



EDGE CITY GARAGE
1053 SE 19TH STREET
RAVENSGATE, OREGON
4:31 P.M. THURSDAY, 4 MARCH 2004

“Grand Theft Otto” Matlock knew the Checkerheads had entered the building long before he saw three pairs of jackboots. His mechanics scattered, and it was six hours before closing time.

Lieutenant Alia Shabazz leaned over, grabbed Otto’s left leg, and yanked him out from under the 1966 GTO he was repairing. Two poker-faced twenty-something Hawaiian cops, like Shabazz dressed in riot armor from head to toe, flanked their boss.

Otto almost fired off a smart-aleck comment. Then he saw the black 1968 Mercury Park Lane Brougham parked behind the cops’ Suburban.

“Where is he?” he asked Shabazz, who pointed toward the GTO. Her boss, Inspector Matt Shinmen of Special Operations, sat cross-legged on the trunk, turning over a can of WD-40 in his rubber-gloved hands. Otto still couldn’t fathom how the man got kicked upstairs, or how the Deadhead could even stand to wear a suit.

“You told me you’ve been clean,” said Shinmen. “Shelby Cobra GT with a nitrous injection system, your handiwork. We peeled it off an oak tree in Mulletville. Car wasn’t reported stolen, but parts of it were. That’s a third strike. Coach Gasser always warned you about the curveballs.”

Otto sighed and leaned back against the dolly’s headrest. He knew Shabazz and her Street Crimes Unit traveled in packs of six to eight. That meant as many as five Checkerheads were in the yard checking VIN numbers. Plus, whatever happened to bring them was big enough to warrant the brass riding along.

“You two played ball together?” inquired Shabazz.

“Yeah, D’Ambrosio High,” said Shinmen, pointing to the framed photo on the garage wall. “City baseball champs, ‘80 through ‘82. Would have won state in ‘81, but Gavriel blew the throw from left against a school from Portland.”

“Congressman Gavriel?”

“None other. He was left, Erik Gudne center, Sam O’Muir right, Meaaloas at the corners, Junior Chen second, I was short—” The five-foot-five Shinmen stared down two snickering Checkerheads. “—and Otto here was catcher. Neighborhood was a real shit-hole back then. As you know, it’s gone downhill over the years.”

“Can we reminisce *later*?” Otto snapped. “What do Cobra GTs have to do with me,” Otto gestured around the garage, “or this—?” Shinmen began unscrewing the bottom from the WD-40. “Hey!! That’s for medicinal purposes only!! I’ve got a prescription.”

Shabazz cut in: “Red and white Shelby runs a light at Moebius and Seventh early this morning, sets off a high-speed chase that ends up around an old oak in Mulletville. Two of our boys figure the driver and passengers are street pizza. Instead, they’re Rumanians.”

“Oh, no.”

“Oh, no, is right,” snapped Shinmen. “Two joyriding orthodontia candidates bit two patrolmen. Oh, they’re fine—after a day of dialysis and several bags of holy-water IV drip. You, however, have some explaining to do.”

“You catch ‘em?” Otto furtively asked.

“Would we be here if we did?” Shinmen and Shabazz snapped in unison, but Shinmen continued: “What can you tell me about the customers?”

“Sesame,” sighed Otto, his eyes closed.

“What?!?!”

“It’s her car, but it’s registered in her boytoy’s name. Keeps the IRS off her back. You seen *her* since the reunion?”

“No, but I’ve seen her rap sheet. How’s she looking these days?”

Otto opened his eyes again: “Absolutely incredible, like she’s from the Class of *Ninety-two*.”

“Otto, that doesn’t mean much. You and she were on the ten-year plan. At least *she* graduated,” said Shinmen as he laid the WD-40 can gingerly down upon the GTO’s left rear fender. “Look, Otto, what are we going to do about the car? I can only do so much to help you.”

“What are we going to do about *Sesame*?” Otto shot back, a cold spike running up his spine as he sat up. “If her boyfriend is *one* of these guys, then—.”

“Then it’s a job for Flanagan. Which brings me to the other reason I’m here,” Shinmen said as he stepped off of the GTO. “Flanagan won’t talk to me. Still blames me, even though I was the cut-off man Gavriel *missed*. The Eighth Deadly Sin, Eleventh Commandment, or somesuch: ‘Thou shalt not blow ballgames when the Anointed One is on the mound.’”

“What do you want me to do?”

“Call him. Tell him about Sesame, and the Rumanians. That’ll get his attention. He’ll take care of the rest.”

“Huh?”

“He may be defrocked, but he’s more than just a nightclub owner. He’s *staked out* quite a niche for himself.”

“What else?”

“That’s it. I’d fire Angel and Germano if I were you,” Shinmen said, in reference to Otto’s two main mechanics, “before they send you down in flames.” He turned to leave, then doubled back: “Oh, and one more thing: Ride along with Flanagan and Okrent. You’ve always been able to keep Okrent sane. Minimize collateral damage that way.”

Otto gulped: “Uh, Matt, I’ve got a *wife*...”

“So do a lot of *cops*, Otto, but we’re under a microscope. Wouldn’t look good if the deputy mayor’s troops flattened Xander Avenue chasing after mythical beings. That’s where you and Flanagan come in. You know, concerned citizens taking action and all that.” Shinmen paused for effect. “Plus, I can call us even for cleaning up your mess.”

As Shinmen walked off, Otto muttered under his breath, loud enough for Shabazz to hear: “*My* mess? It was *your* idea to signal for a fastball, you sawed-off little...”



AVAILABLE PRE-GENERATED CHARACTERS (see subsequent pages):

- “Grand Theft Otto” Matlock, owner of Edge City Garage.
- “Father” N. G. Flanagan, defrocked priest and owner of The Rectory nightclub.
- “Father Ocular” (Chandler Okrent), Gulf War I veteran and head bouncer for The Rectory.
- “Sister Mary Magnum” (Magdalena Maria Texada), hostess for The Rectory.
- Johnathan “Rusty Picard” Pickford, “professional clown.”
- Roland “The Count” Counsell, manicurist at Club Sanguine.
- Miss Kittie, waitress and dancer for The Rectory.



“Father” (N. G.) Flanagan

defrocked priest, owner/operator of The Rectory

Side: Good Sex: M Age: 41
Ht: 6'1" Wt 190 Basic Hits 4
Carry 714 Base HTH 1d8
Level 8

STR 18 END 21 AGIL 19
INT 15 CHA 23
HIT POINTS 38 POWER 72
MOVEMENT 57 DH/DD 12/16
HEAL RATE 2.4 INVENT. PTS. 9
REACTION MODS +5 good/+4 neut/-1 evil

Heightened Expertise (skill): Adds +4 bonus to all attack forms.

Heightened Expertise (skill): Adds +4 bonus to all thrown weaponry.

Natural Weaponry (skill, with special ability):

15 base to hit in unarmed combat, 1d8+9 dmg.

With thrown weaponry, has base 19 to hit and does a base of 1d8+9+weapon.

Thrown stake, for example, adds +3 to hit and +1d4 damage.

Willpower A (skill): Various uses, especially as a defense, at a cost of 1 Power per use.

Weakness Detection (skill): Spend one action studying opponent, gain +5 to hit.

Prejudice (weakness): (1.) He's a defrocked priest who runs a Goth/S&M nightclub and consorts with known criminals and rogue cops.

(2.) To longtime Ravensgaters, he's known as being a member of the D'Ambrosio High baseball team of 1981 that blew the state championship game in the 9th. (He was on the mound at the time.)

Background Skills: Lockpicking 15, Pickpocket 14, Tactics 13, Instruction 15, Organization 15, First Aid 14, Paramedic 13, Streetwise 16, Bribery 16, Bargaining 15, Charm 15, Oratory 15, Cooking 13, Gambling 15, Trivia 13, Construction 13, Religion 15, Supernatural 17, Shadowing 15, Ambush 15, Driving (Motorcycles) 16, Weaponry (Exotic, Firearms) 15.

Untrained Background Skills (By Group): Escape (10), Espionage (9), Leadership (11), Medical (9), Persuasion (11), Practical (9), Scholar (9), Sciences (9), Stealth (10), Technology (9), Vehicles (10), Weaponry (9).



“Father Ocular”

Chandler Okrent, bouncer/assistant manager of The Rectory

Side: Good Sex: M Age: 40
Ht: 6’3” Wt 210 Basic Hits 5
Carry 544 **(2166)** Base HTH 1d8 **(1d12)**
Level 8

STR 15 (25) END 18 (25) AGIL 18 (25)
INT 18 CHA 11
HIT POINTS 39 (98) POWER 69 (93)
MOVEMENT 51 (75) DH/DD 14/18 (7/9)
HEAL RATE 2.5 INVENT. PTS. 10
REACTION MODS +1 good/+0 neut/-4 evil

Transformation (device, 17 charges): Tablet-derived mixture of methedrine, adrenochrome and spirulina algae nicknamed “Spinach” for its green appearance:

- Heightened Strength A +10, Heightened Endurance A +7, Heightened Agility +7.
- Agility factors into Carry Capacity, which determines Base HTH Damage.
- Percentage chance to be incapacitated by Hit Point damage is halved.
- Has Low Self-Control for duration of Spinach High (1d4 rounds).
- Gains abilities listed in parentheses in **boldface red ink**, for duration of high.

Heightened Expertise (skill): Adds +4 bonus to all unarmed combat.

Natural Weaponry (skill): 15 **(17)** base to hit in unarmed combat, 1d8+9 **(1d12+10)** dmg.

Physical Handicap (weakness): Missing an eye, ½ detect percentage regarding depth perception or against blind side.

Background Skills: Lockpicking 16, Pickpocket 16, Tactics 16, Instruction 14, Organization 14, First Aid 14, Paramedic 14, Streetwise 14, Bribery 14, Bargaining 14, Cooking 16, Gambling 16, Religion 14, Supernatural 15, Shadowing 14, Ambush 14, Driving (Motorcycles) 16, Intimidation 16, Weaponry (Firearms) 16.

Untrained Background Skills (By Group): Escape (10), Espionage (10), Leadership (8), Medical (10), Persuasion (8), Practical (10), Scholar (10), Sciences (10), Stealth (10), technology (10), Vehicles (10), Weaponry (10).



“Sister Mary Magnum”

Magdalena Maria Texada, hostess for The Rectory

Side: Good Sex: F Age: 23
Ht: 5'6" Wt 120 Basic Hits 3
Carry 470 Base HTH 1d6
Level 5

STR 18 END 20 AGIL 23
INT 15 CHA 18
HIT POINTS 29 POWER 77
MOVEMENT 62 DH/DD 12/16
HEAL RATE 1.5 INVENT. PTS. 9
REACTION MODS +4 good/+3 neut/-2 evil

Heightened Expertise (skill): +4 to hit, all attacks.

Heightened Expertise (skill): +4 to hit, firearms.

Heightened Attack (skill): +5 to damage.

Heightened Defense (skill): -4 to be hit.

Willpower A (skill): Various uses, especially as a defense, at a cost of 1 Power per use.

Willpower B (skill): Sharpshooter—Heightened Expertise adds to weapon damage, effective range is 230" (yes, 1150 feet).

Natural Weaponry (skill, with special ability):

13 base to hit in unarmed combat, 1d6+14 dmg.

With her .44 Magnum, has base 18 to hit and does 1d10+22.

Riding Leathers (device): Invulnerability 10.

Prejudice (weakness): Has a criminal rap sheet (theft, assault, soliciting, evading police).

Background Skills: Escape Artist 15, Pickpocket 16, Sleight-of-Hand 17, Organization 13, First Aid 13, Streetwise 16, Bribery 14, Bargaining 14, Charm 15, Seduction 18, Dancing 15, Gambling 15, Sewing 13, Appraisal 14, Body Language 14, Supernatural 13, Shadowing 16, Ambush 16, Conceal 16, Hiding 16, Driving (Motorcycles) 16.

Untrained Background Skills (By Group): Escape (11), Espionage (9), Leadership (10), Medical (9), Persuasion (C), Practical (9), Scholar (9), Sciences (9), Stealth (11), Technology (9), Vehicles (11), Weaponry (9).



“Rusty Picard”

Jonathan Pickford, professional clown

Side: Evil Sex: M Age: 31
Ht: 5'9" Wt 180 Basic Hits 4
Carry 909 Base HTH 1d8
Level 9

STR 20 **END** 19 **AGIL** 19
INT 13 **CHA** 16
HIT POINTS 30 **POWER** 71
MOVEMENT 58 **DH/DD** 10/14
HEAL RATE 2.0 **INVENT. PTS.** 9
REACTION MODS -2 good/+2 neut/+3 evil

Heightened Expertise (skill): +4 to hit, all attacks.

Heightened Expertise (skill): +4 to hit, firearms.

Heightened Attack (skill): +9 to damage.

Flak Vest (device): Invulnerability of 10 points per round.

Weakness Detection (skill, double strength, enhanced by invention): Must spend an action to study an opponent who is within 13" (65 feet) to gain a total +10 bonus that can be divided among Accuracy, Damage and/or Defense.

Heightened Defense (skill): -4 to be hit.

Low Self-Control (weakness): Will not pull punches, has impulse-control and anger-management issues.

Background Skills: Lockpicking 14, Organization 14, Streetwise 17, Bribery 15, Bargaining 15, Charm 14, Cooking 12, Gambling 14, Trivia 12, Construction 12, Religion 12, Supernatural 12, Shadowing 14, Ambush 15, Hiding 15, Conceal 15, Weaponry (Firearms, Projectile, Melee, Exotic) 14, Driving 16.

Untrained Background Skills (By Group): Escape (10), Espionage (8), Leadership (9), Medical (8), Persuasion (9), Practical (8), Scholar (8), Sciences (8), Stealth (10), Technology (8), Vehicles (10), Weaponry (8).



“Grand Theft Otto” Matlock

owner/operator of The Edge City Garage

Side: Good Sex: M Age: 40
Ht: 5'11" Wt 190 Basic Hits 4
Carry 492 Base HTH 1d8
Level 7

STR 15 END 18 AGIL 18
INT 15 CHA 18
HIT POINTS 25 POWER 66
MOVEMENT 51 DH/DD 12/16
HEAL RATE 2.4 INVENT. PTS. 7
REACTION MODS +5 good/+4 neut/-1 evil

Heightened Expertise (skill): Adds +4 bonus to hit with all HTH-based attacks.

Heightened Defense (skill, double strength): Is -8 to be hit.

Willpower (skill): Skillmaster—applies Heightened Expertise bonus to all mechanical-based skills (Lockpicking, all Vehicles, Construction, Craftsmanship, Archery, Melee Weaponry, Projectile Weaponry, etc.) and can apply it to damage with melee weapons.

Natural Weaponry (skill, with additional training):

18 base to hit in unarmed combat, 1d8+6 dmg.

Can use this ability with melee weapons at an 18 base to hit and 1d8+10+weapon.

Background Skills: Lockpicking 20, Law Enforcement 13, Mechanics 19, Appraisal 15, Instruction 14, Organization 14, First Aid 13, Streetwise 16, Bribery 16, Bargaining 16, Charm 16, Cooking 13, Gambling 13, Trivia 13, Construction 16, Shadowing 16, Ambush 16, Repair 17, all Vehicles (except Piloting) 17.

Untrained Background Skills (By Group): Escape (10), Espionage (9), Leadership (10), Medical (9), Persuasion (10), Practical (9), Scholar (9), Sciences (9), Stealth (10), Technology (9), Vehicles (14), Weaponry (9).



“The Count”

Roland Counsell, manicurist and bartender, Club Sanguine

Side: Good Sex: M Age: ?? (looks 30)
Ht: 5'11" Wt 160 Basic Hits 4
Carry 414 **(816)** Base HTH 1d6 **(1d8)**
Level 5

STR 15 (20) **END 18 (22)** **AGIL 17 (26)**
INT 12 **CHA 10**
HIT POINTS 22 (46) **POWER 62 (80)**
MOVEMENT 50 (68) **DH/DD 10/14 (30/42)**
HEAL RATE 2.0 (2.4) **INVENT. PTS. 9**
REACTION MODS +1 good/+0 neut/-4 evil

Transformation (power): When able to (see Special Requirement), he can turn into a vampire with the following abilities:

- **Regeneration**—Healing rate per round, except versus Vulnerabilities, even from death.
- **Willpower B**—Heightened Strength, Endurance and Agility (**see above**).
- **Absorption** (Power Points equal to HTH damage result)—must hit with HTH attack in order to attempt this, requires another HTH attack to determine success.
- **Mutant Powers**—Two-Dimensionality (Non-Corporeal defense, can become a shadow on a wall or slide under a closed door, cost of 2 Power per round) and Wall-Walking (full Movement potential on any surface).
- **Heightened Senses**—can smell mammalian blood out to 60" (300 feet) with successful Detect Hidden (DH) roll at double effectiveness, can hear mammalian heartbeats within same range with same type of roll, and can sense when blind using Detect Danger (DD) at triple percentage.

Special Requirement (weakness): Is powerless in direct sunlight.

Prejudice (weakness): Shunned by most normal society because of he is a vampire, by most vampires because he is bothered by the sight of blood, and by a few in mainstream society because he is a flamboyant homosexual.

Vulnerabilities (weakness): Takes x 1d4+1 extra damage from wooden stakes, silvered weaponry, fire, sunlight-intense light attacks and holy-symbol-based magic. Is blinded by holy water in eyes, or by viewing a cross held high as a ward. Takes Fire damage from holy water and blessed weapons.

Attacks: HTH to hit 11 **(13)**, damage 1d6+1 **(1d8+3)**

Background Skills: Streetwise 16, Bribery 12, Bargaining 14, Cooking 12 (Bartending 14), Gambling 13, Trivia 14, Manicurist 14, Supernatural 14, Shadowing 15, Ambush 15, Hide 16.

Untrained Background Skills (By Group): Escape (11), Espionage (8), Leadership (8), Medical (8), Persuasion (8), Practical (8), Scholar (8), Sciences (8), Stealth (11), technology (I), Vehicles (11), Weaponry (8).



“Miss Kittie”

Catherine Ramsland-Blake, waitress at The Rectory

Side: Good
Ht: 5'3"
Carry 289
Level 4

Sex: F
Wt 100

Age: allegedly 21
Basic Hits 2
Base HTH 1d6

STR 15	END 24	AGIL 21
INT 15	CHA 17	
HIT POINTS 23	POWER 75	
MOVEMENT 60	DH/DD 12/16	
HEAL RATE 1.4	INVENT. PTS. 5	
REACTION MODS +3 good/+2 neut/-2 evil		

Heightened Expertise (skill): +4 bonus to hit, all attacks.

Willpower B (skill): Endurance +11, Agility +8, CHA (as INT) factors into Hit Points.

Willpower A (skill): Various uses, esp. as defense, at Power cost of 1 per use.

Natural Weaponry (skill, double strength, with special ability):

17 base to hit in unarmed combat, 1d6+11 dmg.

19 base to hit, and 1d6+1d3+11 damage, with whips.

Corset (device): Invulnerability 10.

Background Skills: Driving (Motorcycles) 16, Melee Weapons 13 (Whips 15), Body Language 15, Streetwise 15, Seduction 15, Gambling 15, Charm 13, Law Enforcement 13, Dancing 14, Craftsmanship 13, Trivia 13, First Aid 13, Escape Artist 18, Lockpicking 14.

Untrained Background Skills (By Group): Escape (10), Espionage (9), Leadership (9), Medical (9), Persuasion (9), Practical (9), Scholar (9), Sciences (9), Stealth (10), technology (9), Vehicles (10), Weaponry (9).