 20 skills (barring the potential extra 100 specialisations) and so it doesn't quite stand out from the crowd as it is. This mod changes all of that.

Of course, as with any mod for any sort of game, these rules will be entirely optional, so don't feel constrained by them, rather add them to your games if and when the situation calls for it to add that extra element to your stories.

WHAT THIS MOD IS MEANT FOR

This mod does not replace the normal stealth rules in the Sigil System and its purpose is not to be used in stead of those. Below you will see a clear distinction made between the "compound" and the "individual" and it is the former, not the latter, that this mod is meant for.

Nearly everything in this mod will refer to the compound and how *it* reacts to your players' actions, not the individuals within it, but the compound itself, so that should give you a hint as to when to use this.

Use this mod when your players are going to enter an area, with NPCs inside it, where they have the intention of being stealthy throughout most or all of it. Much like the Social Combat rules already present in the Sigil System, the Stealth Mod is meant for lengthy scenes where being stealthy is paramount throughout it.

If there is only one or two NPCs in the entire encounter that they need to sneak past, then use the standard stealth rules in the Sigil System. If your players are entering an area, with NPCs inside it, and they have no intentions whatsoever of being stealthy,

then again use the standard stealth rules.

For example, if your players enter a dungeon and they want to sneak through as much of it as they can, then that is a perfect use for this mod. If, however, they just want to hack and slash their way through it, then don't even try it.

THE COMPOUND AND THE INDIVIDUAL

The two most important concepts in this mod is the "compound" and the "individual". Knowing the distinction between the two will let you know exactly when to use this mod and when to fall back to a simple, single Stealth Skill Check.

An individual is precisely that: any single NPC. For individuals, the standard Stealth Skill check (opposed or not by the NPC's Perception Skill Check) will more than suffice. It is the player(s) testing their skill against the NPC's and seeing who is better. Simple as that.

You can even have a group of individuals and if they are all that stands in between the players and their goals then a standard, simple Stealth Skill Check is all you need.

A compound is a much grander concept. A compound is a large designated (by the GM) area with a number of NPCs that are antagonistic in some fashion to the PCs. Innocent bystanders may or may not be present.

What makes a compound different from an area populated by individuals is that, mechanically speaking, the compound itself is treated as an entity, a being, an individual in its own right; and it will respond as one entity or individual to the actions of the players.

Narratively, of course, the NPCs within the compound will react individually, held together by their communications with one another... but mechanically you can treat the compound as a single NPC.

So when the players fail their Compound Stealth Skill Checks, raise the Awareness Level and the compound responds according the Awareness Scale, the players will experience the

narrative consequences of how the enemies have communicated with one another and sent out a few soldiers or whatnot. Mechanically, though, it is only the single mind of the compound which you need to worry about and that responded to the players.

STEALTH ACTIONS

Mentioned in the Sigil System core rules are the use of Skill Check results as positive or negative modifiers for further Skill Checks; using the result of a Diplomacy Skill Check as a modifier for a Wealth Skill Check while haggling, or the result of a Perception Skill Check as a modifier for a Drive Skill Check to avoid an incoming car.

The very same can be done with a Stealth Skill Check in this mod. This isn't by any means a new rule, but we cannot overemphasise the use of the Stealth Skill as a modifier for other skills and vice versa. In any stealth based game, outright combat is always considered as a last resort as the noise of a simple fight could wake a neighbourhood and then there goes your plans. Instead, silently taking down opponents with the element of surprise is what you want, and this is where the *Skill Check As Modifier* comes in handy.

For example, if you want to silently take down an enemy you would roll a Stealth Skill Check to (hopefully) approach him unseen. The success or failure of this Skill Check would then be applied as a modifier to your next Fight Skill Check to take that opponent down. Success would narratively indicate that he never saw or heard you coming, while failure shows that you weren't quite as sneaky as you thought.

You can also use other skills to give you a modifier to your next Stealth Skill Check. Let's say you are a nimble chap in good health but you've never really been all that good at sneaking around. Climbing walls, though, that you can do with ease. So when you roll your Athletics Skill Check to climb the wall of the building you're breaking into, the result of that Skill Check would then be applied as a modifier to your Stealth Skill Check to see if anyone saw or heard your ascent. The better you are at climbing, the less effort and noise it will take to climb a wall and thus the more stealthy it would narratively be.

All (or close to all as makes no difference) the

actions your players will take will have an effect on them, their surroundings and/or their opponents that in turn will effect how stealthy your players will be.

AWARENESS SCALE

The Awareness Scale is to the Stealth Mod as the Difficulty Modifiers are to the Sigil System. It is the central mechanic around which the entire mod is based around. Everything that occurs within a compound will affect the Scale and the Scale will in turn affect everything within the compound.

10+	All-out War
9	Tearing the place apart
8	Compound is on Lockdown
7	Armed Patrolling Looking for Intruders
6	Fall back to Compound Key Points
5	Compound Knows Intruders are Present
4	Paranoia
3	Patrolling Areas of Disturbances
2	Setting Posts at Disturbances
1	Investigating Disturbances
0	Completely Hidden/Safe

Think of the Awareness Scale as the mood of the compound and the higher the Awareness Level is on the Awareness Scale, the worse the compound's mood is.

The PCs' Awareness Level is tracked along the Awareness Scale and as they raise or lower their Awareness Level, the mood of the compound, and thus its response, will change. At Level 0, the compound is entirely unaware of the PCs, at Level 5 the compound is definitely sure the PCs are within it, and at Level 10 all hell breaks loose inside the compound.

INCREASING AWARENESS

STEALTH SKILL CHECKS

The easiest and most obvious way that the players can raise their Awareness Level along the Awareness Scale is through failing Stealth Skill Checks. It is also the most mechanical of means, but it is rather straightforward.

The first thing to take note of is the difference between Compound Stealth Skill Checks and Individual Stealth Skill Checks. By now you know the difference between the compound and the individual and a good rule of thumb is that failing Stealth Skill Checks meant only for individual NPCs do *not* raise the PCs' Awareness Level. Only when a Stealth Skill Check meant for the compound is failed that the Awareness Level increases.

Determining when a Stealth Skill Check should be called for an individual(s) or for a compound is easy. Let's say, for example, that within a compound the PCs are trying to sneak past only a single pair of enemies in a room, then that calls for an Individual Stealth Skill Check. No one but these two enemies will discover them because of this Skill Check and so the compound will remain unaware.

However, say that the players fail this Skill Check, are discovered, and attempt to quickly and quietly "take care" of the enemies. You can then have them roll a Compound Stealth Skill Check (with appropriate modifiers for how loud the scuffle is) to see if the rest of the compound hears anything.

Alternatively, say the PCs are sneaking through a large warehouse with a dozen odd enemies. Rather than trying to roll an opposing Perception Skill Check for each enemy against the players' Stealth Skill Check, you can simply have the players do a Compound Stealth Skill Check to combine all the enemies into one.

Of course, the compound never rolls any opposing Skill check.

Raising the Awareness Level through failed Stealth Skill Checks is easy: first determine which player failed worse, then see by how much they failed their Skill Check; the first digit of this number is the amount of Levels by which the Awareness is raised.

For example: let's say the player had to beat a Stealth Skill Level of 50 but only rolled a 75. This means that they failed the Stealth Skill Check by 25, the first digit of which is 2. Therefore the Awareness Level increases by 2 steps.

How this increase in Awareness plays out narratively is entirely up to you and will depend on the situation, the behaviour of the NPCs, the story you are telling and a thousand other contextual clues. Start with the description on the Awareness Scale at the Level the players just raised it to, and go from there.

NARRATIVE ACTIONS

The world is much grander than simple Skill Checks and so is the Stealth Mod. Stealth Skill Checks might be the most reliable and structured means to raise the Awareness Level, they are the consequence of actions taken, not the actions themselves.

10	Destroying significant part of the compound
9	Killing NPC in full view of compound
8	Finding a suspicious corpse
7	Finding unconscious body
6	Overt threat to compound
5	Announcing themselves to compound
4	Being seen by enemy NPC
3	NPC goes missing
2	Recurring guard complaints
1	Throwing item to distract guards

Sometimes the players will undertake actions that by their very nature must increase the Awareness Level. Leaving a dead body to be found by the compound's enemies, scrawling their names across the walls, accidentally leaving behind incriminating evidence; all of these are actions that have little choice but the raise the Awareness Level.

Of course, this can be the PC's intentions or could be an oversight on their part.

The table above provides a (clearly) non-exhaustive list of narrative actions that do not require a Stealth Skill Check, and that will raise the Awareness Level by the indicated number of steps. So for example, if the enemies find a suspicious dead body (ie one they did not know about) it will raise the Awareness Level by 8 steps, not just to Level 8.

Each Level only gives one example, but this is just to give you an indication of what sort of actions will affect the Awareness Level in what fashion. If you are struggling to determine how many steps the players' action should raise the Awareness Level, have a look at the table above and then go back to the Awareness Scale and imagine what the compound's reaction would be at discovering the players' actions if the Awareness Level was at 0. Then you'll know by how many steps to raise it.

LEVEL LIMITS

The narrative actions that the players undertake can and will affect the Awareness Scale, but not forever. The players can't abuse the scale by performing an action with little severity several times

DECREASING AWARENESS

Just as there is a mechanical and narrative aspect to increasing Awareness, there is a structured and mechanical means, and a vague and narrative means to *decrease* Awareness.

TIME

The most method, and easiest to keep track of, means of decreasing the Awareness Level to simply let time pass by. After all, when you have aroused the suspicion, paranoia or rage within the enemies in the compound, often times it is best to keep quiet and wait until it passes.

For Time, there are no Skill Checks to be passed or action to be undertaken, the time just has to tick by for the allotted period as indicated by the table to the right.

Of course, this means narrative time, not real-

life time.

in order to "artificially" raise the Awareness Level. For example, the PCs can't simply throw 10 objects to distract 10 guards in order to get to Awareness Level 10. Narratively speaking, the action would lose impact after a while.


The narrative actions undertaken by the PCs cannot raise the Awareness Level by more than its Level+2. For example, if an action would raise the Awareness Level by 2 steps, then it can't raise it above Level 4.

The actions can still have meaningful narrative consequences with the compound's enemies, but they just won't raise the Awareness Level any more.

life time.

One thing to remember when looking at the time needed to pass for each Level is that the times listed are cumulative. This means that the times shown is the time it takes for the Awareness

LvL	TIME
10	10 hours
9	5 hours
8	3 hours
7	2 hours
6	1 hour
5	30 minutes
4	20 minutes
3	10 minutes
2	5 minutes
1	1 minute



Level to decrease from that specific Level to the one immediately below it.

For example, if your players' Awareness Level is at Level 6, they will need to wait 1 hour for it to drop to Level 5, then wait 30 minutes for it to drop to Level 4, and so on and so forth.

This cumulative time ticking represents the fact that as the Awareness Level increases, the compound becomes much more agitated and aggressive and will require longer and longer time to cool off and calm down. Remember that by Awareness Level 5, the compound actively knows the PCs are there and by Awareness Level 6 the compound will have begun hunting them. They won't simply forget about the PCs after 30 minutes or an hour.

The time may seem excessive to some players, but remember that stealth is all about patience.

THRESHOLDS

Before the time can start counting down on a specific Awareness Level, a certain narrative action needs to happen on your part as the compound responds to the PCs actions. The time it takes for the compound to respond until clock starts ticking down on an Awareness Level is called the Threshold.

For example, say the players make an enemy disappear and the compound radios him to check on things, they will discover his absence and thus become suspicious. The GM would raise the Awareness to Level 4, but before the 20 minute timer can tick down, the compound will have to send someone out to go investigate just what happened (which may have been the players' plan). If the investigator arrives and finds nothing amiss and relays this to the compound, the 20 minute timer for Awareness Level 4 can start ticking down.

The Threshold is an entirely narrative device and so the time it takes will depend entirely on the situation at hand. Many times the players will be entirely unaware of the compound's response and so you can skip it entirely. And other times still the narrative actions the PCs undertook simply doesn't merit a response from the compound.

Always keep in mind that should the compound have a response to the PCs' actions, it is performed before any clock can start ticking down on the Awareness Scale.

NARRATIVE ACTIONS

Just as you can increase the Awareness Level through narrative actions, you can decrease it through narration as well.

Where Time is the passive means through which the players can lower Awareness, taking narrative actions is the most active means possible, and as such they must be both proactive and reactive in their methods.

There are a thousand and one narrative actions the players can take to reduce their Awareness, and should the situation change, there will be a thousand and more to do. Therefore, there are no hard and fast rules in this section to prescribe their actions.

However, what we can put to paper is that one narrative action can negate another. In other words, whatever the PCs did to raise their Awareness, they can undo through other narrative actions. By fixing what went wrong, the players can *immediately* lower the Awareness Level to what it was before.

To use the example for above: a guard went missing and the compound knows about this. This would cause the Awareness Scale to increase to Level 4. The players think quickly, have their PCs strip the guard down, put on his clothes and try their jolly best to impersonate him. When the higher ups come calling, they are successful in their Deception Skill Checks and the compound believes their excuse that their radio had malfunctioned. Immediately the Awareness Level went back to Level 2 from 4 without waiting for the Threshold or for time to pass.

Just as with unexpectedly and immediately raising the Awareness Level, lowering it in this way will require some inventive narration, but as this means of reducing Awareness requires roleplay from the players, you can work that narration into the actions that they take.

SPENDING SIGILS

There is a far more proactive means to lower Awareness that is also the most mechanically driven method in the Stealth Mod. As the title for this section implies, the players can spend Sigils to immediately reduce to the Awareness Level by 1 step.

This comes with its own set of risks and rewards, both for you and for the players. The first and most important thing to remember is that

spending 1 Sigil only reduces the Awareness Level by 1 step, no more. The players can spend as many Sigils as they want at a time, but if the Awareness Level is fairly high, they will run out Sigils long before the Awareness Level gets to 0. Imagine being at Awareness Level 7 and having only 3 Sigils between 4 party members.

The second thing to keep in mind is that once a player spends a Sigil in this way, the Awareness Level drops immediately. While you will have to be quite ingenious in your narration of how this happens, remember that often times a Sigil means the hand of fate intervening in the PCs' lives and so you can be a tad fanciful with your narration.

The last thing to remember about *spending*

COMPOUNDS

The Stealth Mod is built around a single mechanic, the Awareness Scale, and how this represents the mood of the compound in which the PCs have found themselves.

A compound can be of any size that the GM wants, however too large a compound may present some logistical difficulties, and the actions a PC takes will take on a starkly differently tone inside a small house than inside a kilometres long space-faring battleship.

Having the same actions create the same effect on both of these compounds' Awareness Levels is more than just a bit unrealistic. And that is why you have the option of cutting up your compounds into more manageable zones.

ZONES

At its most basic, a zone is a compound within a compound. If your compound is far too large to efficiently handle, you can designate areas within it to be the zones that your players will interact with. These zones will then act as their own compounds with their own Awareness Scales.

For example, let's say that you have an entire royal castle, or a 40 story skyscraper, or the aforementioned space-faring battleship as your compound that your players will skulk through. Each may be too large to be manageable on its own

as there might be scores of different rooms filled with hundreds if not thousands of NPCs. So instead these being entire compounds, for the royal castle you could have each level, wing and tower be its own zone; for the skyscraper each section of 10 floors could be its own zone; and each section (aft, port, starboard, bridge, etc.) of the battleship could be its own section.

When to cut up a compound into zones will depend entirely on the situation in play, and also the genre in which you are playing.

Each zone should be nominally self-sufficient and partly cut off from other zones. The latter is vital as it is the communication between NPCs within a compound that constitutes the Awareness Scale. If all the NPCs within a compound (no matter how big) are able to quickly and effortlessly communicate with each other, through radios or telepathy for example, then there is no need for zones as the entire compound can respond as one entity.

Also bear in mind that the players actions and Stealth Skill Checks will only affect the zone they are in, the Active Zone. The non-active zone they are not in will derive their Awareness Level from the active zone.

The Awareness Level active zone, the zone the

AWARENESS IN NON-ACTIVE ZONES

The Awareness Level active zone, the zone the

players are currently skulking through, is raised and lowered exactly as have been described thus far in this Mod for a normal compound.

For those non-active zones the players have not yet reached or have already have moved through, there are two means of tracking their Awareness, depending on how granular and in-depth you want to be.

BLOCKS

The first and easiest way to handle Awareness in non-active zones is through Blocks. With this method, each zone adjacent to the active zone has an Awareness Level 2 steps lower. It's as simple as that. If the active zone has an Awareness Level of 6, then each zone next to it has an Awareness Level of 4, and each zone adjacent to *those* (if you have that many) has an Awareness Level of 2, and so and so forth.

If and when the PCs pass from one zone (with a higher Awareness Level) to another (with a lower), the previously entered zone doesn't immediately jump down 4 Levels. Instead, every time the new active zone's Awareness Level changes by 1 step, the previous zone's Awareness Level will go down 1 step until it is 2 steps below the new active zone.

TIME

If you want a firmer grasp on how the non-active zones are doing, you can use Time rather than Blocks to measure their Awareness Level.

With Time, the non-active zones seek to match the active zone's Awareness Level, to reach a form of equilibrium over time. This simulates how the information of the active zone is slowly filtering across the entire compound.

LvL	TIME
10	1 minute
9	5 minutes
8	10 minutes
7	20 minutes
6	30 minutes
5	1 hour
4	2 hours
3	3 hours
2	5 hours
1	10 hours

The Awareness Level of adjacent non-active zones ticks down over time just like normal until it reaches the Awareness Level of the active zone.

To increase any adjacent non-active zone's Awareness Level, simple use the table above. It is the same table as the Time table for reducing Awareness in zones and compounds, but it is turned on its head with the greatest time at the lowest levels.

The reason for this inversed time tracker is that it simulates how at lower levels, there is not a lot of concrete proof that there is anything amiss. It is mostly just a feeling and so the adjacent zones might not be overly troubled, or even hear about, activity that could be dozens of metres away from them through several stout walls. It will take awhile for word to reach them, or for the general feeling of unease to spread to them. At higher levels of course, there is much more activity in the zones and thus word of what is happening will spread more quickly.

There is a key difference to this specific Time table in that the time it takes for a non-active zone's Awareness Level to increase *does not* stack. To get the Awareness from Level 0 to 3, it does not take 10 hours to get to Level 1, 5 hours to get to Level 2 and then 3 hours to Level 3. You can skip straight to Level 3. So if the players get their zone up to Level 10, it only takes 1 minute for adjacent zones to rocket all the way up there.

THE NARRATIVE CAVEAT

The purpose behind Zones is to make handling large compounds easier for you. Keep in mind, however, that non-active zones will rarely trouble your players unless something incredibly drastic happens or they are close to the zones' borders. If you find it easier not to keep track for every zone you have, more power to you.

As a final though, although we did say that players cannot directly influence non-active zones' Awareness level, this isn't strictly true. There are some spectacular narrative actions that will effect every zone in a compound, and far greater areas outside of it. A large bomb, a herd of while rhinoceroses and much more could have such wide ranging effects that the every zone's Awareness Level increases.

Always keep an eye on the zones, but remember that a player can upset the best of plans.

STEALTH IN ACTION

THE SCENARIO

It's the roaring twenties and, on the upper east coast of the USA, the Italian Mafia has its claws sunk into anything and everything they can get their hands on, including booze. Two young and brave entrepreneurial lads, Jack and Bucky, have decided to break into one of the Mafia's warehouses and steal some crates to sell and make themselves a tidy profit. The warehouse is guarded, of course, and these Mafia thugs aren't liable to play nice with anyone they find snooping around.

THE GAME

It's the dead of night and Jack and Bucky, dressed all in black (or as close as makes no difference) and with scarves around their faces, have decided tonight is the night they get rich. They've circled around the warehouse and have seen that there are only two entrances: the larger doors at the front where trucks pull up to load and unload cargo, and a small side door near the rear of the building. Unsurprisingly, both have Mafia goons hanging around. There are windows, but they are small and almost touching the tall roof, so it will be a long climb to get up there, and anyone can just walk by and look up.

Jack decides that a distraction is their best bet. It's dangerous, but if they keep quiet it should all work out well. So while Bucky waits around the corner from the warehouse's side door, Jack skulks towards a car a street over, uses a knife to jimmy open the gas tank's cover, rips off a bit of his shirt, stuffs it in there, and then he uses his lighter to make sure it catches fire.

The GM lets all of this happen since it's far enough away from the warehouse to not have been perceptible by the Mafia thugs, and it's too late at night for anyone to be wandering about this neighbourhood. He does however make Jack roll athletics to see if he can get back to Bucky before the flame reaches the gas in the car, which Jack succeeds on.

Jack barely reaches Bucky before the car explodes and lights up the night. Exclamations are heard from the thugs and the young thieves hear one of them tell the others to go find out what's going on. Three thugs, including the two at the side door leave to investigate. The GM tells the players that the Awareness Level is now at Level 3.

The door is open and the players slip into the darkened warehouse, succeeding on an easy Stealth Skill Check to see if they are noticed.


The only light inside is coming through the windows and so the warehouse is streaked with shadows. The players hear more thugs inside and a successful Perception Skill Check tells them that they just broke up a poker game on the far side of the warehouse with their explosion. The thugs are now on foot and restless.

Around the players are just cases of beer, cheap stuff that won't make them much of a profit. They need to go hunt for the strong liquors in here. They decide to split up and both roll Investigation Skill Checks. Neither succeeds, it seems their eyes haven't adjusted to the dark quite yet, but there is more warehouse still left to search. However, they aren't the only ones here, so the GM has them do a Stealth Skill Check to make sure they haven't been spotted. Unfortunately for Bucky, he failed by 16 and so he was seen for just a second by one of the goons walking around.

After a "hey, who's there", a "who the hell are you talking to, Jim" and a "I just saw someone over there", the goons are now properly on edge. This is not the night they were expecting. The GM says the Awareness Level is now at Level 4.

The players know what this means: Paranoia. They know that it will take a good 20 odd minutes to subside. For their characters, they feel the tension in the air and can hear this paranoia in their voices and know it's suddenly not safe anymore. They decide to hide, but 20 minutes is a long time and a lot can happen, so Jack spends a Sigil to lower the Awareness by 1 Level. Level 3 is easier to deal with and only 10 minutes long.

Jack and Bucky hear a goon say "you're seeing



ghosts again, Jim”, a “I’m not, I swear I saw someone” and finally “well then go look yourself, we’ll wait right here, you meathead”. A Perception Skill Check reveals to them that the rest of the goons have gone back to their poker game, but Jim is determined to see what’s what. Jack and Bucky regroup and try to find their liquor once again. Both were successful on their Stealth Skill Checks from Jim, and on their Investigation Skill Checks.

They found a heavy case of liquor, but now they have to get it out. The GM tells them the Awareness Level has dropped to Level 2 and Jim has decided to set up post where he heard Bucky last. The players are feeling confident so they each spend another Sigil to drop the Awareness Level to 0. Jim goes back to his poker game shamefaced and everything outside becomes quiet. The players decide to take their time with the heavy case and move as slowly as possible with it back to the side door.

An easy Skill Check later and they are back at the side door with the poker players none the wiser. The only problem now is that they are hearing voices on the other side of the door. The players had forgotten that with the Awareness dropping back to Level 0, they guards would naturally return to their posts after having sorted out their concerns. They are now stuck in the warehouse.

But this is the great United States of America and Bucky has always enjoyed the vague wording of the second amendment. He pulls out a revolver and the players decide that they’ll simply shoot the guards and make a run for it. Either that or wait here. Jack rolls a Stealth Skill Check to open the door slowly and quietly for Bucky (ready and aiming), but fails by a miserable 36 and the squeaking reverberates through the warehouse, raising the Awareness to Level 3 again. The door opens and Bucky at the goons locks eyes before Bucky fires, hitting him in the gut and the other goon in the arm as he tries to dodge.

It takes all six rounds in quick succession before the two goons are no more, but by then Jack and Bucky can already here every other thug in and around the warehouse running towards them, shouting and presumably drawing their own weapons. They make a run for it, but with the heavy case between them, the penalties on their Athletic Skill Checks are too severe and they don’t even make it a 100 yards before they hear gun shots

behind them and see the ricochets ping off the cars, buildings and streets ahead of them.

There are far more goons than they can handle, especially now that Bucky is out of ammo. They come to the unfortunate conclusion that this isn’t a fight they can win, so they drop the case of liquor and run away as fast as they can.

They walk away empty handed tonight, but at least they are alive. Unfortunately, the Mafia will now be looking for two young thieves around here, and who knows, perhaps they’ll run into the goons again one day.