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SECOND HAND BOOK SHOP

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BOOK SHOP**

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**A FREE V&V
ACTION MAP
BY
DAVE WOODRUM!**

SECOND HAND BOOK SHOP

A



ACTION MAP LOCATION

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SPECIAL THANKS:

The authors would like to take a moment to offer a special bit of thanks to avid V&V gamer and Game Master Dominique Sumner for his initial suggestion for this particular project. We would also like to thank all V&V fans and gamers out there. An extra special round of gratitude goes to the avid enthusiasts of an unofficial (yet very inspiring) V&V related forum and website that both the authors regularly frequent for input and helpful suggestions. Yes John (with those awesome looking 3D glasses), you know which forum of gaming fans we are talking about.

Dave Woodrum & Stacy Smith

Editor's Introduction:

The idea of a used bookstore as a V&V location seems overly-simplistic at first glance, until one remembers that most gamers are also readers and probably visit such places regularly. I know that I visit some larger used bookstores on a regular (bi-weekly) basis and am always on the lookout for such shops whenever I am visiting another city or town.

Used bookshops tend to attract a better educated and generally friendly clientele who would be more than willing to offer assistance to player-heroes in the midst of an information search while evaluating clues. The help might be as simple as pointing the players toward books that might contain the answers they seek, or it could be factual knowledge possessed by the patrons of the store that will prove helpful to the player-heroes. Similarly, shop owners tend to be friendly and extremely knowledgeable about their own stock. I can think of few people who have proven to be as helpful as the owners of such used bookstores.

Should the GM be seeking an innocent appearing location as the meeting place or headquarters of a villain group, the bookstore is certainly a possibility, though I personally see it as a more benign location.

Scott B. Bizar

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Introduction:

When Dominique Sumner suggested the idea of including a used bookstore as a possible freebie location, I was immediately sold on the idea. I tend to frequent the used bookstores located near my home and I tend to check out one or two when I'm away on vacation. One never knows what they might find in such places, making every trip to such a real life adventure in itself!

As for the interests of gaming, a used bookstore offers a great deal of potential for the GM. Such a place could be a front for illegal or sinister activities, or it might be a friendly place where the heroes can stop in to gain possible clues about the ongoing activities of the city. In the least, the layout of the bookstore offers a new public place where yet another battle may erupt.

The layout of the bookstore is a wee bit different than the previous freebie offerings. The careful reader will note that unlike the other previous action maps, the presence of a parking lot has been removed. Such change was intentional. While the bookstore might possibly be located in a separate building resting on its own lot, many of these shops are usually nestled in the confines of a small shopping center or along a back street series of urban brownstone. Another feature that is different from many of the prior freebies is the brevity of the product. This was also intentional. The shop should be fairly small and overloading with details detracts from the shop's flexibility of different uses.

Game On!

Dave Woodrum and Stacy Smith

1. Location Descriptions:

The following notes describe the marked areas on the GM's copy of the bookstore map.

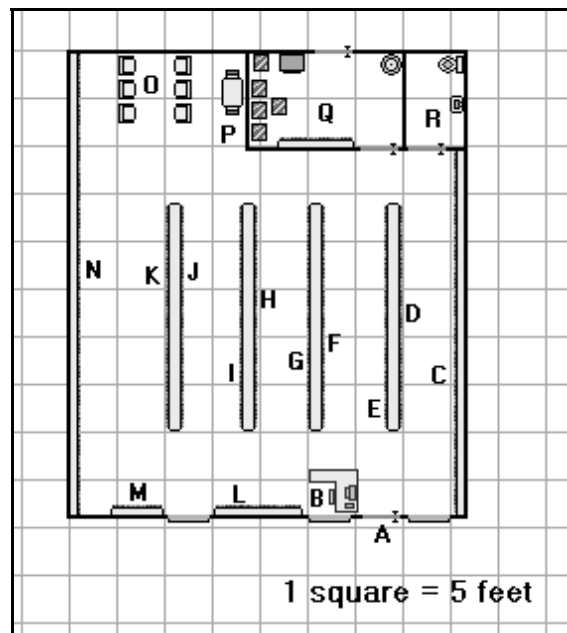
A. Front Entrance: An old glass paned door serves as the front entrance of the shop. The door is covered with a variety of flyers advertising local events, most of which occurred over a month or two ago. A yellowed out sign bears a warning to would be shoplifters.

B. Sales Counter: The owner of the shop is usually here, flipping through some yellowed out paperback but always ready to ring the customers up. This store has an old-fashioned cash register, not a modern electronic one. The keys make an odd mechanical sound as they are pushed, almost like a small sigh. The counter has a "need a penny, give a penny" box, as well as a small tin can with some cheap pencils next to a stack of scraps of paper for writing down wish list items. Piled up in the floor along the outer edges of the sales counter are numerous cardboard boxes full of used magazines. Most of the selections are editions of National Geographic, Popular Science, Mother Earth News, and Good Housekeeping, but a very careful search will reveal some long lost editions of Omni, Varmint Masters, and Transformation Magazine.

C. General Fiction: This is one of the largest sections and is stuffed full of a wide assortment of fiction related books. Here you might find the latest Jeanette Winterson novel, a Tom Clancy

classic, or a Dan Patterson thriller. This section is usually pretty busy as far as customer traffic is concerned, especially on the weekends.

D. Romance: The romance section tends to be very popular with the ladies. This section boasts a several hundred paperbacks, all of which look well-read but generally well-cared for. During operating hours you'll usually find at least one customer gazing at the selection of romance novels.



GM COPY OF BOOK SHOP MAP

E. Science Fiction/Fantasy/Horror: A good mix of modern and classic titles can be found here. This section gets a lot of business, which is surprisingly both male and female as far as customers are concerned. Occasionally some conversation happens between these customers, not to mention a bit of flirting. Sometimes such flirting is welcomed, other times it is not.

F. Westerns: The westerns books are cramped together on this long, dusty aisle. In the past the westerns dominated a good portion of the shop's sales but in the last few years the demand for these books has slowly dropped off. Aside from some wonderful old classics, there is usually little of interest here.

G. Historical Books: These shelves are crammed full of a variety of historical related books, both hardback and soft. From the French Revolution to the Civil War to the social revolutions of the 1960's, a curious reader with a penchant for history can find it here.

H. Religious/Self Help: An interested reader can find a wide variety of books here, from old church hymnals and Christian college studies to Wiccan related interests and guides on mediation. The customers that browse these shelves are as equally diverse, and from time to time it's not uncommon to witness the exchange of a few dirty looks.

I. Classics: This dusty old shelf is lined with numerous modern print editions of classic literature. From Socrates and Thomas Hobbes to Charles Dickens and Jack Kerouac, one can find it here. Along the bottom shelf one can find the abbreviated study notes of numerous classic writings.

J. Textbooks: From elementary school to college, these shelves contain a mismatched assortment of textbooks. As many of these books are several years out of date, it is unlikely that the offerings on these shelves will satisfy the academic needs of broke college students.

K. Nature/Outdoor Interest: This shelf contains a wide variety of books that are of the nature and outdoor interests. Here one will find books detailing the usefulness of various herbs, guides for bird-watchers, information on wildlife, books about surviving in the woods, guides to popular parks and hiking trails, and texts on hunting, trapping, and taxidermy for hunters.

L. Cook Books: An endless array of cookbooks and

food preparation guides line this set of shelves. Unless one wants to know how to make shrimp bisque or what variety of wine best compliments roast duck, there's little of interest here.

M. Used Compact Discs: This shelf contains a wide variety of used compact discs. Although the bookstore primarily caters to those seeking reading material, the owner has found it lucrative to include a brisk business of peddling used cds. The selection is extremely diverse, and there is little to no effort involved in categorizing the offerings. A brief glance over will reveal a wide variety of artists, including (but certainly not limited to) Abba, The Alan Parsons Project, The Beatles, Cannibal Corpse, The Dead Kennedys, Devo, The Dixie Chicks, Jay-Z, L7, Lords of Acid, Motley Crue, Prodigy, Ricky Martin, and The Statler Brothers.

N. Non-Fiction/Other: This massive series of bookshelves contain a wide variety of non-fiction books and assorted reading interests, including children's books and computer programming manuals. The owner seldom takes the time to categorize the books in this section, and as such finding that perfect book usually takes a bit of time and effort.

O. Reading Area: A mismatched collection of old living room style chairs make up the shop's reading area. The owner originally provided this area for customers that wished to check out the books before making a purchase. Instead of fulfilling it's original purpose, however, the chairs in the reading area are mostly occupied by the bored significant others of the browsing patrons.

P. Small Table: A small crayon box sits on this old wood table. Inside it are numerous crayons and markers as well as a few dog-eared cards for a popular collectible card game as well as an old twelve sided die. There are some faint scratches on this table. A sensitive touch and discerning eye might be able to make out the first three letters of a word that was hastily carved into the surface.

GM's Note: The carved word could be most anything, depending on the GM's intended use of the shop. If the shop owner is innocent enough then it is likely that the mystery word was an intended vulgar message to be left behind by a young scoundrel with a pocketknife. If the shop is a site for illegal or dark activity then the intended word could have been part of a warning to others.

Q. Storage Room: This room has a nondescript wooden door with a brass doorknob and a keyhole. It would fit perfectly into an old-fashioned detective story. The room itself contains a water heater, a fireproof safe, and a dozen or so hinged wooden crates. This room is a bit cooler in temperature compared to the rest of the bookstore. Sitting against the south wall is a massive bookshelf full of a wide variety of books. It is upon this shelf that the owner happens to keep a selection of books that are either too controversial or too valuable to simply place on the regular shelves of the shop.

A rear exit door is located along the back wall of the storage room. This door is typically locked at all times.

GM's Note: What's in the crates? Whatever you

desire. If you wish to make the book shop a front for more sinister activities, then it is likely that the crate will be full of drugs, ammo, stolen artifacts, occult related items, preserved body parts, etc. If you wish for the shop to be more innocent then it is likely that these crates contain old books and manuscripts that the owner bought in bulk from a cooperative supplier.

R. Restroom: This sparse but roomy restroom is available for the use of all occupants of the building. The restroom is equipped with a toilet, sink, mirror, and dispensers for paper towels and toilet paper. A few dusty old containers of spray disinfectant sit on top of the toilet. Next to the toilet is an old plunger. The restroom is kept fairly clean and there's not much of interest here.

2. Fleshing Out The Shop Owner:

The authors of this action map location have purposefully left out the details regarding the owner of the bookstore. The reason that such otherwise important bits of information have been omitted is to allow the GM to better utilize the location as they see fit. It is quite possible that the innocent looking shop owner might secretly be a major crime boss or power wielding super villain. If the GM simply wishes the owner to be a normal sort of character, then the GM is free to either map up original stats for the owner or use one of the follower customer stats (see section 3. Customer Stats).

3. Customer Stats:

Here are a dozen different game stats for potential customers of the bookstore.

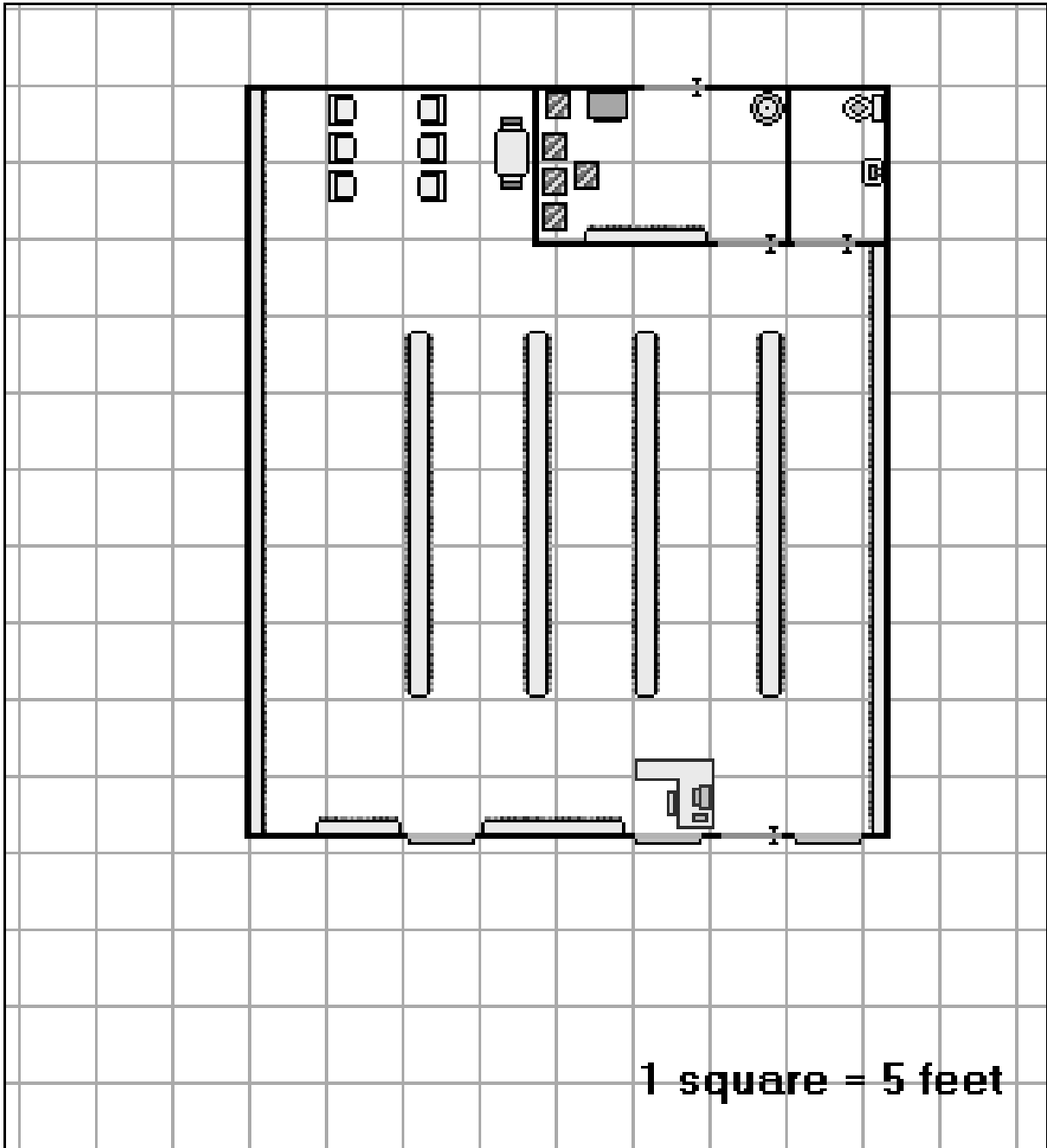
Customer01 Level: 1 Hits: 8 Power: 50 Agility: 13 Move: 41 Dmg Mod: 1 Accuracy: 1 HTH:1d6
 Customer02 Level: 1 Hits: 5 Power: 44 Agility: 10 Move: 34 Dmg Mod: 0 Accuracy: 0 HTH:1d6
 Customer03 Level: 1 Hits: 9 Power: 49 Agility: 12 Move: 36 Dmg Mod: 1 Accuracy: 1 HTH:1d4
 Customer04 Level: 1 Hits: 12 Power: 48 Agility: 12 Move: 37 Dmg Mod: 1 Accuracy: 1 HTH:1d6
 Customer05 Level: 1 Hits: 10 Power: 48 Agility: 13 Move: 39 Dmg Mod: 1 Accuracy: 1 HTH:1d4
 Customer06 Level: 1 Hits: 7 Power: 46 Agility: 15 Move: 35 Dmg Mod: 1 Accuracy: 2 HTH:1d4
 Customer07 Level: 1 Hits: 3 Power: 43 Agility: 10 Move: 32 Dmg Mod: 0 Accuracy: 0 HTH:1d4
 Customer08 Level: 1 Hits: 5 Power: 45 Agility: 11 Move: 34 Dmg Mod: 0 Accuracy: 0 HTH:1d4
 Customer09 Level: 1 Hits: 7 Power: 42 Agility: 10 Move: 34 Dmg Mod:-1 Accuracy: 0 HTH:1d6
 Customer10 Level: 1 Hits: 7 Power: 47 Agility: 15 Move: 36 Dmg Mod: 1 Accuracy: 2 HTH:1d4
 Customer11 Level: 1 Hits: 6 Power: 48 Agility: 14 Move: 34 Dmg Mod: 1 Accuracy: 1 HTH:1d4
 Customer12 Level: 1 Hits: 1 Power: 26 Agility: 4 Move: 16 Dmg Mod:-1 Accuracy:-4 HTH:1d3



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BOOK SHOP MAP: PLAYER'S COPY