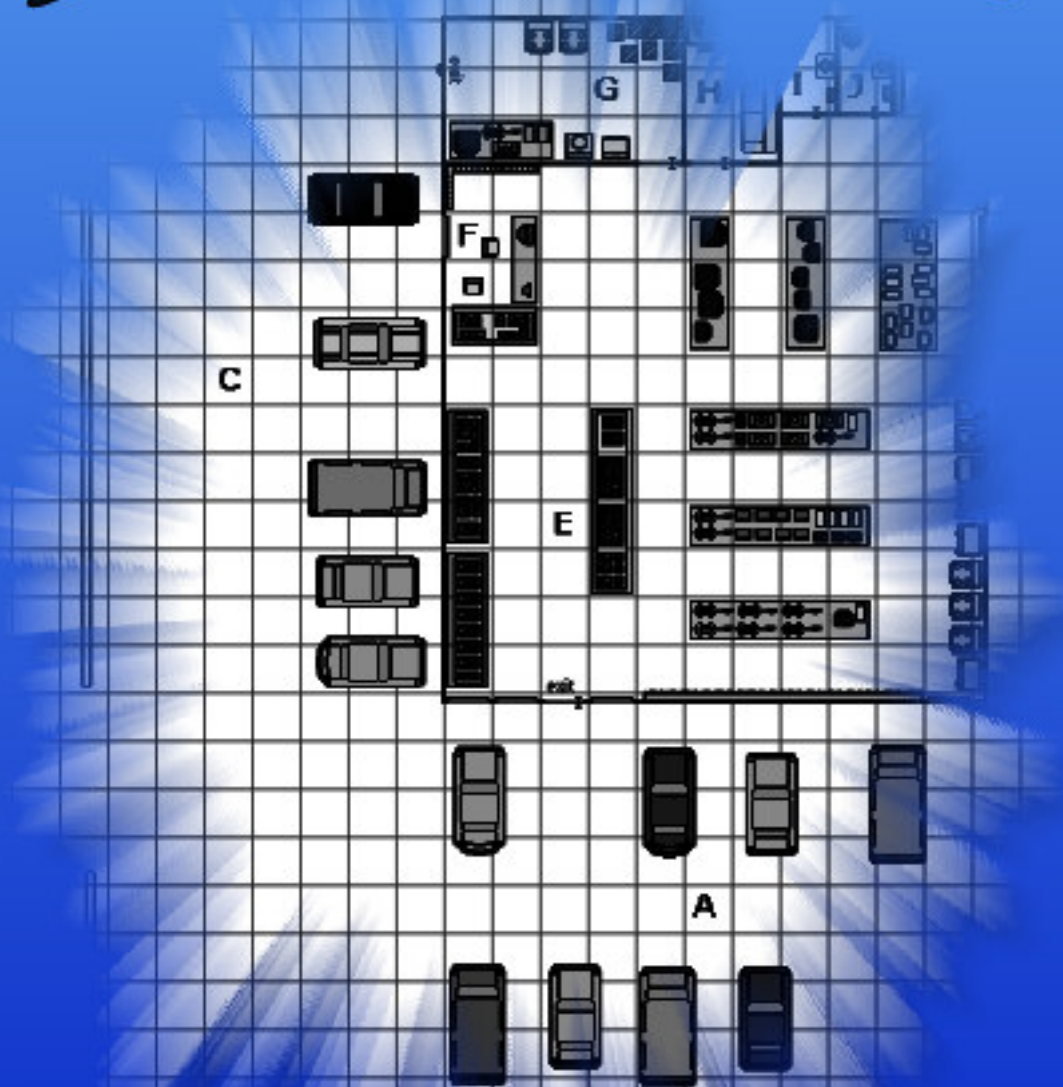


# E-Z CASH PAWN SHOP



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

# E-Z CASH PAWN SHOP

**A**



## **ACTION MAP LOCATION**

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**INTRODUCTION**

This mapped location details a generic, modern era pawnshop that is stuffed with a wide array of items. Although most of the goods in this shop were pawned off, the store also peddles a great deal of junk that has been acquired from other sources, including numerous estate sale bargains. For the purpose of flavor, the store has been given the name "E-Z Cash Pawn Shop". If you like, you may keep this name for the shop or replace it with any name of your choosing. Feel free to modify the shop to fit the exact needs of your own city.

Own and run by Wiley Harris, E-Z Cash Pawn Shop is a business establishment that is suitable for most typical Villains & Vigilantes campaigns. The details of the location are kept reasonably generic and flexible, allowing the GM to easily incorporate the shop into most any city of their choosing.

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**EDITORIAL INTRODUCTION**

The E-Z Cash Pawn Shop is the first of a number of locales to be mapped as free V&V PDFs on the FGU web site. This is a series of items envisioned by Dave Woodrum, who is also at work on several V&V adventures and larger location books. The idea of creating a file of "free" locations for V&V on the FGU web site originated with Dave and we are all indebted to him for the idea and for his generous donation of his time and creativity.

We all hope that V&V players and gamemasters will regularly check in with the FGU web site to find new material offered for free for Villains & Vigilantes (and for other games).

Scott B. Bizar, Editor-in-Chief

Depending on the GM's needs, the shop can be an honest straight up business, a place for crooked deeds and fenced goods, or a neutral establishment that is somewhere in between. While the pawnshop could be a stereotypical hotbed for stolen goods and greed, there's no reason that Wiley couldn't be an honest individual who is always willing to help someone truly in need. Likewise, the pawnshop could even be a place for the adventurers to receive tips about criminal activities. Wiley Harris might even be posing as a shady businessman for the sole purpose of helping track down and monitor various criminals and crooks. If neither concept is appealing then E-Z Cash and the Wiley could simply be decidedly neutral. The location could serve as a mere backdrop in an ongoing soap opera of criminals and crusaders. Overall, how the pawnshop is used in the ongoing campaign is entirely up to the GM.



# 1: PAWN SHOP MAP LOCATIONS

The following information details the lettered locations on the pawnshop's map.

**A. Front Parking Lot:** During working hours one can expect to find a half a dozen or so vehicles in the front parking lot. The business tends to be slow in the morning and picks up shortly after noon. During the peak hours of 4pm to 8pm it is not uncommon to find a dozen or so vehicles of assorted varieties in the front lot.

**B. Store Sign:** This large, illuminated sign sits up on a 16 ft. tall metal pole.

**C. Side Parking Lot:** Although customers tend to use the front parking lot more, it is likely that there will always be at least a few vehicles in this side lot. The owner always parks their car here, as well as the additional employees (if any, GM's choice).

**D. Dumpster:** On a typical day one can expect to find the dumpster semi-full of damaged goods and miscellaneous trash. The thrown away goods vary in contents, but most dumpster divers can typically expect to find broken guitars, burnt out computer towers, busted television sets, toasters with frayed power cords, mildew infested books, dvd players that no longer play movies, etc.

**E. Sales Floor:** There is a wide variety of merchandise scattered across the sales floor of the pawnshop. The items available in this area are scattered about on tables, stuffed into shelves, and stocked in glass displays. Due to the complexity of the items available, the offerings of the sales floor merchandise are broken down into different identified areas. Although some of the listings of available items may seem like overkill, such extended notes on available merchandise are provided for a purpose. First, there is a possibility that the heroes or potential villains may need to pick up an item to use as a weapon at any given time. Some items are actually typical weapons, such as shotguns and throwing stars. Other things available in the shop may be used as back up weapons or thrown, such as golf clubs and bulky old microwaves. A second reason for the details is to allow the GM to easily re-create the complex, cluttered experience of a thrift store filled to the ceiling with junk. Simply

saying that a cabinet contains old movie memorabilia isn't enough. Stating that the same cabinet is also full of old action figures, gaming dice, cds, and dvds adds considerable amount of flavor.

The individual locations of the sales floor are further detailed in the following notes.

**E1.Sports memorabilia cabinet:** This glass cabinet contains an array of memorabilia, mostly sports related. Old auto racing souvenirs, baseball cards, and professional football related merchandise dominates the items in this locked, glass cabinet. If one browses through these offerings, however, they will also find a few collections of old political campaign buttons as well as quite a few knives and daggers.

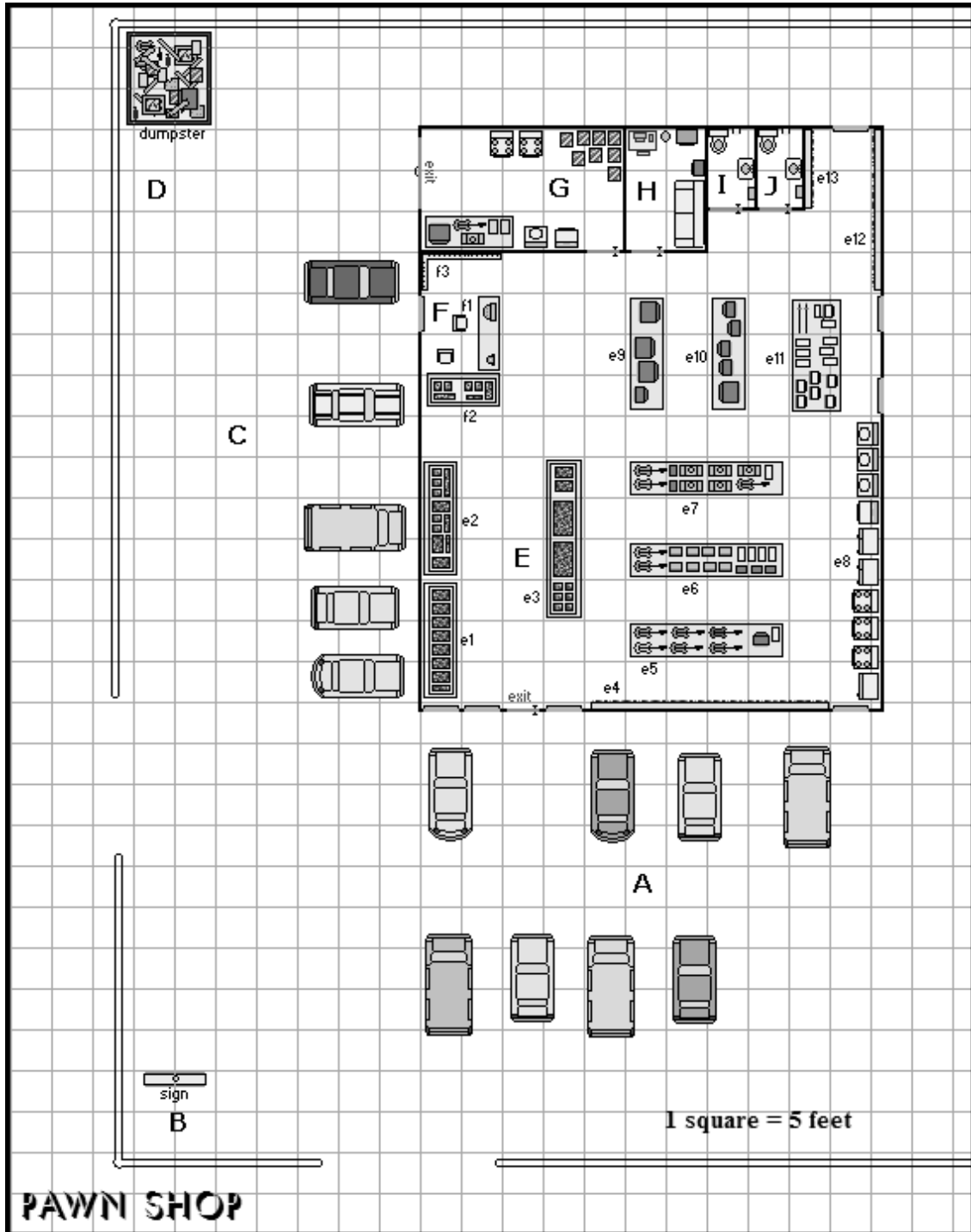
**E2.Media and toy memorabilia:** This locked, glass cabinet contains an array of old collectible action figures, vintage metal lunch boxes, and popular movie memorabilia. One will also find dozens of used cds, dvd movies, comic books, and rare cards from popular collectable card games. Also mixed into this assortment of items are a few old role-playing books, sets of gaming dice, and a few dozen half painted metal miniatures.

**E3.Miscellaneous items cabinet:** This long, locked, glass cabinet seems to hold most anything that couldn't otherwise be easily organized into another display cabinet. In this cabinet a shopper can find most anything of pawn worthy value. Such items include old straight razors (treat as a knife), antique writing pens, sharpened throwing stars, nunchaku, tumbled semi-precious gemstones, estate pipes, mp3 players, hand held video games, and vintage butane lighters.

**E4. Shelf of slow movers:** This long set of shelves houses a vast array of slow moving items. Located close the store's front entrance, the owner of the shop will halfway admit that he almost wishes that some of the items be shoplifted in order to make room for more worthy merchandise. Included in these dusty, overlooked items are sets of encyclopedias, eight track tapes, antique books, knick knacks, and assorted household goods. Several old compound bows hang on display hooks over the shelves.

# E-Z CASH PAWN SHOP

## STORE MAP



E5. Guitar tables: Although an old television and an obsolete computer tower make their home on the long wooden tables, this particular area of the shop is primary devoted to the sale of used guitars. While there are several used guitars to be found here, most are of the electric six string variety. On a good day one might find a couple of bass guitars as well as a couple of acoustic instruments. Underneath the tables are numerous small amplifiers for these instruments as well as a few dusty old bags of golf clubs.

E6. Electronics: These long wooden tables are mostly devoted to an array of used dvd players, vcrs, and old computer towers. There are also a couple of small practice amps as well as two used electric guitars. Sitting underneath the tables are a few old karaoke machines.

E7. Personal stereos: Numerous old personal stereos sit on these wooden tables. One can also find more electric guitars, practice amps, and computer towers. Cardboard boxes filled with old electronic components, cables, and wires sit underneath the tables.

E8. Used appliances: A short while back the owner of the pawnshop decided to start accepting used appliances. Some sell fairly quickly while others mostly sit around and collect dust. In this assortment of appliances one can find ovens, refrigerators, washing machines, and dryers.

E9. Television tables: Several old televisions sit on these tables. These tvs are rather bulky and outdated. Sitting on the floor underneath these tables are old microwaves, home stereos, and speakers.

E10. Television tables: Several old televisions can be found here. Most of the tvs are small, outdated 13 inch and 15 inc varieties. Underneath the tables are boxes of very old gaming consoles, many of which are filthy, have missing accessories, and probably do not work.

E11. Old computers: Scattered along these wooden tables are numerous old computer towers, monitors, keyboards, and software packages. There are also a couple of old decorative swords here as well.

Underneath the tables one can find cardboard boxes full of wires, cables, and gutted out computer components.

E12. Books and electronics: These shelves hold a mixture of valuable books and electronics. On the upper shelves one can find an assortment of video cameras, mixing equipment, dj turntables, internet modems, wireless routers, ham radio components, cb radios, car stereos, and surveillance equipment. On the shelves below one can find a wide variety of valuable books in a wide variety of subjects and interests. Some of the more popular selections include role playing books, reference guides, and first edition hardbacks of popular titles.

E13. Glassware: These shelves contain a wide variety of antique and collectable glassware, pottery, and china. In addition to the more innocent offerings, there are several slightly used hookahs and glass pipes lining the lower shelves.

**F. Sales Counter:** The sales counter is the main center of activity during the open hours of the pawnshop. Here you can usually find Wiley engaged in a transaction with a client or two. This area is also where a customer can find the most expensive of items as well as a wide selection of firearms.

F1. Counter: This sales counter is where the transactions of the shop take place. There is an antique cash register sitting on the counter along with a telephone and adding machine. Underneath the counter there's a loaded 9mm pistol (5 round clip). Wiley also keeps a box of 9mm ammunition containing an additional 50 rounds. These items are generally kept hidden Wiley Harris and thus not very well known to the public. A couple of rolling office chairs sits behind the counter.

F2. Jewelry and pistol display: This locked glass display cabinet contains a wide variety of expensive jewelry and loose gemstones. There are also several valuable old coins in the counter, including a dozen silver dollars. In addition to jewelry, gems, and coins, one can find a half a dozen or so handguns for sale in this cabinet. Most of the guns are semi-automatics with clips while a couple of these pistols are revolvers.

F3. Gun rack: Behind the sales counter is a large and very impressive gun rack. Numerous rifles, shotguns, and muzzleloaders stock the massive wooden rack. Although most of the offerings are civilian firearms, there are also a handful of surplus military rifles. All of the military rifles are semi-automatic except for a couple of very old British 303 rifles, which are bolt action. In the interest of the military rifles, the vast majority of these sold at the pawnshop are Romanian AK-47s, AR-15s, or the Chinese manufactured Type 56 SKS.

**G. Storage Room:** The storage room is used to keep a wide manner of old junk, tools, and damaged but repairable items. This is also a general storage area for safe holding items that the shop's patrons are actively paying back loans on. There are also numerous wooden crates propped up in a corner as well as a garage door on the west wall that provides an exit to a small lot behind the shop. Depending on the GM's particular preferences and/or needs the crates could be either empty or filled with a wide variety of things, legal or otherwise.

**H. Office:** This decent sized room is the pawnshop owner's personal getaway and private office. In

this room one can find a desk, personal computer, filing cabinet, fireproof safe, and old couch with a faded knit blanket. There's also a small coffee maker sitting on top of the filing cabinet and a metal flask filled with bourbon. An old transistor radio sits on the desk next to the pc. A trashcan sits next to the desk. This trashcan is full of crumbled up papers, old receipts, and a few empty liquor bottles.

**I. Men's Room:** The men's room is equipped with a toilet and sink. This restroom is usually kept untidy and covered with graffiti. Although most of the graffiti is of a vulgar or offensive nature, there is a notable degree of symbols, writings, and scrawled out names that are associated with local criminal activity.

**J. Women's Room:** The women's room is equipped with a toilet and sink. This restroom is seldom clean and there's a small sampling of graffiti on the walls. Although a majority of the graffiti is of the obscene, vulgar, or offensive nature, some of the drawings and writing on the wall is associated with local criminal activity.

## 2: CHARACTER STATS

### 2a. Wiley Harris, Shop Owner

Wiley Harris is a middle-aged man that has seen quite a bit of action in his years as a pawnbroker. He is currently considered to be a neutral character but at the GM's wishes Wiley could be good or evil.

#### Wiley Harris

Sex: Male                      Side: Neutral  
Level: 1                        Age: 52  
Powers: None                Weight: 180 lbs  
Basic Hits: 4                 Agility Mod: -

Strength: 11                  Endurance: 12  
Agility: 10                    Intelligence: 11  
Charisma: 10  
Reaction from Good: -    Evil: -  
Hit Mod.: 1.4                Hit Points: 6  
Damage Mod: -              Healing Rate: .6  
Accuracy: -                  Power: 44  
Carrying Cap: 227.79  
Basic HTH: 1d4  
Movement Rates: 33" ground  
Det. Hidden: 8%              Det. Danger: 12%  
Inventing Points: 1.1        Inventing: 33%

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**2b. Typical Customers**

In case a good ol' fashioned fight happens to erupt in the middle of the pawnshop there are likely to be

more than just a few bystanders (or potential participants) in the immediate area. Feel free to use the following stats for such customers.

<b>Customer Types:</b>	<b>Level:</b>	<b>Hits:</b>	<b>Power:</b>	<b>Agility:</b>	<b>Move:</b>	<b>Damage Modifier:</b>	<b>Accuracy:</b>	<b>HTH:</b>	<b>Weapon:</b>
Young Mother/Sales Clerk	1	4	44	10	30"	–	–	1d4	nothing
Slacker/Punk/Emo Kid/Hippie	1	7	47	13	37"	1	1	1d4	nothing/knife
Teenager/Meth Head	1	3	38	10	29"	–	–	1d3	nothing/knife
Blue Collar Worker/Drunk	1	7	44	10	35"	–	–	1d6	nothing/knife
Gangsta/Thug	1	7	46	11	37"	–	–	1d6	knife/pistol
Bum/Mooch/Purse Snatcher	1	5	41	9	31"	–	–	1d4	nothing/knife
Pimp/Con Man	1	6	43	12	33"	1	1	1d4	knife
Housewife/Retiree	1	4	37	9	27"	–	–	1d4	nothing



# E-Z CASH PAWN SHOP

(Player's Copy)

