

**DELETED SCENE: Anita and Drake in Salt Lake City**

Mon, 03 Nov 2003 11:54:17 -0500

*Notes: This session began by e-mail and switched to an MSN chat to make things play out easier and faster. It was designed to be a plot device scene, hence the massive cavalry bailing the characters out. I don't generally railroad the group through plots, but they have hit a turning point in the story and certain elements had to happen to impart some information to them (the Rosicrucians and Alan, agent Henderson, etc. And Drake almost always has Katherine watching his back.) Events below are included in most cases exactly as typed; very little cleanup has been done on grammar, punctuation, and spelling, but it is fairly legible.*

**INTRODUCTORY INTERTITLE:**

In episode 2:6, Anita was able to hitch a ride to Salt Lake City to visit a Twilight Order Chapel House and research Walter's fiend problem. Drake followed her (as a raven) to Salt Lake, but as a Porsche goes much faster than a bird flies, he lost her on the road. When he reached the city, he called her and arranged to meet her at a café. The following scene took place while Drake and Anita were in the café, but was cut from the U.S. version of the episode for time. We are including it as a DVD cut scene special feature for your enjoyment.

DIRECTOR: Ok, hopefully we can pull this off quickly and rather smoothly...

As Anita and Drake are wrapping up their conversation at the cafe, Drake catches a blonde woman walk in. She's early 30's, glasses, attractive in a bookish kind of way. Think Scully from the X-Files, but blonde instead of redheaded. What catches his attention is three things.

1. She is openly wearing a gun.
2. She flashes an FBI badge to the person behind the counter.
3. They talk for a few seconds, and Drake can clearly see her show the counter person photographs of him, Anita, Daniel, John, Cyan, and Walter.

The counter person shoots you guys a suspicious and half-frightened glance, but doesn't openly indicate you in any way. He shakes his head to her questions, and finally walks back into the kitchen.

Anita, for her part, catches sight of four unmarked government vehicles in the parking lot (her back is to the woman at the counter).

Drake, the woman begins to walk in your direction. What do you do?

*(After Drake's player, Bob, asked for clarification):*

Drake and Anita are sitting in the cafe, talking. Her back is to the door you came in; you are facing it.

The blonde woman walks into the cafe, and goes up to the counter. This is how you are able to notice the photos of your group, her gun, etc. You also hear her identify herself as "Casey Henderson, FBI."

She talks to the clerk for a few minutes, who finally gets frustrated and goes in back. She looks around, sees you, and begins to walk right towards you.

As you look around, you see out the door behind you (which Anita is facing) 4 unmarked government sedans.

Anita, you see these sedans pull in moments before Drake sees the blonde FBI agent.

**DRAKE:** Is she really mundane feeling? *(Note: in our game, this is a sign of a Combine agent. They feel "anti-Gifted" to the Gifted)* How many ways out are there? Do I see Anita approaching? Can I see if she has back up?

**DIRECTOR:** No, she doesn't feel like a Combine Agent. There are 2 doors; the one you (and she) came in, and one behind you. Anita is sitting at the table with you, her back to the blonde woman, who is approaching you. Looking around (behind you), you can see several unmarked government vehicles parked outside. It would occur to you that a confrontation here would draw LOTS of unnecessary attention to you.

**ANITA:** the moment she sees the cars, she's on her feet headed for the opposite door (the one we came in, not the one near the cars) and channeling essence.

**DRAKE:** Ok, then I grab up a patron and put my gun to their head and tell anita to run then say to the FBI girl, "Put away the gun or this muppet gets it, we're all gonna chill while my chum makes the break, we clear?"

**DIRECTOR:** Anita stands and turns, to find herself face-to-face with a deadly-serious looking Casey Henderson, pointing a 9mm pistol in your face.

**ANITA:** Once the essence is channeled, i'm going to use 'A Taste of Death' on her and then run out the front door of the coffeehouse once she drops. I will spend a drama point to do this (remind me if i forget to mark it off on my sheet). Drake would probably feel the essence being channeled near him, and would see the FBI agent do what the Combine agents did in the previous session--she will suddenly gasp for air and drop over very quickly. The \*instant\* she drops, Anita is running full force out the front door and heading back to the Chapel House.

**DIRECTOR:** Drake, that's what you see. Anita channels Essence, and Agent Henderson's eyes roll back into her head, and she collapses for a few seconds. Anita is off and running. At this point, Drake, you take a bullet to the back of the head from one of the agents behind you, outside. It crashes through the window and deals 75 points of damage, in all probability shocking you into dropping your hostage.

**DRAKE:** ummmm ok..... I'll stay down and go to the morgue, then break out from there I guess.

**DIRECTOR:** Would 75 points of damage drop you?

**DRAKE:** I got 73 HP so yes

**DIRECTOR:** Well you can make a survival check, then DP for ITIOK

**DRAKE:** I'd be minus 2, but in a round I'd be plus 3

**DIRECTOR:** Yeah, so you can get out, esp. if you spend a d.p.

**DRAKE:** I'm just gonna play dead these are real fbi so they prol;ly got no idea what I am, I got a head shot so I'm gonna try and control my healing so the inside heals the outside looks bad and wait to goto the mourge, from there I'll get away

**ANITA:** ok

**DIRECTOR:** Your healing doesn't work that way.

**DIRECTOR:** It just heals.

**DIRECTOR:** Anita, as you clear the front door, a gunshot rings out behind you, followed by the thud of a body hitting the floor.

**DRAKE:** ok well it'll still have lots of blood and gore there from a head shot, so it should look bad even if I heal so

**DIRECTOR:** Yes, at a glance it will still look bad.

**ANITA:** I keep running.

**DRAKE:** I stop breathing

**DIRECTOR:** Right.

**DRAKE:** and any other signs o life lol

**ANITA:** LOL

**DIRECTOR:** Easy enough for you to do :).

**DRAKE:** well john ain't the only officially dead muppet now lol

**DIRECTOR:** Anita, you get outside, and two of the sedans gun up and speed towards you.

**DIRECTOR:** The wind seems to be picking up.

**DIRECTOR:** A lot

**ANITA:** are they driving side by side or behind each other?

**DIRECTOR:** Drake, you can detect two men examining you. Agent Henderson is disoriented, recovering from her "sudden dizzy spell."

**DIRECTOR:** Coming around from either side of you.

**DRAKE:** I'll stay "dead" but be ready to act if needed

**DIRECTOR:** [Re: Drake]: "Christ, Bill, he's dead."

**ANITA:** I will keep running and when they get close, i'll use the essence to drop one of them behind the wheel so the cars crash

**DIRECTOR:** That could kill them. Remember, these are basically innocent dupes.

**DRAKE:** *\*yes bill, and like Christ, if you poke me again and I'll come back to life\** in my head lol

**ANITA:** can phantasms possess vehicles or is it only fiends?

**DIRECTOR:** Only fiends.

**ANITA:** dammit.

**DIRECTOR:** But speaking of phantasms

**DRAKE:** uh oh

**ANITA:** i just keep running then.

**DIRECTOR:** Drake, one of the guys examining you sucks in a sharp breath, goes rigid, and collapses.

**DIRECTOR:** The other guy jumps up, looking scared, pointing his gun at every shadow.

**DIRECTOR:** Anita, the wind has reached near-hurricane force.

**DIRECTOR:** You need to find cover.

**DIRECTOR:** Lightning and wind are kicking up, too.

**ANITA:** i find cover, then

**DIRECTOR:** (one sec. I need an online die roller)

**DRAKE:** lol

**DIRECTOR:** Ok

**ANITA:** \*L\*

**DIRECTOR:** Anita, dodging behind a car, you squint your eyes and see an air elemental spirit hovering over the scene.

**ANITA:** holy shit!

**DIRECTOR:** Drake, the other agent sucks in a breath, goes rigid, and passes out.

**DIRECTOR:** It's just you and Agent Henderson in here, and a massive storm outside.

**DRAKE:** I open an eye up and see if I can see what happened

**ANITA:** I just try to hide and say a prayer

**DIRECTOR:** Katherine is sitting at a table in the corner, legs crossed demurely, grinning at you.

**DRAKE:** riiiiight

**DIRECTOR:** The air elemental sends lightning bolts down that incinerate two of the (empty) government vehicles.

**ANITA:** i try not to scream

**DIRECTOR:** The driving rain is too much for you to see through at the moment (you just rolled a 1)

**ANITA:** who, me?

**DIRECTOR:** Yes, anita

**DIRECTOR:** Katherine looks a bit concerned as she says to Drake, "The woman's on you, love. She's too weakened for me to hit 'er. I could kill her."

**DRAKE:** I stand up and take Henderson's gun, then grab one hand in my hand put my other arm around he and waltz with her towards the door dip her and say "It's been fun and I mean no offense, but you and I will never work out so I doubt I will be calling you" Let go, bow, and walk out the door

**DIRECTOR:** And you accomplish all three tasks, on the confused and bewildered FBI agent.

**DRAKE:** (H)

**DRAKE:** hehe

**ANITA:** LMAO

**DIRECTOR:** Who actually snickers before regaining her composure.

**DIRECTOR:** Unfortunately, you've just walked out into a torrential storm with near hurricane force winds. You cannot maintain your footing out here. Not without support.

**DRAKE:** yes I can, I spend the essence for cat like balance. it should work as long as I walk

**DIRECTOR:** It's a matter of your strength vs. the wind, not balance.

**DRAKE:** oh

**ANITA:** Anita prays.

**DRAKE:** hmmm

**DIRECTOR:** You (and now Anita) see two well-dressed gentlemen at either end of the parking lot, wearing trenchcoats and chained to light posts.

**DRAKE:** I see any cover

**DIRECTOR:** You sense Essence from both of them.

**DRAKE:** they're chained?

**ANITA:** is the wind still going?

**DIRECTOR:** Yes, so they won't blow away.

**DIRECTOR:** Around their waists.

**DIRECTOR:** The wind is beginning to die down.

**DRAKE:** I walk over and KO them

**ANITA:** KO???

**DRAKE:** well crawl

**ANITA:** WAIT!!!

**DIRECTOR:** The first guy you reach dodges

**ANITA:** don't kill them!

**DIRECTOR:** And yells, "CHRIST! I'M ON YOUR SIDE, ASSHOLE!"

**ANITA:** Anita runs towards them

**ANITA:** once the wind dies down

**DIRECTOR:** There are still two federal agents in your way.

**ANITA:** SHIT!

**DIRECTOR:** One of the Rosicrucians unlocks his chains, trots up next to you and says, "Do that voodoo you do so well," pointing to the FBI agents.

**ANITA:** "Do i Know you?"

**DIRECTOR:** "We should take care of them, first." Then he points at one of the two agents and says, "You want to sleep." The agent falls over, snoring.

**ANITA:** I'll use my channeled essence to knock the other guy out.

**ANITA:** "Get the chain. we'll tie them up."

**DIRECTOR:** Drake, the guy you tried to punch is unlocking his chains.

**ANITA:** Her hands start shaking pretty bad

**DIRECTOR:** Anita, the guy who walked up to you puts his hand on your shoulder and says, "Alan thought you might need some assistance."

**ANITA:** Anita just stares at this guy.

**ANITA:** and then she starts to cry

**DIRECTOR:** Drake, the guy you're facing down unlocks his chains and says, "We're with the Rosicrucians. Anita's friend Alan sent us."

**ANITA:** congrats drake, you get to see something few people witness in this life \*L\*

**DRAKE:** "Oh that makes me feel soooo much better, now who is Alan and why should I know that name?"

**ANITA:** (drake's like, uh, who?)

**ANITA:** Where is he? Is he here?

**DIRECTOR:** The Rosicrucian laughs and says, "We're friends."

**DIRECTOR:** "No, he's in Pittsburgh."

**DIRECTOR:** The Order wouldn't allow him to come himself."

**DIRECTOR:** "Too much personal attachment."

**DRAKE:** "Well in that case want to get me a coffee? There's a Starbucks over there....."

**DIRECTOR:** The Rosicrucian says, "perhaps we should try one on the other side of the city. It doesn't seem prudent to hang 'round here."

**ANITA:** I'd like to speak with him. Is there any way you could arrange that?

**DRAKE:** "Sounds good to me, dying takes a lot out of you, but nothing a good coffee won't fix"

**DIRECTOR:** "Your best bet would be to contact him through your Chapel House. He did ask us to deliver the message that returning to Pittsburgh right now would be like signing your own death warrant, but that he is working on the problem."

**ANITA:** She kinda stops for a minute and shakes her head, and says "Oh Jesus, my manners....Thank You for saving my life. It's been, uh, it's been a rough week"

**DIRECTOR:** He shrugs. "All in a day's work for us."

**ANITA:** Anita looks at Drake "I'll buy you a coffee. Are you okay?"

**DRAKE:** \*Turns to Anita\* "Soooo just how good of a friend is this Alan? Like dinner and a movie and I'll save your life or dinner and other things and I'll erase all the problems type of a friend"

**DRAKE:** \*wipes gray matter off his coat\* "I'm no doctor but I think I'll pull thru, it was only a glancing shot"

**DIRECTOR:** The Rosicrucians say, "We really must be going, if you two are all right. We still have work to do here. Altering peoples' memories is a touchy task, but we'll do as best we can to cover up your presence here."

**ANITA:** She thanks them profusely

**ANITA:** After they are gone, she looks at Drake.

**DRAKE:** "Yes?"

**ANITA:** She sighs.

**DRAKE:** "So something confuses me....."

**ANITA:** Yes?

**DRAKE:** "you Americans package hotdogs in ten packs, but the buns for them in eight packs, why?"

**DIRECTOR:** ROFL

**ANITA:** She starts to laugh.

**DRAKE:** "This has always concerned me"

**ANITA:** You would like Alan. He's from the mothercountry, too.

**ANITA:** Though he's a tad more \*modern\* than you

**DIRECTOR:** A tad

**DIRECTOR:** JUST a tad

**DRAKE:** "yes well, so are zeppelins"

**DRAKE:** "heck your country is younger than I am"

**DIRECTOR:** (all this, of course, as you are walking away)

**DRAKE:** yup

**ANITA:** She looks at Drake real straightforward "I met him after Kat died. I was pretty messed up and he helped pull me out of it. We've been seeing each other for about 4 months. You're the only person in the group that knows, now"

**DRAKE:** "And I am the only one that will know, unless you change that"

**ANITA:** Wanna go grab that coffee, now?

**DRAKE:** "YES"

**DIRECTOR:** And with that, we can seamlessly slot you right back into the game.

**DRAKE:** "tea will just not suffice at this point"

**DIRECTOR:** No break in continuity whatsoever. Nice.

**DIRECTOR:** Except that Anita and Drake have now seen the lead investigator who is after them.

**ANITA:** you gunna add this stuff to the episode page?

**DRAKE:** and confused her (H)

**DRAKE:** you know, any session that you can waltz out a diner door with an FBI agent and gray matter on your lapel is a good one.