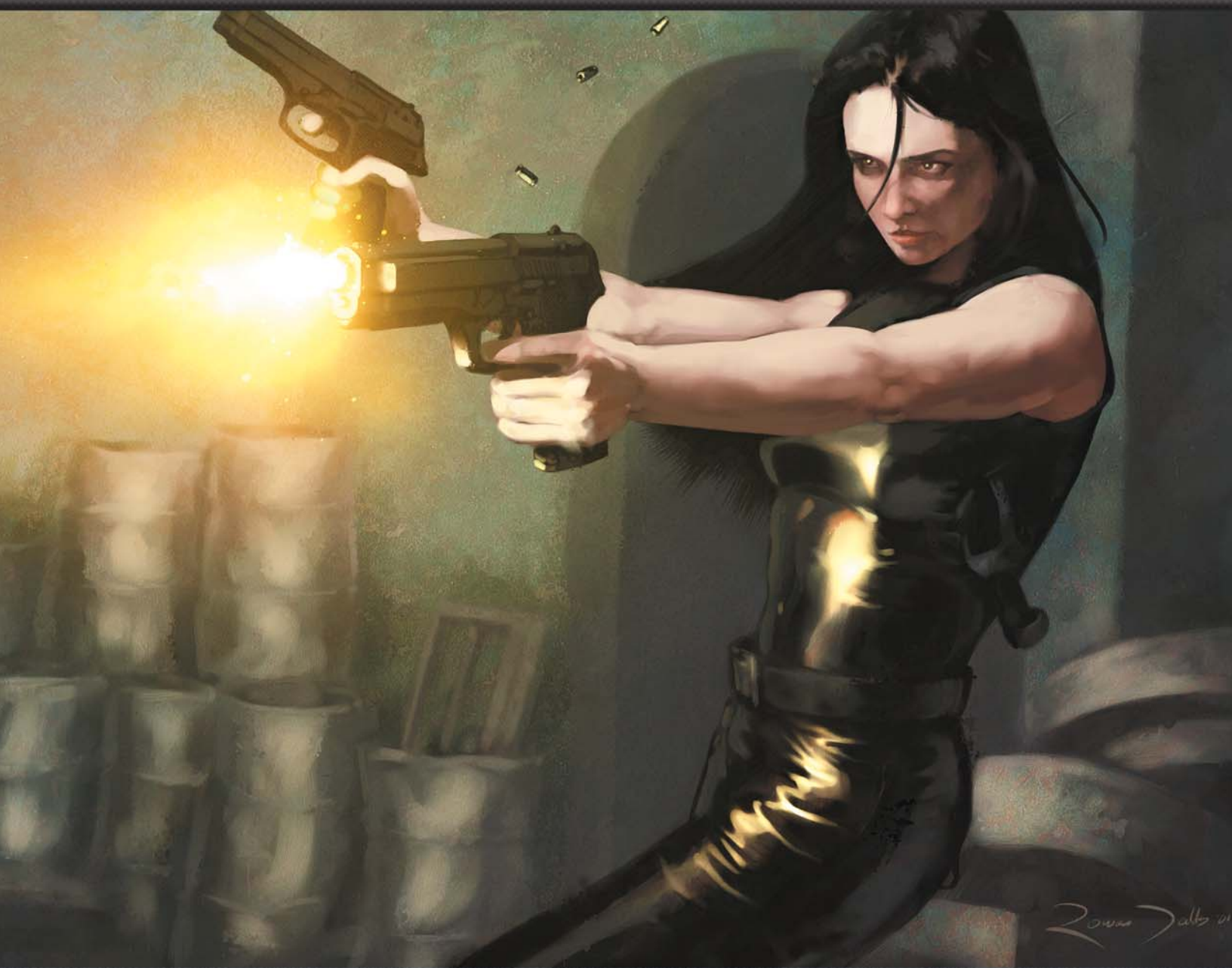


HAVEN™

CITY OF VIOLENCE D20 MODERN



A Role Playing Game of Hyperkinetic Violence





Haven: City of Violence D20 Violence

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Louis Porter, Jr Design

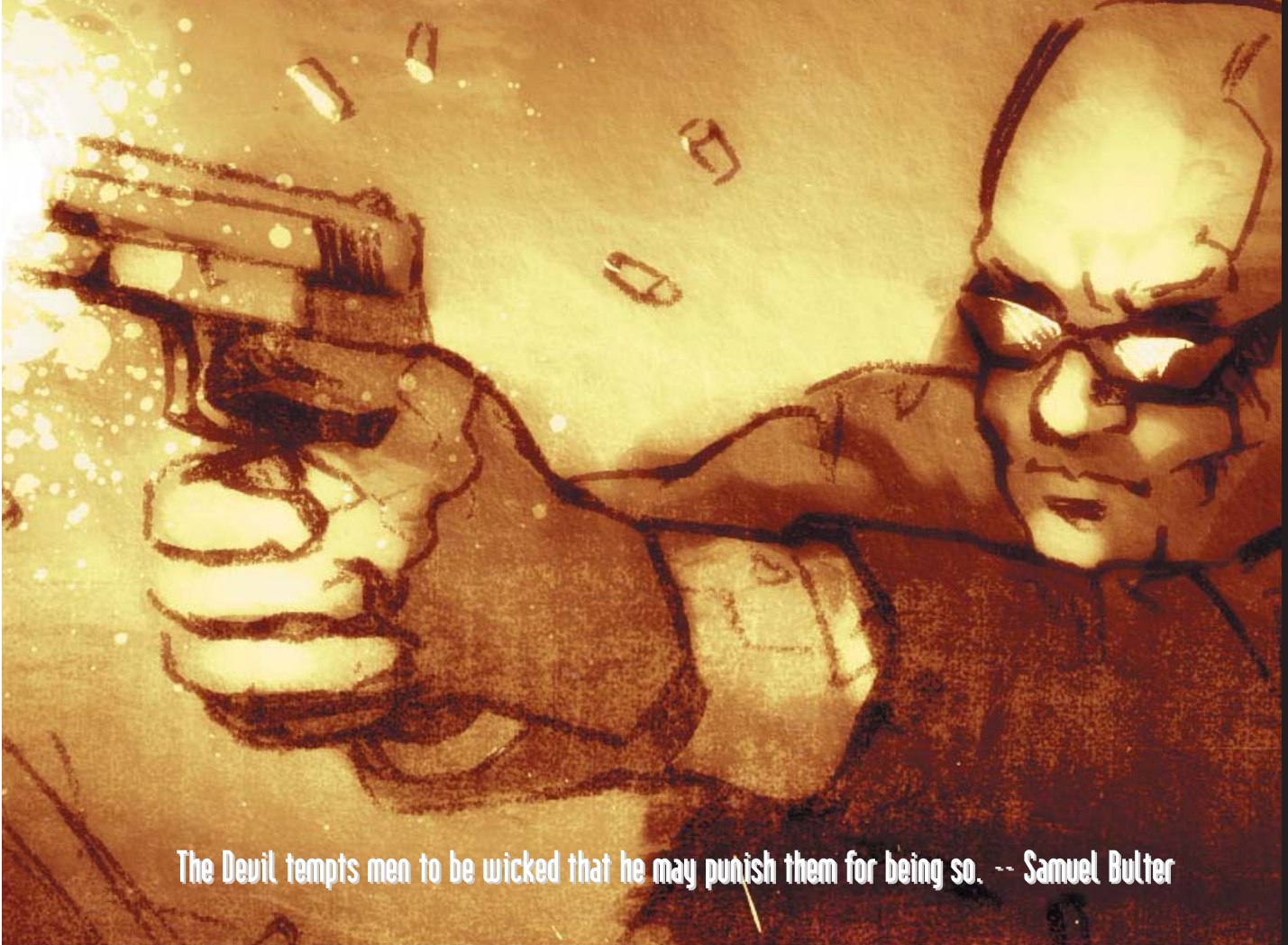
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Dedicated to:

My mother and father for everything that they did for me ... thank you.

infraturnamentum



The Devil tempts men to be wicked that he may punish them for being so. -- Samuel Butler

SHOULD HAVE KNOWN BETTER

I knew that this was a fucking bad idea. However, I have never been known as one who lives what others call a “safe or normal life”. All of this started simple enough.

Out of the dark silence came a damn noise, an electronic howl. The phone’s early morning jingle broke apart my peaceful, restful sleep. I barely opened my eyes, trying to scan my room for the phone. My blurry eyes finally came into focus and I grasped at the phone unsuccessfully, several times, trying to reach it without shedding the warm comfort of the bed. Pulling myself from the sheets, my flailing hand finally flopped onto the smooth plastic of the receiver. I coughed out a sound into the phone that resembled speech and said “Hello”. The rough, gravely sounding voice on the other side of the phone came back across like a clap of thunder.

“Hey, you awake?” the voice was harsh from a lifetime of cigarettes and booze. It was Johnny Delluci, the Santucci family’s main enforcer and Haven’s favorite drunk on the line. Even over the phone, I smelled the liquor soaking his breath like it was filling a thirsty sponge.

“What the hell are you calling me this early for?” I barked back to Johnny in my best “I just woke up” voice. “What are you some kind of fucking idiot?”

“I’m sorry about that man, but I got a job for you, if you’re looking?” Johnny replied.

“You know I’m trying to get out of that lifestyle, Johnny - not get dragged back into it,” I said.

“No man, it’s nothing like that,” he said. “We are just looking for someone to give us a little background assistance on a business proposition we are conducting down in Little Saigon.”

“Any time you call it’s never for just a little business. It’s for someone who can handle waste removal of all types,” I replied. I reached for my smokes then started to sit up in bed.

“Hey man, I know that you are dead broke. So, cut the macho, tough guy bullshit,” Johnny snarled. “I just thought you might be looking to earn some extra money to help pay those gambling debts you have with the Carlucci Family.” For once in my life, Johnny had truly surprised me

“How do you know about that?” I said. “Nobody knew about that!”

"Hey, like they say, you can't keep a secret in Haven without everyone knowing what's going on." replied Johnny. I could almost see that damn grin creeping across his ugly mug shot.

I milled over the offer in my mind for a few seconds before answering. If I didn't pay back the Carlucci Family the twenty-five thousand dollars I owed them, they'd remove my favorite anatomical parts. There wasn't really a decision to make. I paused as if to give the matter my full think over, but we both already knew that I would. I mean, what choice did I have? The Carlucci Family would be looking for their cash in less than a week and I wasn't going to raise funds any other fucking way.

"OK, Johnny... if your looking for a cleaner, then I'm your man." I said, sounding resigned to the idea.

"Good man! I knew that you wouldn't let us down," he said. "Meet us over at the house. Take the train to the Crystal City station at Golden Heights at around 7:00 p.m. That will at least give you a few hours to get cleaned up and over here on time." The more Johnny spoke, the more it had a commanding tone creep into it. His last line was an order, not small talk.

"Yeah," I replied, then I hung up the phone.

I scratched my three-day old unshaven chin. My skin felt more like worn sandpaper, as I thought over and over to myself "What have I gotten myself into?" I was going back to hell once again. God, I knew that this was not where I wanted to be. Nevertheless, I had to do what I had to do, just to survive. I peered over at the clock and it read 9:54 am. Well, at least I could get some well deserved and needed rest before I go back down the road to hell. God, it is great to be alive.

I awoke at 4:28 p.m., with more than enough time to eat, shower, shave, find my piece and get into my best suit to wear over to the Santucci compound. The entire time while I was getting ready, I kept thinking to myself. This job seemed excessively good to be true. By now, I already learned that all that glitters ain't always gold. I caught the 6:10 subway from the Waterfront station in Haven City to Crystal City station out in Golden Heights. The monstrous, metallic beast rolled to a stop and the doors hissed like a snake, opening to the station. I stepped off the subway car on to the station platform. Unlike the other subway stations of Haven, which reeked with the fumes of piss, crap and vomit, the Crystal City station gently wafted with the aroma of a warm spring day, even though it was the dead of winter. The black and gray chiseled granite walls shone like a mirror. I scanned the crowd, sizing up the surrounding persons as potential victim or target. The old ways die-hard. Through the crowd on

the platform I caught sight of two men, rather large, olive skinned men, dressed immaculately in five hundred dollar silk suits with two hundred and fifty-dollar eel skin Italian dress loafers. I rather figured they might be for me.

They both walked up to me, moving like a pack of bull elephants. As they got closer, I recognized the person up in front. It was Carlos Devita, one of Haven's best "waste removal" experts. He wasn't in the same class as me, but dangerously fucking talented nonetheless. People in the business say he's got the blood of more than 47 people on his manicured and moisturized hands. You would think after killing so many people that it would be hard to hide all those bodies. I guess it pays that the Santucci Family own several meat packing plants all over Haven. It also pays that I am a vegetarian in this town. I know I would really hate to bite into a hot dog and find a couple of gold teeth inside it.

Even though they are wearing sunglasses, I felt their eyes sizing me up, visually checking out any lumps or odd lines in my suit that might reveal a concealed weapon. I paid them the same courtesy, of course. I picked out the tell tale signs that both men were packing automatics, probably 9mm, but the designer suits were cut to conceal them. We stared at each other, hoping to make the other one feel uncomfortable. After a few minutes of silence, I decided to end this game the easiest way I know how.

"So how long are we going to stand here and fucking stare at each other?" I said, my voice firm, but relaxed, careful not to betray any sense of my wariness.

The larger of the two slowly took off his sunglasses to reveal his crystal blue colored eyes.

"Sorry," The huge son of bitch said. "We just have never met a fucking legend up this close and not on the business end of a shotgun. Johnny Delluci sent us to escort you to the Santucci Compound " his voice equally neutral with just enough respect.

"Lead the way to the car," I replied with a hand motion, indicating for them to move ahead of me. I could tell they hated the idea of their back to me. Fuck them.

We all walked from the pristine, baroque subway and train station across the street towards a jet black Range Rover. The car rocked slightly on its suspension as one after the other of us large men all got in. The engine purred like a tiger. The car was new; I inhaled the new car smell as we sped through the streets of Golden Heights, heading for the Santucci Compound.

The journey was short, about twenty minutes and then a pair of familiar gates came into view. The large and foreboding steel blue iron gates of the Santucci's

compound surrounded several acres of estate with a complete security and privacy from the outside world. We drove through the gates and into another world.

We emerged from the Range Rover to have the smell of freshly cut grass and honeysuckle invaded my senses. It took me back to when I was a young boy and my father would bring me to the compound when he would talk business with Gino Santucci, Sr. I used to sit on a patio and eat a bowl of ice cream while the old man got his orders. Those days of my childhood are long gone, now I am the man coming to do the talking. No fucking ice cream for me. Now I am a man who is not only feared for my skills, but also respected for my personal "code of conduct". We walked towards the enormous oak front doors of the mansion.

They seem to open on queue at the exact moment we reached them. Through the doorway, I could see the aged face and slender frame of the most trusted of all the Santucci employees, Mr. Carlito "The Scarecrow" Gambruno.

To the average and unsuspecting person, Mr. Gambruno seemed to be only a "mere" well-dressed butler, but to all those involved in our business, he was a god among men. Mr. Gambruno was known to be the most effective killer in Haven during his career. It had been said that in his lifetime, he had killed at least a thousand people and many felt that was a very conservative estimate. It did not matter if it was with guns, knives, or a bare-knuckle fight Mr. Gambruno was the best. Many of those that studied under him had gone on to gain wealth and respect with the skills he taught. I must admit that I am very proud to be part of such an elite group of men. Even though, I wasn't his best student, I had always hoped that he knew how much I appreciated his training and expert experience and unique training.

"Well, well, well the prodigal son does return again," said Mr. Gambruno, his voice still powerful and commanding despite his apparent age.

"I thought you considered me to be more of a man in self-imposed exile than a prodigal son", I countered him.

"I consider you to be a true pain in the ass and a professional idiot but that doesn't mean I don't like you", Mr. Gambruno sneered, with a wickedly evil smile of false teeth in his face.

The door opened wider as he waved me into the mansion. Though he was at a smaller physical stature compared to other men, Mr. Gambruno stood spiritually taller than any other man I had met. He had saved my life on more occasions than I could remember or even hope to remember. Mr. Gambruno escorted us in to the

main foyer, beautifully covered in white marble pillars and Old Italian sculptures and paintings art.

From the foyer, we entered the main living room where the true power of the organization resided. In the living room stood Antonio Santucci, Jr., Antonio Santucci, Sr., and Johnny Delluci. Antonio Santucci, Sr. was the old establishment of the Santucci organization.

The three well-dressed men turn toward me and smiled. "Now that we are all here we can begin." Antonio, Sr. speaks. "The meeting we are having tonight will be one of the most important in the history of the City of Haven."

"What is going on tonight?" I asked.

With a sinister smile on Antonio, Sr.'s face he speaks, "Tonight we are going to Armistad to meet with the Red Wing Tong to form an alliance with them and to split the city in half."

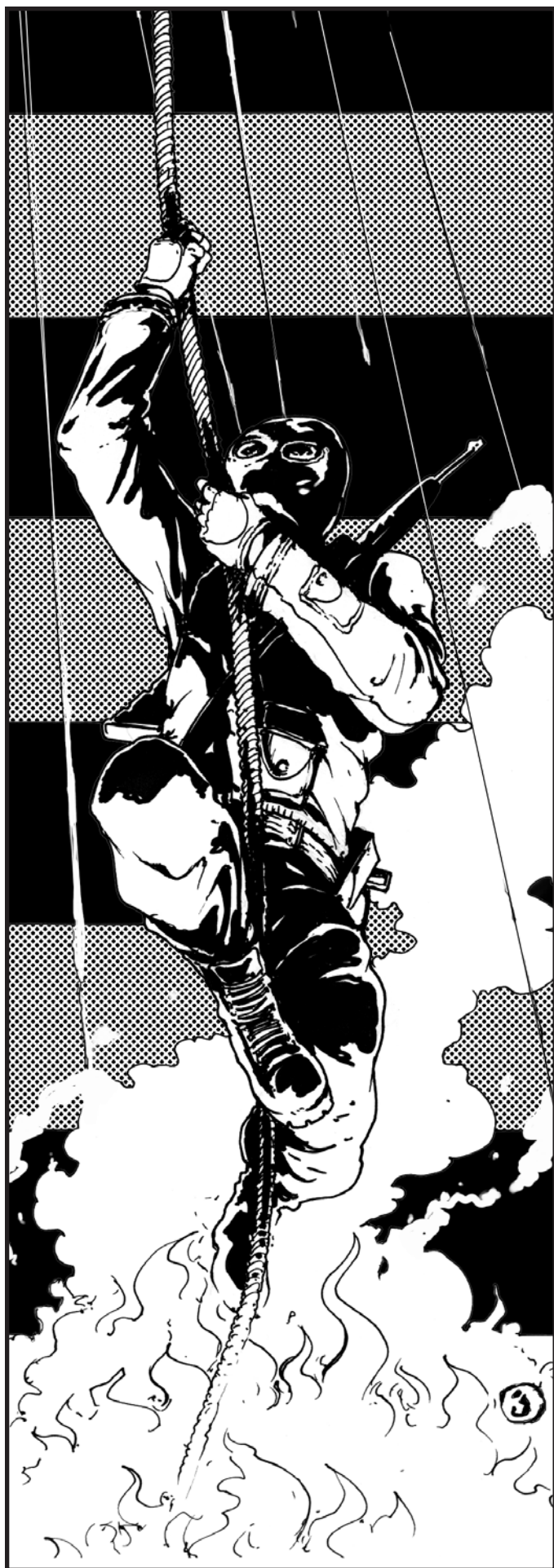
Despite my well-practiced poker face, I could not hold back the look of surprise that appeared on my face and just as quickly, it vanished again. They were trying to bring back the old Coalition, an alliance of "business" that we all remembered as the good old days for us in Haven. In truth, any real success would probably spark another round of bloody street wars and crazy problems for all the organizations, all of which are good for my line of work.

"We are going to this meeting with only one thing in our minds. We are going to make a lasting peace with the Red Wing Tong. They are a powerful group and they'll make the best allies." Antonio, Sr. said as he slowly gazed around to be sure we all understood that, before he continued.

"We need to think about the future and as long as we have the Carlucci family slowly picking us off, we can not grow as an organization and a business. We are dying a slow death"

"Dad, you have to be fucking kidding me! Those chink bastards have been muscling in on our drug revenues for the last six months. Those jerk-offs have to sliced into our profits at Haven and Acadia proper," blurted out Antonio, Jr. The sound of disbelief undisguised in his tone.

"If the Red Wing Tong is looking to make a bold move to enter into Carlucci controlled territories they will become strong enough to be the new number one players in this city. With that, I have a strong feeling that if we do not become partners with the Tong, then we will be in their sights sooner rather than later." commented Antonio, Sr.



"We need to destroy those little shits, not make them our allies." The callous and brash Antonio, Jr. said, as he took another puff from his Cuban cigar.

Antonio Sr. looked over to me with that trademark sly grin on his face as replies. "Just like youth, they believe everything is a power play instead of a simple game of chess, like where you sacrifice a pawn to capture the king."

"A head out assault on the Red Wing Tong will cost us too dearly in lives and revenue and if the Tong respond with an alliance to the Sangre or that nigger Nation, we will be fighting a brutal war on two fronts. Those battles are never winnable." Antonio Sr. states

"He's right." I said as I leaned closer to the three of them. "The Red Wing Tong are not only powerful and resourceful, but they are ruthless. If you start a war with them then you better be ready to fight to the last man, because they will."

Antonio Jr. walks over to me, face to face. I could smell the \$200 cologne long before his bad breath. "Listen, I know that you are some type of legend to the old guys here, but get it straight, what you did in the past is past. Frankly, I think your rep is all hype and you don't look like shit to me."

Antonio Jr. was doing his best to look "hard" for Antonio Sr. but everyone in this room knew I could break the little shit in half without even working up a sweat. I decided to let the little bastard live just for a little longer. It's not good business to permanently cripple you boss's son on the first day of work.

I pulled out a cigarette, lit it, and took a deep drag. I blew the smoke right into the little shit's face. He was doing his best, trying to not look disgusted or nauseous from the smoke in his face. He failed, which meant points for me.

"What ever you say, junior." I answered back.

I walked past him, "accidentally" knocking into him as I moved closer to Antonio, Sr. The old man smiled at me, knowing that I let his son get away from becoming the newest corpse to show up at the Waterfront in downtown Haven City, this time.

"Trust me, Junior. I know what I am doing. The Tong will make great allies. Now we must be moving, we don't want to be late for our historic meeting." said Antonio Sr. as he rose from his comfortable arm chair and straightened the line of his suit jacket.

We all loaded up into the car and I took one quick look over everyone. They all looked slightly nervous, as they should, all except for Antonio Jr. who looked

completely at ease. That kid must be a total idiot, thinking that this is going to be a cakewalk. How do I get myself into these things? I checked front and back, we had extra security a car in front and one behind.

We drove all the way from the clean and sparkling streets of Golden Heights, through the busy streets and seedy back alleys of downtown Haven City to the modern day steel hell of Armistad. The meeting was scheduled to be at Lao Hung Chinese restaurant in Little Saigon. The Lao Hung Chinese restaurant was not the greatest place in Armistad to get Chinese food. It was a hell of a place, however, if you wanted to meet the real people who ran Armistad, the Red Wing Tong.

The Red Wing Tong is the American version of the Crimson Eagle Triad, based out of Hong Kong. These Chinese sons of bitches are into everything from heroin smuggling to white slavery to — my personal favorite — murder for hire. They don't give a shit; if it makes money, then they want a piece of it. You can forget about trying to get some undercover asshole into the Red Wing Tong. There aren't any hon chews; "bananas", yellow on the outside and white on the inside; that live long enough to report back to the Haven Police Department. The Red Wing Tong are some cold-blooded mother fuckers, and I had to wonder, in the back of my mind, why would they want to have a meeting with us. We arrive at the Lao Hung Chinese restaurant. The tension in the car is so thick you can cut it with a goddamn knife and that is not good at all.

The door to the car opened like breaking the seal on an airtight container, I heard the rubber seal peel away from the car as the door opened. The smells of ginger and exotic spices smothered us as we exited the vehicle. The drivers stay with the cars, plus we have a couple of goons for extra protection. This place was not Golden Heights in the least bit. The old buildings were made of clay tile and wood trim that seemed to grow out of the street like some monstrous flower. I looked over the street, examining everything going on around us. I saw everything from the old man selling noodles on the corner, to the three young kids who just stole a few apples from the front most street stall of the Korean market, to the transvestite hooker making a sale of his "goods" to the two young Navy sailors fresh off the boat. I think those two sailors are in for a "big surprise" of the completely wrong type tonight.

I take one last look over our crew before we entered the den of the Asian beast; Antonio, Jr., Antonio, Sr., Johnny Delluci, three men for security and myself all going in. On the outside, we have three drivers and another two thugs watching the street. I gave the security team a stern look.

"Everybody stay frosty. I don't want any fucking screw ups here," I snarled to them

"Don't worry, sir. We know what we are doing here." the youngest looking member of the security team tries to come over all laid back, like he's had a world of fucking experience.

"If you assholes knew what you were doing, then I wouldn't have to be here," I said. "So shut your god damn pie-hole, open your fucking eyes and pay attention to the shit that is going on here and if you're lucky, you might survive this meeting and get a raise." I glared at him and he shuffled out from under my stare. That kind of guy only ends up one way, with a bullet hole in head and his brains on the street.

We strolled across the street to the restaurant. The neon glow of the storefront businesses illuminated the coal black night sky. The uneven cobble stone streets are symbolic of the uneven development of this city. The well to do European immigrants settled and thrived in the lush lands of Golden Heights, while the newest immigrants were banished to the decaying, dilapidated and neglected land of Armistad. Life really is a bitch and don't I know that.

We reached the double plate glass door of the restaurant. I entered first to set the tone of this meeting and surveyed the restaurant for any potential danger. Golden Chinese symbols decorated the crimson red painted walls as well as exotic ornaments and classic art prints. The restaurant should have been bustling with waiters serving food and filled with the noise of patrons talking and eating as they soaked in the ethnic experience. But today, the restaurant is nearly empty, except for a few oversized bus boys cleaning tables and those we are meeting with. I didn't realize how important this meeting was to the Santucci Family and the Red Wing Tong. They told me that this would be an important meeting, but I did not know that we would be graced with the presence of Leland Tsai, third in command of the Red Wing Tong.

"Leland, it is so good to see you again." Antonio, Sr. said with a smile that looked like it was painted on.

Leland was dressed in only the finest, from the top of his Ralph Loren glasses to his imported Italian black leather Gucci loafers. For such a man of young age, Leland had become quite an impressive force in the Red Wing Tong. I can remember, like yesterday, when he was just an up and coming lieutenant on the streets of Armistad selling vials of rock cocaine for twenty dollars.

The times were changing, too bad I don't.

"It is my honor to have such individuals gracing this small restaurant. I see that you have brought the best that money can buy for this little meeting of ours." Leland hissed out of his teeth as he glares over in my direction.

It is amazing how many friends and enemies switch sides in this business. Leland and I have had several little "run-ins" in the past. Several of them were quite violent. I wondered if he has forgiven me for shooting off his index and ring fingers on his left hand. Oh well, I guess he is glad that he is right handed.

We sat at the large black round wooden table with our esteemed host. The Tong had some of their best men in for this little party of ours. One of them was Chow Pai, better known as the Steel Butcher because he liked to kill with a kitchen butcher's knife. Another was Kenny Ho, the top sharp shooter from Steel City in Armistad. People said that Kenny is such a good shooter that he always shoots out his victim's eyes. I could tell now that this was not going to be a simple little sit-down dinner.

"Well enough with the banter, gentlemen, If you please." Leland raised his voice so that it carried easily around the interior of the restaurant. He waved his hand towards an immaculately covered table laid out with all manner of dishes. The aroma was right from the mainland of China. Well it should, the people who made it were right off the boat from Mainland China. Their little trip to the United States, however, came with a thirty thousand dollar bill that had to be paid by working as a bus boy, drug bag man or prostitute, take your pick, for the next million plus years.

We moved over to the table while I scanned the room again for any potential problems I might see. I looked over Leland, and he seemed cool as did his bodyguards. I looked over the "little old mother" sitting over in the corner overseeing the bus boys cleaning the table and she seemed ordinary. I watched one of the bus boys and I notice something.

One of them had a tattoo on his arm. The bus boy coat covered the majority of it but it looked quite intricate. I glanced over at another bus boy and I saw a tattoo near his neck, just like the other bus boy's tattoo. It was very professionally done and very intricate. I scanned over the rest of the bus boys and I noticed that all of them had similar intricate tattoo patterns that were hidden by their clothing. There are no coincidences, then it hit me like a damn jolt of bad whiskey.

"IT'S A FUCKING SET UP!" I screamed out and all hell broke loose.

I should have known better. I didn't follow my natural instincts. You are either the hunter or the prey. Don't trust anyone I have always said. That is the easiest way to live and stay safe, but now, I got stupid. I let myself believe that there was honor among thieves, but, among murderers and killers, honor is a lost concept and friendship is an idea that can cost you your life. The mistake I made was going to cost me a little more than I thought. I should have known something was up when they wanted to meet at the Lao Hung Chinese restaurant in Little Saigon. This area was totally outside the Santucci Family sphere of influence. The Red Wing Tong never place themselves at a disadvantage, and the Santucci Family always thinks that they are at an advantage.

The next sound I heard goes off like an explosion next to my ear. My head felt as if someone was using a large mallet to drive a sleek ice-cold spike into my skull. The explosive pain in my shoulder struck like the sting of a million wasps. My shoulder began to burn like an inferno, with the nerves in my arm aching out in sheer agony. My arm goes dead and it drops as if it was made out of lead. In a brief moment that seems to last for infinity plus a day, I saw the worst thing in the world. I dropped my fucking gun.

I screamed out as if my soul was being ripped apart, piece by piece. The double cross started but I was too late and too stupid to realize it. At that moment, the place split from a 100 percent family restaurant into 50 percent East Los Angeles and 50 percent Beirut. No soul was safe and I was at the top of every limp dick's list as one of those that had to die. My eyes flickered as if I was sending off a SOS to anyone who could see. My body felt as light as a feather, almost angelic in stature floating above the ground, then gravity came back on and I went slamming into the ground. My eyes shut for the briefest of moments, and in the calm peacefulness of all that darkness, the world broke out into the sound of gunfire.

My eyes opened and closed, while I got small glimpses of the world around me. I reached over to where I feel the pain in my arm. The explosive pain started at the top of my arm and worked its way down to my fingers. Shaking like a detoxing crack addict, I finally brought myself to look at my shoulder wound. I covered the wound with my hand hoping to stop the flow of blood rushing out of the wound. The smell of gunpowder and sweat mixed in with a hint of blood filled the air. I rolled over on my back and just over my head I saw the rain of bullet fire streaking above me like a flock of lethal humming birds.

I finally realized what my body had already known, I had been shot. The wound was bad, I could tell there

was a good chance I would pass out again. The pain throbbed in my hand as if I was holding a ball of lightning. My eyes fluttered and finally buckled one last time as I felt myself enter into a cold and black embrace of darkness.

Just before the darkness enveloped me, I saw a sight that would haunt my remaining time left. It was Antonio, Jr. raising up a pistol and firing it into the back of his father's head. Antonio, Sr.'s head exploded like an overripe watermelon. The red juices of life spurted out of his mouth like a water fountain turned on high.

My mind raced to make the connections, trying to focus on something to keep the darkness at bay. That bastard Antonio, Jr. couldn't not wait for his father to retire. He wanted control of the family and killed us all for it. He must have made a deal with the White Rose Yakuza that he could get their two greatest rivals in one place. Antonio, Jr. killed his father and I bet the White Rose Yakuza would kill the leaders of the Red Wind Tong. With both of the main rivals, out of the way the two could form a new and more powerful alliance between the Santucci crime family and White Rose Yakuza. I had to admit, it was good business. With that type of alliance formed, they should have enough strength to displace the Carlucci crime family as the most powerful organized criminal syndicate in all of Haven. I knew I should have stayed in fucking bed today...

Many might go to heaven with half the labor they go to hell.

Samuel Johnson

WELCOME TO HAVEN

All the adventures for Haven: City of Violence gaming system takes place in the fictional metropolitan city known as Haven.

VITAL STATISTICS OF THE CITY OF HAVEN

Area: 760 sq miles

Attitude:

Highest Point: Wintermount Peak (1,123 ft above sea level)

Lowest Point: Haven City Bay Trench (278 ft below sea level)

Tallest Building: Coal Tiger Multimedia Towers (1,216 ft tall)

Climate:

Seasonal Temperate Average: Spring 68 Degrees F; Summer 89 Degrees; Fall 57 Degrees F; Winter 21 Degrees F

Warmest Day Recorded: August 26, 101 Degrees F

Coldest Day Recorded: December 29, -19 Degrees F

Current Population (As of last year's census):
5,459,082

Racial Diversity:

White: 40.6%

African-American: 23.2%

Hispanic: 17.7%

Asian: 13.5%

Various Ethnic Races and Diversities: 5%

City Government:

Current Mayor's Office: Honorable Arnold Wright (*Mayor*), Henrietta Stout (*Deputy Mayor*)

Current City Council Members: Wendy Cho, Walter Crane, Sarita Douglass, Curtis Freeman, Enrique Gomez, Russell Li, Scott MacGuffin, Daryll Wayne Mitchell, Alberto Romono, Joyce Sheaffer, Sata "Sarah" Tsurimi, Sharon Velez and John Watson

THE CITY OF HAVEN

Haven is one of the most populous cities in the eastern seaboard of the United States. In addition to Haven's large population, it also boasts the third largest seaport

in the nation. Haven resides directly on the eastern coast of the United States next to the Atlantic Ocean, roughly 45 miles north of the city of Baltimore. As one of the world's leading financial, commercial and cultural centers, Haven is subdivided into six boroughs that exist within the Haven City limits making it the city itself. They are, in alphabetical order, the boroughs are Arcadia, Armistad, Freeman Hill, Golden Heights, Haven City and Rome Island. Each borough possesses its own unique atmosphere, personality, social and economical structure. As Calverton Churchill, former mayor of Haven discovered and announced during a speech, "Haven is unlike any place in the world that has been seen or experienced before."

Haven's six boroughs are said to be as diverse as the whole of America all rolled into one and no less dangerous. The bright lights and large buildings of Arcadia will remind the most common type of visitor of the original "Sin City", Las Vegas. Arcadia was created with one thing in mind, fun and entertainment for you and all. The combination of burnt out buildings, abandoned car production plants and the smell of decaying meat from the numerous meat processing plants infest Armistad like a plague. Armistad is the "Detroit" of Haven. While in contrast to the rest of Haven, Freeman Hill appears as if this area had been frozen in time from the 1950's. The people of Freeman Hill are not too busy to say "Hi" as they walk past. It feels like the "good old days". The ultimate utopian society of Haven is the borough of Golden Heights. This area of Haven only produces the upper most crust of polite and wealthy society. If New York City has a twin then Haven City is it. The combination of a large city and the urban setting is what Haven City is. The complete opposite of Golden Heights is Rome Island. The quintessential slum ghetto and the worst of the "wrong side of the track". If there is a hell and a devil, then Rome Island must be purgatory.

One of the most interesting aspects of the city of Haven is its development of organized crime and corruption. In Haven, unlike many major metropolitan cities, crime and corruption begins at the top, with the Mayor's office and then drips all the way down to the back alleys and the dank city sewers. Haven can be described as New York City during a blackout and in the middle of a race riot that has lasted for 25 years without a reprieve. Even though, the majority of citizens of Haven have wished for the city to return to a earlier more simplistic time, when criminal corruption was only behind closed doors and not on every street corner. The grand return to those "Old Glory Days" of Haven seem almost impossible to most in this morally corrupted and socially bankrupt society. The only true future that is left for the city of Haven is a truly bleak one.

POPULATION

The city of Haven's population has reached an all time high of 5,459,082 as recorded by last United States Census Bureau. Haven is noted as having one of the largest urban populations in the United States, as well as being one of the most racially and ethnically diverse cities on the eastern seaboard. Further data from the Census Bureau, whites consist of 40.6 percent Haven's population; African-American were 23.2 percent; Hispanics were 17.7 percent; Asians were 13.5 percent with the remaining 5 percent to consist of all other various races and ethnicities.

Haven's population and ethnic diversity gives the City a "mish mash" feel, it is a melting pot that possess every racial group or cultural identity is boiled down to its most basic form. This City is a simmering cauldron of humanity where every lifestyle, religion or community can be found, if you have the time and the money to search for what you want. Haven is so many different things that it hard to draw an average across the whole lot, though this hasn't stopped the various Censuses' from trying. According to one recent study conducted by 'Economist Today Magazine' the average income for a family in Haven is \$28, 064, while the average family size is up from last year number of 4.6 to a total of 5.3 people.

ECONOMY

Haven was originally a blue-collar working seaport city, but over the last century has developed and evolved into a major financial, commercial, manufacturing empire. The only industry that seems to stall in Haven is tourism. Despite the Haven Convention and Visitors Bureau allegedly pouring millions of dollars into marketing aimed at tourists, the town still seems to have a reputation that keeps the city's small beaches empty during season. Haven is a national central area for road, rail, sea, and air transportation. The city also contains the headquarters of several major national and international businesses and corporations.

The heart of Haven's financial district is located in the borough of Haven City, centered on the corner of Justice Street and Harmony Avenue, better known as "Money Row" to the citizens of Haven. This includes the Haven Stock and Mercantile Exchange, initially founded over 125 years ago, the Haven Federal Reserve Bank of the United States, founded over 50 years ago, and many other important banking, brokerage, and financial institutions. Much of the city's domestic and international trade is conducted in Haven City's downtown executive offices, including those in the McHaverty Building,



directly connected to the International Haven City Center.

All of Haven's seaport and airport transportation facilities are located in Haven City and Armistad. The largest seaport of the city is the Armistad Port Administration of Haven. The city's two major international airports, the Tsuji International Airport and the Michael S. Carboni National Airport, both located in Armistad's "Steel City", are major air-cargo terminals with large amounts of freight passing through them every year.

Wholesale and retail trade shops are vitally important to the success and health of Haven's growing economy. Haven is particularly noted for its many retail outlets and several large department store chains, including Wellmen's & Taft, Portal Department stores and Williams of Haven as well as various types of specialty consumer shops. The most well known area for consumer and retail stores is the area called Alphabet City, located in the heart of downtown Haven City. The Waterfront area, located on the eastern waterfront property of Haven City, is especially famous and adored for their fine upscale boutiques and stores. Of the few tourists to the city, many are the rich and famous come to Haven just to shop in this area – with bodyguards in tow.

As a manufacturing center, Haven is falling far behind as a national leader. Haven may well be losing the fight in the manufacturing industries, but it has evolved its specialized service areas. In this area, Haven seems always to remain on top of its game. Haven has matured itself into an important center of the world financial industry in both the areas of advertising and communications industries. Both of these types of business have taken an incredible interest in the city of Haven in comparison to other employment sectors. Haven currently leads the nation in the development of new television stations. Several radio networks have headquartered themselves in the city. Haven also boasts a large number of prominent book and magazine publishers. The city's largest daily newspaper, the Haven Chronicles, is considered one of the United States best daily newspapers. It seems though that employment in this industry has a higher average of job-related deaths and suicides compared to the national average.

Tourism and trade show conventions does play a significant role in the economy in the boroughs of Arcadia and Haven City. As a direct consequence of which, numerous hotel facilities have emerged in the city of Haven. Many of the most interesting and exotic hotel locations include Riegero Manor, located in Haven City;

the Parker Lane Hotel and the Rogers Inn, both located in Arcadia.

POINTS OF INTEREST

The city of Haven, in particular Haven City and Arcadia, boasts many distinguished architectural masterpieces. Dozens of skyscrapers pierce the skyline; the Atlec Building, erected nearly 60 years ago, was one of the first permanently constructed high-rise executive suites in the city. Others include West Street Skyscraper, which was constructed over 30 years ago, the Nagota Towers constructed over 15 year ago, the Hope Building erected over 25 years ago and the Osirus Towers built 5 years ago. Many of the older architectural structures include the St. Anthony's Triumph Church of Arcadia first constructed nearly 150 years ago, then rebuilt in the aftermath of a massive fire 20 years ago, the South King Street Elementary school was built over 115 year ago and finally closed down roughly 40 years ago. It still stands today, boarded up and a refuge for the homeless and more.

Haven is home to several professional sports teams who play for the city. The Haven Angels baseball team just relocated to Haven City within the last five years and currently plays at the newly constructed Kimbrose Stadium in Arcadia. While in Freeman Hill, Haven's original hometown baseball team, the Freeman All-Stars, have played out of Old Soldier Stadium for nearly four decades.

Other major sports facilities of Haven include the Haven City Downtown Sports Complex located in downtown Haven City. This complex is a combination basketball court and hockey ice ring. This is home of the Haven Inferno basketball team and Haven Polar Bears ice hockey team. The Haven Polar Bears ice hockey team originally played hockey at the nearby Armistad Skating Complex, but with completion of the newer facilities, they have relocated. The greatest and most profitable sport in Haven is football. The Haven Titans football team has been playing to sell out crowds for the last two decades at Titan Stadium in Arcadia.

EDUCATIONAL AND CULTURAL INSTITUTIONS

Like many larger cities there are many fine institutions of higher learning and education throughout the six boroughs that include University of Haven, Haven City University and Corel University. All of these universities are located in the metropolitan area of Haven City. State University and Freeman Hill College are located in Freeman Hill. Winston Military Academy, Lincoln

College, York University and Arcadia College are located in Arcadia.

As one of the undisputed cultural centers of the United States, the city of Haven contains many museums, art galleries and performing arts organizations. Among the leading art museums in Haven are the Mechanic Museum located in Arcadia; the Livingstone Museum and Haven City Museum, both located in Haven City; Armistad Railroad Museum is located in Armistad and the Golden Heights hosts the Golden Heights Science and Technology Museum. The city's major libraries include the Haven Public Library, with some 6 million volumes, the libraries of the University of Haven, Corel University and York University.

Haven boasts one of the leading centers for medical research, technology and care. The University of Haven Medical School and Cartright Medical School, both located in Haven City and Crystal City Hospital, located in Golden Heights, is one of the leading researchers and developers in genetic manipulation and research. Rome Island Hospital in Rome Island and Cifier General Hospital in Arcadia are considered two of the best shock trauma and emergency rooms on the eastern seaboard. Other hospitals and medical centers include St. Helen's Memorial Hospital in Haven City; Mercy Memorial Center, Freeman Hill Hospital and Order of Saints Medical Center all located in Freeman Hill and Taft Medical Hospital located in Arcadia.

Haven contains the sixth largest center for theater production in the United States. In Haven City lie the two largest theaters in all of the city. The Dover Theater and Lindenburg Theater are both located in the direct center hub of the city's theater district. There are more than 20 legitimate smaller theaters here presenting all types of plays from dramas, comedies, and musicals. Near the waterfront of Haven City is the Haven State Theater, where the Haven Ballet and Opera Company perform just about every night. The Kurkel Theater located on Mikal Avenue is home of the Dance Company of Haven which is more commonly referred to as the 'Haven Company'.

THE GOVERNMENT OF HAVEN

The Mayor, Deputy Mayor and the City Council have a tremendous influence on the underworld population of the city. The local government of the city of Haven has a significant purpose in the daily lives of the populace. While not only being one of the largest employers in the area, the numerous government agencies make accessible a variety of essential fundamental services to the residents of Haven. A welcoming government could

propose sanctioning and additional assistance, to these individuals and organizations, while antagonistic officials could hamper this type of activity with the assistance of additional authoritative legislative agencies.

City of Haven Government

An elected City Council, headed by the mayor, oversees all municipal and metropolitan affairs in Haven. There are thirteen council seats. The twelve council members are elected two for each of the borough districts on the contrary, the mayor appoints the last council member. In contrast to the city council, the mayor is chosen by a citywide election by all the registered voters in the city of Haven. Council members serve two-year terms; the mayor and deputy mayor serve four-year terms. Elections for city council members are held every two years. A maximum of four council seats are on the ballot in one election. City ordinances do not limit the amount of terms a council member, the mayor or deputy mayor may serve.

The mayor establishes the council schedule for each week, with the aid of the deputy mayor and city manager. While the mayor often has considerable political influence, the mayor's official duties are mostly ceremonial and promotional in nature. Most decisions on city policies, personnel, ordinances, development projects and other major actions must be made by the full City Council, which meets every Thursday night at London Circle in Haven City.

City Council

The city of Haven is divided into six council borough districts with thirteen total seats for membership on the council. Each council member, in theory, represents a little over four hundred thousand citizens of Haven. Council posts are nominally non-partisan, and Haven voters tend to frown on excessive involvement by political parties in council races. However, a number of local politicians got their start on the City Council.

METROPOLITAN PERSPECTIVE OF HAVEN

Haven is a sprawling metropolitan tangle, mixing the usual square grid block look of most modern American cities with the winding morass of alleys and back streets evolved from the influx of immigrant influences. Roughly divided into six boroughs many of these boundaries appear sharp and clear on a city map

however, in the flesh they tend to spill out over one into the next, with the possible exception of Golden Heights, which rests behind secure walls from the rest of the city.

The six districts that make up the City of Haven are Arcadia, Armistad, Freeman, Golden Heights, Haven City and Rome Island. Each of these areas has developed into their own uniquely different culture, economic and spiritual area. The following information will cover each area in greater depth and character than the Haven: City of Violence Rule Book.

ARCADIA

"This place is like being in Las Vegas only better. This place has the best girls, the best drugs, and if the police give you any trouble just make a 'donation' to the benevolent police retirement fund."

Archbishop Charles Dutton, the head pastor at St. Anthony's triumph church

"Bright lights and wild nights is what Arcadia is all about. And those rumors that this place is a mob controlled front where they can launder their illegal drug and prostitution money, that's no rumor, it's fact."

James White, Editor-in-Chief of the Haven Chronicles

Arcadia is located inland just to the west of Armistad and Haven City and to the north of Golden Heights. Arcadia has been described as being the Sin City of the eastern seaboard, the Las Vegas of the East Coast. With its lavish gambling establishments and direct connections to underworld and organized crime figures, this city district has always been a booming area of expansion in the city. Arcadia has been best noted as the center of entertainment for the city as a whole with its many nightclubs and sporting events making Haven seem to be an exciting and entertaining place to live.

The racial and ethnic diversity of the people of Arcadia is roughly 50 percent white, 30 percent Hispanic, 10 percent Asian, 5 percent African American and the remaining 5 percent a melting pot of everyone else. Arcadia's average education level for its citizens is the 11th grade with the average income typically about \$30,426 a year.

Arcadia despite propaganda to the contrary is dominated by the Carlucci crime family, which is in turn under the iron grip of Haven's very own godfather, Dominic Carlucci. The Carlucci Family has made Arcadia their territory since as long as most people can remember; members of their family are heavily involved with all aspects of life and death on the streets of Arcadia.

CARSON

Carson is known for its smell, distinguished by the dank stench of decaying rancid meat emanating from the several dozen slaughterhouses in the area even though, it's not just the slaughterhouses themselves. There are the huge warehouse pens where the cattle are shipped into and kept for the last few days of their miserable lives. The smell of unwashed beasts, shit and fear hang like smog, thick in the air. Many of the largest meat packing factories are own by the 'Sausage King of Haven', Victorio Wierenacawski, the eldest member of the infamous Wierenacawski family.

Even though Carson is Haven's "Slaughterhouse District", the families do their best to survive here but it is hard. Most families in this area are rather large in comparison to others in Haven. The concept of family is important in Carson. For the most part, family is all these people have. The standard of living is poor; many live in old rotting tenement buildings and walking the dirty streets can be dangerous, even during the day. Prostitution has become something of an institution, which combined with low earnings makes the profession particularly dangerous in the wake of sexually transmitted diseases and the abuses of local pimp kings.

Family in Carson is what brings people together, you watch out for your brothers because they're your blood and blood is thicker than water however, rivalries between families can start small and flare up real fast. Unemployment is rampant and those that do have work find it in the meat packing industry, usually as casual labor with little security. For all that is poor and low about Carson, there is an unspoken undercurrent of pride and self-reliance that keeps this place from devolving to the slum levels of Rome Island.

Taft Hospital

Taft Hospital is an extremely well respected local hospital located in Carson. Taft Hospital is well known for its groundbreaking research in medical therapy. Many of the worlds most renowned and experienced doctors in the field of medicine have one time or another trained at Taft. A small handful of the worlds lead geneticists still remain as staff in the Hospital including Doctor Carter Hirt, Doctor Wilbur Cruz, Professor Benjamin Hart, Doctor Joshua K. Lewis, and Abram Silverstein. These individuals have made almost legendary advancements in the realm of medicine in the past four years.

For all its promise, Taft Hospital suffers from the one thing that no one seems to be able to control, the privatization and corporatization of this hospital by the Mannheim Corporation. Business's have come in and

turned this once fine institute of help and comfort of the sick into a well-oiled machine for business and efficiency. Taft Hospital runs so efficiently it is nearly impossible for the majority of the Carson locals to receive service due to the high cost of the medical service that it provides. Over the few last years, this place has gone from a very fine and well-respected community hospital to a "spit and polish" corporate hospital leaving many of the needy out in the cold.

York University

Originally founded in 1799, York University has always been a center of excellence and highly prestigious academic setting in Carson. Of particular note within the University is the Grueber Archeology Center which holds some of the most impressive archeological finds, including several items from the ancient Mayan city of Cathalatrix, the Egyptian Book of Ramses, the Emerald Skull of Hi Chan Ti and other impressive archeological finds. Any one of these items would make any thief a very rich person.

With all of these treasures that call the Grueber Archeology Center home, the most impressive of all of them is Al Kitab ilKherpi, or as it is better known in English as the Book of Kherpi. It is said this book was created three centuries before Jesus Christ walked the Earth. The book is said to train the reader in powers in the mind, to make them perform seemingly impossible acts. Though this has never been proven to be possible, several persons have met their demise under very unusual situations, including the person who possessed the book before selling it to York University. Herbert Green, noted collector of rare items was found in his bedroom, hung by his own entrails with a message written in blood and his feet. The message said "Death to all those who oppose Kherpi."

James Whitestone

James Whitestone is the one man who truly knows everyone and everything that happens on the streets of Haven. He is a born and bred Haven native with the battle scars to prove it. Whitestone knows most of the influential people in Haven and not simply because he's Editor-in-Chief of the Haven Chronicles but, because he grew up with the majority of these people. Many fear the closeness that Whitestone shares with several of his old time friends, namely Dominic Carlucci, leader of the Carlucci Family, and Gino Santucci, leader of the Santucci Family, which may yet turn out to be his ultimate downfall. It is said that Whitestone is the only man in Haven that can directly affect either family with out worrying about ever having to repay the debt. Whether he knows it or not, James Whitestone, is an extremely influential member of Haven society.

John Wierenacawski

If you are looking to get something disposed of John 'The Wall' Wierenacawski is your man. There are advantages to working in the meat packing industry and "The Wall" is not afraid to exploit it. Naturally his name and the services he provides are notorious. In his lifetime, he has disposed of well over an estimated 300 hundred persons. All the "customer's" bones are pulverized to a fine grainy powder. This pulverized powder is mixed with the animal's pulverized bone and used in several interesting ways including creating cherry flavored gelatin. The remaining body flesh and skin is ground in among the rest of the animal meat in the slaughter. Like Wierenacawski's family slogan for their meat packaging plant, "Our meats have that extra special something that makes it Mmm! Mmm! Tasty." Of course in Wierenacawski's line of work, he takes Health and Safety Inspections very seriously.

GERMANTOWN

Germantown was originally built with the blood, sweat and tears of the German immigrants that first came to Arcadia. The settler's constructed stone buildings that have stood the test of time but have lost their once elegant appearance, now clogged with dirt and grime from the city, making them appear black, almost burned and twisted. Many of the older factory buildings have been converted into modern day shops or gambling dens for the visitors to Arcadia but even after all of that some still call this place home.

Many of these individuals are descendants of those who originally immigrated to Haven in the hopes of a new life and new dreams in America. The people that still live here were born in these homes, grew up in these homes, went to college locally, and got married to people from this neighborhood to live in these homes and stay in this part of town. Others around Arcadia think that it is crazy to stay here, but the families living here realize that it is not being crazy that keeps them here it is something else. It is called loyalty to your neighborhood and love of where you live.

Arcadia College

Known for their impressive Fighting Dragons college basketball team, Arcadia College is a surprise. Even though, it's one of the smaller colleges in Haven, they have become highly specialized in the field of criminology and criminal justice. They have produced some of the most powerful and influential criminal specialists in the area of law enforcement and justice. Many Arcadia College graduates have gone on to several pres-



tigious law schools and law enforcement positions. Many of the high-ranking officials of the Haven Police Department made their first steps into criminology here.

Some people in Haven feel that Arcadia College is the logical choice for anyone looking to enter in the field of law and law-enforcement in the City of Haven. Others feel that this is the first place that these individuals get a taste of the taint and corruption which leads them down the slippery path of degradation right in to the pit of abandonment, degradation and disillusionment. While Arcadia College leads the city in the number of individuals who leave this higher learning institution and go off to world in the law profession, it also leads Haven in the number of graduates who have been convicted for police corruption, of course this tidbit of information doesn't make it in to the prospectus.

Winston Military Academy

If you are looking for a school that produces some of the more elite members of the United States armed services, then you better not look here. This place is little more than a warehouse for many of the rich and famous teenage terrors of Haven. Winston Military Academy boasts the privilege of being one of the top schools for creating and developing the worst military currently serving. Many of its valued alumni have spent more time serving sentences in military prisons then actually serving in the military.

Even though they have a very long list of juvenile criminal offenders, it also has some very impressive points of notoriety. Though many of the former students have served prison time for varied criminal activities, loyalty is a word that was drilled in to these cadets. Though, many of the crimes these soldiers have committed range from the slight infractions all the way to murder, all of those involved also spoke truthfully of their involvement and actions. No one tried to "pass the buck" or lessen his or her shame. What ever these men did, they never shirked from their responsibility, their honor or their actions, what ever they may have been.

GIDEON PARK

With a contrast of comparing night and day, Gideon Park is the day to the rest of Arcadia's night. The almost complete silence of the park is like an oasis in the desert of sin and sex. One of the most historical places in all of Haven, Gideon Park has remained virtually the same over the last thirty or forty years. It is known citywide for having one of the most pleasant and family friendly parks in Haven. Gideon Park amounts to a "homegrown country getaway". This place is in great demand for those who take pride in their surround-

ings, a wide selection of individuals live in this area, from scholars to artists and reporters. Gideon Park is home to the social and creative elite.

Gideon Park almost seems as if there is a shell the surrounds it from the daily life of the rest of Haven. It seems as if the actual surrounding area is built and exists to please the people that live there. If it is a dark and gloomy day, in Gideon Park, a ray of sunshine seems to break through the clouds and just seems to shine directly on this area. In Gideon Park, it seems as if god has come down and blessed this special little spot.

Reporter Annie Williams

They say that every person has a guardian angel; well reporter Annie Williams must be the guardian angel for Arcadia. Her controversial stories from the Red Wing Tong's involvement in white slavery rings to the urban phantom serial killer named Milkbaby that hunts on Rome Island have won her several Pulitzer prizes and awards. Ms. Williams works for the Haven Chronicle, as their lead reporter she has become something of a legend in Haven. Annie Williams is truly one who believes in Haven and hopes to weed out the criminal element to return the city to a time that was more simplistic in nature, but never truly existed. Too bad no one told her that she is living in a fantasyland if she truly believes that is going to happen.

IVORY GARDENS

With all of the excitement and night action that exists around Arcadia it seems hard to believe, that someone would create a large residential suburb. Only constructed with the last 50 years Ivory Gardens forms one of the perimeter areas of Arcadia far from the squalor and stench of Carson. It is a pale imitation of Gideon Park, though at first glance it may seem a radical departure from the rest of the "City of Sin", Ivory Gardens can be just as lethal as its name suggests. The crime here is simply less overt, the school truancy less rampant but fear has not fled completely.

Ivory Gardens acts like a "buffer" or a counterweight in comparison to the amount of sleaze and smut that is rampant in Arcadia. The families of Ivory Gardens understand that there is a dangerous world out there and Haven is one of the most dangerous places, but they do their best to make sure their children also see the good in the world. Even though the elementary and high schools are some of the best in Arcadia, they still are in Arcadia and that brings much stigmatism with it. Ivory Gardens is the best environment that any Arcadian resident can hope for.

Archbishop Charles Dutton

Archbishop Charles Dutton is the most powerful influential political religious figures in all of Haven. Born and raised in Ivory Gardens, the Archbishop remains because of his deep-rooted need to help with the children of Haven. Instrumental in the creation of several youth centers and homeless shelters around the city, Dutton hopes that everyone can live as an affluent a life as he has but, behind the rosy happy public facade Dutton has constructed for himself, lives the heart of a true monster that cannot control or restrain himself from his molesting carnal desire he has for young boys. With his position of power, the Archbishop has abused hundreds of children that have come through the doors of this church seeking salvation. Archbishop Charles Dutton has been doing this for the last three decades and shows no signs of ever changing his activities or seeking professional help for his problem.

LOSER'S ROW

If you think that the “wrong side of the tracks” is a good place to grow up, then going to Loser’s Row is just like coming home. Many of the people who have crawled out of this cesspool know all about winning and losing. If you lose here, you could end up dead or in some cases you could just be crippled for life. Luck is a hard mistress and does not take any prisoners for her actions. You could be living up the high life, and then reality sets back in and makes you remember where you are again. Loser’s Row is the end of the line for those who made their lives in the gambling houses and casinos of Arcadia. Welcome to your own personal hell. All you have to do is take a roll of the dice...

Luck, like life, is a fickle bitch and in Loser’s Row, it can be heartless. Just because you’re from the wrong side of the tracks does not mean that you can’t survive and grow strong. Many people have done the impossible, and have survived on the mean, cold streets of Loser’s Row. They have gotten out of Loser’s Row and learned how to survive but, most here, in Loser’s Row end up the same way. They are on the streets doing their best to hustle up their next dollar just so they can live just one more day.

Cifier General Hospital

The Cifier General Hospital has a reputation of its experience in dealing with trauma cases. This is not much to do with the use of cutting edge technologies or head hunting of the best doctors, the truth is if you work at Cifier, you get a lot of practical experience and experience is the greatest teacher. Cifier has been the starting

point of several young Doctors who due to their experiences were latter head hunted by other institutions in Haven and across the United States for their extensive experience despite their rather young age. Working at Cifier does not necessarily turn you in to a brilliant doctor, most simply will burn you out with the long hours and the physical and mental abuse the job throws at you, for every one doctor who obtains recognition and a career in another hospital twenty others don’t, they succumb to mental health problems or drug abuse just to make it through another day.

That said Cifier has recently received new reserves of investment capital supplied by biotechnology giant, GenStar Technologies, with the intention of opening a new wing devoted to the applications of genetic technologies and treatments.

Mechanic Museum

While many of the buildings in Haven are considered quite old, the Mechanic Museum is the inverse to that statement. The Mechanic Museum is one of the newest ‘neo-technological’ museums in the world. Many of the exhibits that are contained here are the hopes and dreams of the future for the city of Haven and humanity. The Mechanic Museum is home several impressive works of technology including the ConMatter Solar Engine, the most efficient solar engine of its type, the ISAAC 1.0 Artificial Intelligence Computer, the first artificial intelligence to pass the Turing Test, the Geude Puzzle box, the most complex locking mechanism in the world. Many of these items are one of a kind and are impossible to replace.

The Mechanic Museum with all its new and impressive technological items does boast one very interesting historical point. It is said that the building is constructed on top of an ancient Native American burial ground. When construction for the Mechanic Museum first began many of Haven’s leading historians and archeologists did everything they could to stop the work from progressing but, it was all for naught. The Mechanic Museum was built and the people came out to see it. But, recently little things have been happening at the Museum that made little or no sense. First, several museum attendees have reported that they have seen what they considered to be “ghosts” in the museum. These ghosts have appeared as everything from a lone Native American brave, to a Native American war chief by the name of Bloodeagle. None of this has been proven to have really happened but more and more people seem to have claimed to see these ghosts.



ARMISTAD

"Once this place was an important port of commerce, now this place is a twisted combination of metal and flesh fused together like inseparable lovers. The hatred of each other draws them closer and the pain keeps them apart. Both sides of the same coin that loves to hate the other."

Cynthia Yune, Leader of the Red Wing Tong.

"You can find us from all over in Armistad, Laos, Vietnam, China and even some from Japan. We all had nothing when we came here. But it doesn't matter where we came from. Now we are in America and soon it will all be ours."

So Han Pak, Second-in-Command of the Red Wing Tong

Armistad, or the Zone as its inhabitants call it, is located on the eastern coastal region of Haven, slightly to the southwest of Freeman Hill. To the east lies Arcadia, to the south Haven City and just off the coast to the west is Rome Island.

Armistad was once a prosperous district of Haven and now like so many labor-intensive industrial areas it has

fallen on hard times with the increasing pace and complexity of industrial automation. Many of the old factory complexes are now just burned out husks of what was. This was once a booming economic center however, the progress of industry lead to mass unemployment and bitter dissatisfaction among the people. Several major new investments in the last couple of years show some promise for industrial redevelopment. Now Armistad stands as a reminder, like an old battleship whose hull remains intact but the insides have all but rusted through. This once proud place now lays dormant like a sleeping animal waiting for a time when it can be awakened once again.

Armistad has become a home to a growing number of Asian and Hispanic families that answered Haven's call for new workers and technologies. All these people have been looking for a new chance to become successful, to have a new lease on life but, as with all things the influx has brought both the good and the bad. Like the rest of Haven, the elements of crime, violence and dishonesty have made their way to the reconstruction and attempted rebuilding of Armistad. The most predominant criminal element of Armistad is the Red Wing Tong, an extremely powerful and ancient Chinese organized crime syndicate, the Sangre and the Hispanics run a controlled squad of hit men and assassins.

LITTLE SAIGON

Little Saigon is a home away from home if you are used to extortion, prostitution and drug dealers on every street corner. Little Saigon is home to the brutally ruthless Vietnamese street gang, Born to Die or BTD as it is better known. BTD has taken complete control of the streets in the borough of Little Saigon. From prostitution to drug smuggling to old fashion loan sharking, BTD has it “fingers in many pies”. Even though BTD controls the streets of Little Saigon, the nightlife, local shops and restaurants are the hidden treasures of this little neighborhood in Haven.

Little Saigon has become the home to the newest “test market” for illegal designer drugs in Haven. With this, the rate of death has increased by sixty percent over the last three years. Many of the most powerful and influential drug dealers realize Little Saigon’s importance in the City of Haven drug trade and are doing whatever is possible to make sure that this market does not “dry up”. The most common method is for dealers to give out “free samples” of the new upcoming “product” for the drug market of Haven. This is to make sure that the next generation of users is hooked on them.

Thuy Tai Tran

Thuy Tai Tran is said to be the emotional “backbone” to the ultra-violent Vietnamese street gang, Born To Die. As the BTD principle enforcer, Tran is direct in dealing with problems, facing everything head on, doing whatever must be done to ensure that the BTD are taken seriously and feared, he calls this respect but, it is most definitely fear that BTD rule by. Tran, despite his head first approach, is no fool and he understands the need for allies and alliances, which so far he has managed to negotiate with no less than three other major players; the Red Wing Tong, the Sangre and the Nubian Nation. Tran has the potential to become one of the most powerful criminal minds in the history of Haven. His success or failure will probably rest with whether or not his allies realize that he is playing at being friends with everyone.

So Han Pak

If taking hits of opium were a job, then So Han Pak would be working twenty-four hours day. He is beyond the realm of an addict, So Han a super junkie. It is a well known rumor on the streets that he uses opium so often that he can tell its purity with just a faint sniff of it. Pak spends most of his days in a haze of opiates and even after all that it amazes everyone that he remembers that he holds a very important position in the Red Wing Tong, as their 3rd in command. So Han suffers from

extremely violent migraine headaches from his ability to “see the future”. They say he has visions of the future so powerful that is necessary for him to take opium to help him to get through his existence. Whatever the opium does for him it seems to work. Who knows about the future?

MILL RIDGE

The “common man’s home” is what Mill Ridge is to its citizens. Mill Ridge is the home to the most “normal” individuals in Haven. Many of these people keep down very “normal” jobs living out their very “normal” hopes and their very “normal” dreams, hoping that nothing really changes in their very “normal” lives. In Mill Ridge if you are not “normal” then you will not be welcome. The idea of being “normal” is almost imprinted on the people of this area from the first time they enter Mill Ridge. Of course, what defines “normal” is open to some debate.

For all the normality of this place, some things are very abnormal. A good percentage of the children of this area have fair complexion with crystal blue colored eyes and platinum blonde or white hair. This even happens to children of different races including African Americans and Asians. The children here could be considered almost abnormally quiet and secretive. What does that mean to the people here? No one really knows or is brave enough to ask that question. Perhaps it is just something in the water?

OLD ARMISTAD

This area is the birthplace of the boroughs of Armistad. The old gray cement buildings just radiate the history and unwritten chronicles of this area. Newer and more modern buildings are erected over the top of the rubble of what used to be the remains of older and more patriarchal buildings of Armistad’s past. Old Armistad still stands just as it has stood since the first settlers moved to this area. It is a long time family home to many of the residents of Armistad. The buildings are more than just a visual record of Haven’s past, they are a current reminder of how far Haven still needs to go.

Even with the buildings and the environment of Old Armistad, some things are still considered to be “classic” in this section of the city. One of the most revered rules in the way the Red Wing Tong conducts business here is that it is all based on the concept of respect. If the Red Wing Tong was not respected, it would be like opening oneself to the gates of hell. Respect is what makes Old Armistad operate efficiently

and the only thing the Red Wing Tong think is worth protecting and worth dying for.

Cynthia Yune

Cynthia Yune arrived in Haven under her birth name of Zhou Chen during the “Great Arrival” roughly two decades ago. She, like many of the new Chinese immigrants to the City of Haven transported themselves to the only community in Haven that seems to be very Asian friendly at the time, Armistad. Zhou like the majority of the Armistad Chinese arrived due to the “benevolence” of the Red Wing Tong. Unlike many of her other Asian counterparts, she was considered to be too beautiful to work as a lowly waitress or maid. The Red Wing decided that it would be best if Yune could use her best “assets” and exotic skills in several of their local brothels and whorehouses. She assumed the name Cynthia at this time because it made her sound more “American” to her growing clientele.

One of her more powerful clients named Harry Yune, the leader of the Red Wing Tong at that time. After only a few months visiting Cynthia, Harry had fallen for her and wanted to make her exclusively his. Cynthia knew that this would be her only chance to escape her degraded lifestyle and agreed to marry him. After nearly a decade of marriage, Harry Yune suffered a stroke and was paralyzed on the left side of his body. Cynthia began handling the day-to-day affairs of her husband’s work until his death a few years later. She then took complete total control of the Red Wing Tong, which she still oversees to this day. Cynthia is a true survivor and always believes in looking at the “big picture”, without losing sight of the “small details”.

STEEL CITY

If this place does not remind you of urban renewal that failed beyond anyone’s worst nightmare, then you were not looking at the right thing. Steel City originally consisted of top of the line automotive plants and dealerships. Now after the automotive plant jobs have been transferred overseas, these buildings remained as burnt out shells of a system that at one time worked. Steel City’s buildings and businesses are home to rats, cockroaches and several of the disfranchised citizens of Haven. This is the place to come to get any type illegal substances that you may want; it is also an easy place to get your head cracked, so pay attention.

Steel City is also home to a different type of Haven citizen. Steel City breeds those who understand the nature of suffering and survival. Those who live here are some of the poorest of the poor and the idea of hard work is a very well known ethic. Many of those that

live here are employed at the Armistad Port Administration of Haven working on the dock or at Michael S. Carboni National Airport and Tsuji International Airport as baggage handlers, ground people or support staff. Those from Steel City are known as the “lowest of the low” in Haven. Saying that you grew up in Steel City is like saying that you mother and father are actually brother and sister. While many people may say that Steel City is a terrible place to grow up, that’s only because they have pushed Rome Island safely out of their mind.

Armistad Port Administration of Haven

If you are shipping any products from cars, drugs or people in and out of the City of Haven then this is the spot you will go through. Armistad Port Administration of Haven is the largest port in the City of Haven. The Armistad Port Administration normally handles sixty-percent of all the water based shipping in and around the city. It also handles the import of roughly eighty percent of the illegal drugs from overseas that come into Haven. It is rumored that as much as fifty percent of the white slavery that goes on in Haven also runs through here. Another rumor has it that most of the customs people and the port administration staff are on the pay roll of one or more of the major criminal interests in Haven. The Armistad Port Administration in the central distribution point for all of Haven and whoever controls it has a great chance for wealth.

Michael S. Carboni National Airport

The Michael S. Carboni National Airport is the second largest airport in the city of Haven. The airport is roughly forty years old with several of the medium sized airlines including Sanford Airlines and US Flight Airline, calling this airport “home”. The Michael S. Carboni National Airport is named after one of the more influential mayors in Haven history. Now, the Carboni National Airport has fallen on hard times, with a reduced amount of airport traffic and the building of the new more modern Tsuji International Airport this has been a near fatal blow to the financial standing of the Airport. Several of the smaller planes that come through this airport have more specialized cargo, brought in from the cocoa fields of Columbia.

Tsuji International Airport

Tsuji International Airport with its state of the art physical architectural design combined with cutting edge computer technology makes this airport one of the most technologically advanced airports of its type in the world. The Tsuji International Airport has flights

leaving and arriving from around the world bringing in new and interesting people to the City of Haven. With its impressive size, it also generates quite an impressive income for this area of Armistad plus bringing several thousand new jobs for the citizens of Haven. Though for all this success, this Airport has opened Haven up to the world increasing its prominence in international markets and making it an obvious port of call for all manors of business, including those that are less than legal.

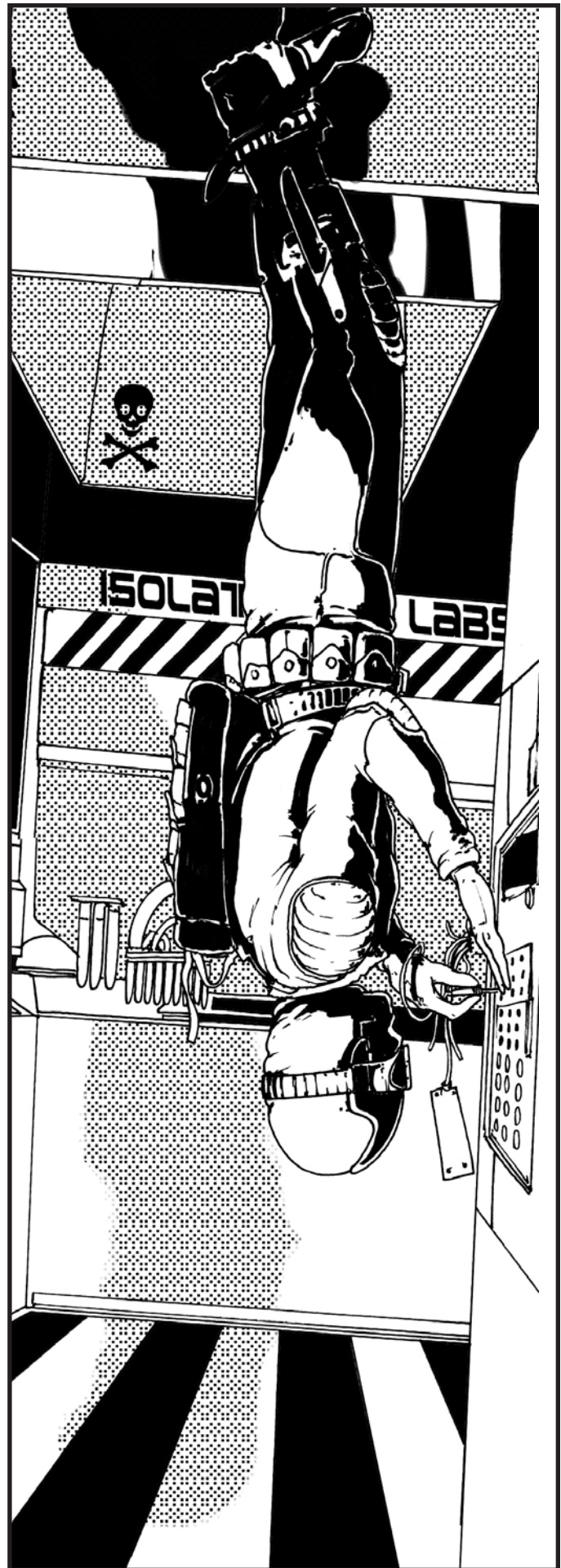
ZONE

Zone is a short form of the best description of this area; the War Zone is the full unofficial title of this area. The Zone is home to any and all vices that a person can have. These vices may be mental, physical, spiritual, or even sexual. If you have a particular taste and enough money, what ever you want can be found. Nothing is too crazy. Nothing is too extreme. Nothing is too dangerous. Don't be afraid to let yourself go here, everything and anything can be yours, if you just ask for it and you really want it. Better yet, the Police don't like to come down this end of town.

The Zone can be a paradise to some, if preying on defensiveness old women and helpless children is your idea of fun. Those from this area seem to have a cold calculating look in their eyes from the youngest children to the hardened veterans. The Zone has lead many a person down the simple path from innocent and naivety to the bowels of torture, unhappiness and suffering. The Zone is the road to hell paved not with good intentions but, with the souls of those that have been crushed under the weight of the seducing vices of this place.

Wind

Enigma describes what Wind is best. Is Wind a man? Is Wind a woman? Is Wind White? Is Wind black? Is Wind tall? Is Wind short? These are all questions that have been asked of Haven's most impressive and mysterious hired killer. What is his real name? What he truly looks like is still a mystery to most however, if you are unlucky enough to see Wind face to face, then you are already dead. Do not fool yourself, Wind is considered by all of the professional killers in the Haven underworld to be the most dangerous and deadliest assassin in Haven. If Wind has been hired to kill you, then get your personal affairs in order and get ready to meet your maker. The cost for Wind to make a hit is one hundred thousand dollars. You never have to worry about Wind missing, it never happens. Hope you never get the chance to meet Wind. It will be the last thing you do.



FREEMAN HILL

"This place is about family. Everyone is part of our family. This place is our home now and forever and the blancos can't stand it. Viva la raza."

Angel Perelta, leader of the Sangre

"I was born here in Freeman Hill. That was before all the mud races came and I'm going to die here in Freeman Hill. I just hope I can take as many of them with me when I go."

Fear, Leader of the Templar Knights Neo-Nazi Group

Freeman Hill is located on the northern most part of the eastern coastal area of Haven. To the southwest lies Arcadia and Rome Island to the southeast. Freedom Hill has been described as the Ellis Island of Haven. Many new refugees to this land have come to settle in Freeman Hill. This area holds a large collection of different races and diversities of people from all over the world including Hispanics, Whites, African-Americans and Asians. Freeman Hill is what every typical Midwestern American neighborhood in the 1950's developed into.

In the summer months, it is very common to see several families coming together at a park barbecue or city block party for all that live in the neighborhood. Kids will be playing a game of stickball or hockey, and even sometimes just good old fashion tag in the streets. No one is too busy to say hello as you walk along the sidewalk. This place seems to truly be a golden apple in a rotten orchard but, as with so much in life, nothing is ever as it seems. The golden apples of this tree appear to be beautiful on the contrary, when bitten into they reveal that the apple is infested with maggots, flies and other vermin and parasites.

This place appears to be a small slice of heaven, however, the people here guard so many dark truths close to their hearts that no outsider should ever know. Many people come to Freeman Hill on the straight and narrow but, without the right connections, only an early grave waits. Within Freeman Hill, half a dozen racial and criminal groups are involved in a bitter fight over territory. The Sangre, the Red Wing Tong, the Latin Dynasty, another predominate Hispanic controlled organizations, along with the ultra-violent Templar Knights, a small but influential Neo-Nazi group, to name only the major players, and they all operate regimes based on racial terror tactics.

CITADEL

Old military soldiers don't die; they simply retire to the Citadel. The neighborhood of the Citadel runs like a well-oiled military machine. You can just feel the radiance of military history it just seems to glow off of every building, area and park in this place. Many of the houses in this area have been built for the several thousand retired military men and women that call this place home. The Citadel is also home to the Freeman Hill Military Citadel, a Navy military university. Freeman Hill Military Citadel has the powerful distinction to have amongst its alumni some of the most highly decorated officers of the last two decades, recipients of such honors as the Congressional Medal of Honor, the Navy Cross, The Medal of Distinguished Valor and other various honors and accolades. The men and women of this neighborhood are people of dignity, respect and honor.

The Citadel's historic military influence and past overshadows the less known but still impressive past as a refuge for Haven most notorious bootleggers and criminal factions during the "Bronze Age" of Haven's history. With such a military presence and influence to this area it was only logical that some of the more interesting vices of man would show up here. The Citadel's flavored historical past has added to the image of Citadel as an environment of mystery as well as a very interesting location of Haven.

FOUR CORNERS

The Four Corners in Freeman Hill is named after the intersection of Steno Street and Bookman Avenue and the four gas stations that sit on those corners. The name "Four Corners" is not only symbolic but, also a fair understanding of this neighborhood. Most of the people living in this area trace their roots to a combination of Hispanic, Latino, German, Irish and Russian immigrants who first moved here decades ago. Depending on who you are and where you were from, this would decide on which of the corners you live on. Each of the corners has evolved into their own distinctive culture and customs, with their own strengths and weakness. If you are from the Four Corners, you have to know all of these cultures to survive. The word "respect" takes on an all-new and intensified meaning. In the Four Corners, respect is king and everyone else is its victims and subjects.

Angela Villa

No matter how depraved the entire city may become there is only one source of truth and love that has not

been extinguished by this environment. This little spot of white among the vast sea of darkness is Angela Villa. She has lived and not left the city of Haven for roughly 60 years, and seems to live directly as part of the city. Angela is well known by all of the most influential people in Haven due to the fact that her 40 plus years as a teacher at several of the local elementary and high schools has made her a hometown celebrity. Most Haven citizens feel that Angela Villa was the best teacher that the City of Haven ever had and when she retired, many were saddened. Now, Angela Villa is even more active with her life. She runs the Villa Soup Kitchen in the Four Corners area, which gives out food to many of the local homeless people. Even though Villa lives on quite a small budget, the soup kitchen always has food ready for people all due to the financial efforts of the Carlucci and Santucci families and the Sangre. The amount of people that owe Angela Villa a debt of gratitude are too numerous to mention and when her time has come it will be akin to a natural disaster for Haven.

GRAVESTONE

In the end, we all will end up here at Gravestone. The neighborhood of Gravestone contains one of the largest graveyards in the entire city of Haven, Marymount Cemetery, so the name of Gravestone truly symbolizes what this place is and that is death. It is said that this place holds many great secrets and as any fool knows that the only box that truly keeps a secret is a coffin, well Gravestone is full of coffins. So if you have something that needs to be kept truly secret, come to Gravestone, they have a coffin just your size and it can hide everything that you don't want revealed.

Though among all this death and darkness there is still hope and light. Many of the citizens from this side are those looking to better themselves and get out of Freeman Hill and the City of Haven for good. Many of the local neighborhood children are quite well known for their desire to succeed.

Freeman Hill College

The Freeman Hill College is the original "home town" place of higher learning in Freeman Hill. Many of those who attend this college are local Gravestone residents looking for a better way to get out in to the world to make their claim to fame and success. The Freeman Hill College is said to have one of the best social science programs in the city. Though smaller in size to the other larger local colleges and universities, Freeman Hill College is one of the more respected in the arena of education. Freeman Hill College alumni have gone off to work in all various fields all over the world.

Freeman Hill Clinic

Not everyone can afford the expensive bill that can be accrued when a person has to stay in a hospital. While not on the same level of treatment and care as Crystal City Hospital in Golden Heights, the Freeman Hill Clinic is more than effective in handling its cases. Specializing in ear, nose and throat medicine, the Freeman Hill Clinic has placed itself on the Haven medical map as being the best place in Haven to go for any type or minor medical emergency. Freeman Hill Clinic is funded directly by multi-billionaire Peter Niyoki T'Chaka, owner of Coal Tiger Multimedia and Film Production. Being from the Gravestone neighborhood of Freeman Hill, Mr. T'Chaka feels a personal responsibility to give back to the community, starting here.

NUMBER'S ALLEY

The mean streets of Number's Alley breed a very hard type of animal. All that come from here hold an incredible amount of pride for this neighborhood. To have survived in this place is no easy thing. Conflict is a daily occasion, with the winners receiving life and the defeated receiving death. To "lead the pack" here takes more than just strength, it takes cunning, skill and the ability to do what the other person would never think of doing. Burning down a house full of people to get one specific person is not out of the question. Doing what you have to do to survive is the name of the game here. Learn it, love it and live it or die from it.

The people that live here are trained to fight. Survival is more than a style of life. It is a basic instinct. Showing weakness here will get you killed. Those that have left here and beaten the odds have not only survived but, have gained strength and power from the lessons that the streets have taught them and used them in the corporate world's board rooms. Number's Alley is a great example of Darwin's theory of evolution gone wild. What are you willing to do to survive in Number's Alley?

Captain Fabian "Steel" Cardoza

Captain Fabian "Steel" Cardoza is a product of his environment. Born, raised and still in the Number's Alley section of Freeman Hill, Cardoza learned the true meaning of survival at a young age. He is a warrior's warrior, with his powerful natural influence to back up whatever he says. He is never afraid to use force to get the needed results nevertheless, he is one of the few who knows when a softer hand is needed. Cardoza is a master planner and has all the right influence to make him a king in the Haven Police Force on the contrary, he

never reveals all of his power. It is a long process to success and Cardoza is prepared to wait for just the right time before making his move.

Fear

Hate, racism and prejudice all come with the territory in Haven. Most people don't give a damn so long as number one is taken care of. Some people place the blame for their failures, for their lives on the shoulders of others, those who look different, those who look alien to them. Racial tension is easily fostered in the minds of the down trodden. Hate provides people with a reason to exist, but for Fear its more than that, he doesn't hate for the sake of hate, he truly believes that Whites are superior, that they have the God given right to dominate the lesser races. Worse than simply believing all this, Fear has an infectious intensity that helps him spread his poisonous message.

UPPER EAST SIDE

The American mid-west 1950's are alive and well in the Upper East Side of Freeman Hill. As if trapped in its own time warp, this place is the home to mom, pop, homemade apple pie, and the American flag. Home to various immigrants from all over the world; the Upper East Side of Freeman Hill is what everyone is striving for. The feeling of closeness and home in this area is almost overpowering. The people here know what is important in life and that is family and friends, and in this section of Freeman Hill there is no stronger bond.

The people that live here are descendants from the original Spanish and Latin immigrants who came to Haven for a chance at a better life and have made it happen. The Upper East Side citizens realize that everyone wants the same thing, success, whether it is success in life with a family, or success in business with the right job or even success in love with meeting the right man or woman. Success is what the Upper East Side is and what that creates for the people that live there.

Order of Saints Hospital

If the ideal of mercy is a forgotten concept in the City of Haven, then this place is its last bastion. The Order of Saints Hospital has the distinction of being the only hospital in Haven to ever win the Haven Chronicles newspaper "Best of the Best" three years in a row. The Order of Saints Hospital is known far and wide for being the birthplace of several of Haven's most influential people, including Augustus Vargas, the well-known actor, movie director, producer and owner of Vargas Entertainment and Captain Fabian "Steel" Cardoza. The pediatric care wing at the Order of Saints Hospital is one of the best in America.

Angel Perelta

Unlike like many of his family members and closest friends, Angel Perelta is what many would call a person who believes "Do unto others before they get a chance to do unto you". What this means is that it is best to assault and destroy his enemies before they get a chance to do it to him first. Angel likes to draw his opponents in, making them believe that at a particular time he is very, very weak. Then at the right moment, strike with everything he has at the time his opponent is at the weakest, whenever it may be. Angel is a man who likes to play mind games, to setup his opponent so that not only does their attack on him prove fruitless and disheartening but also on returning home they must face the demoralization of discovering that he has hit them while they were away.

GOLDEN HEIGHTS

"It's really a great place to live, and crime is almost nonexistent. You don't have to worry about darkies and spics here, we do have a couple of slant eyes but I know of no place that is perfect."

Jackson Montgomery, Head of the Golden Heights Welcoming Committee Society

"I don't understand when people talk about the poor and disenfranchised that exist in this world. In Golden Heights, we have eliminated that problem by keeping out the Hispanics and Blacks."

Gino Santucci, Second-in-command of the Santucci Crime Family

The exclusive lands known as Golden Heights is located at the southern most point on the eastern coast of Haven. To the north lies Arcadia and Haven City, a stark contrast to the opulence of Golden Heights. This place has been described as home to the rich and famous of Haven and many of the Cities most influential citizens choose to live here. Golden Heights was said to be made by the gods for their most cherished people so that they don't have to deal with the common every day man or woman. Golden Heights is truly the ultimate American dream come true. Everyone there is polite, no one is too busy to say hello, and all the right people live there although, if you don't look like you don't belong then they will let you know, in no uncertain terms.

Roughly 75 percent of the wealthiest people of Haven live directly in Golden Heights with an average income of \$102,085. In contrast to the majority of Haven, Golden Heights is roughly 80 percent White, 15 percent Asian with the remaining 5 percent split between

Hispanics, African-Americans and other races. This statement has been noted as being one of the most commonly heard in Golden Heights, "If you have brown skin, then you cannot get in."

Golden Heights is under the direct control of the Carlucci family, with the Santucci and the Carrello families looking for a way to enhance their own standing. The Red Wing Tong has just started to infiltrate this area, with the power and effectiveness of money backing them up.

AUNT HACK

Aunt Hack is known as the "lower class" of Golden Heights. That means that your family only makes two hundred and fifty thousand dollars a year. The citizens of this areas are "on the way up" in the financial evolution of Haven. Many of the people living in this neighborhood are owners of start up Internet companies, entrepreneurs, and venture capitalists. Even though the majority of the other citizens in Golden Heights look down on them, the rest of the citizens of Haven would love to be in their shoes, and would do almost anything to make it happen.

For all the money and wealth in Aunt Hack, it also shows the real divergence among people and class structure in Haven. Aunt Hack citizens are more than just survivors; they are a positive message in Haven. They are the living and breathing example of what is possible in Haven, the power to become a success against all the odds. No matter what the obstacles were and no matter what was placed in front of them, some families of Aunt Hack are more than lucky; they prove that anything is possible in Haven.

There is a small minority of residents in Aunt Hack that loath living there. These are former Golden Heights neighbors that have "fallen on hard times," their triple millions have shrunk to a mere single digit million income thanks to buy outs, bad investments or the wrong stocks during a Black Monday. Not filthy rich anymore, nor amused by the mere distractions that \$1,000 a night can buy, they put themselves in self-exile and shun both old and acquaintance to wallow in the shame and self pity. These families tasted true power and then discovered that they were still mortals. The irony with Aunt Hack's "fallen angels" is that while they bemoan losing paradise, almost everyone else thinks these families still live in a heaven. While the sefl-exiles miss out on the irony, they don't miss out on the greed that permates Golden Heights, and it is a hungry greed that create a desperate edge that makes these former movers and shakers take risks and make contacts they would have shunned in their glory days.

CRYSTAL CITY

All the buildings for Crystal City are sculpted with aesthetics in mind; they stand as a tribute to the vision of their creators. The clean crystalline materials used to fashion these structures adds to the tranquil and unearthly beauty of the area. While the buildings are near transparent, the people that live there are just the opposite, opaque, concealed and hidden away behind their stone walls, garden shrubs and trees. The citizens of Crystal City keep their true lives hidden from the prying eyes of the rest of the world. Crystal City is a place of splendor and glamour, as it might be fit for a fairy court. The truths that walk beneath the beauty are as ugly as anywhere else in Haven.

Crystal City is home to those secret vices that a person would not speak about in public company. While most of us try to live life to its fullest, those that live in Crystal City try to live it to the extreme. Nothing is taboo; nothing is too far over the edge to be considered. Taking an overdose of drugs and going to the brink of life and death are almost an everyday occurrence in Crystal City. Hearing about local Crystal City High School students found dead in Rome Island, trying to live life on the edge is happening more and more. For those in Crystal City, living does not really begin until you are starting to die.

Crystal City Hospital

Pushing the greatest combination of mind and medicine, the Crystal City Hospital is on the forefront in medical technology specializing on genetic manipulation and gene therapy. Crystal City Hospital is in the forefront of radical and innovative medical technologies including finding the cure for cancer and AIDS. The medical staff is the top 10% of the world's doctors and genetics research. One of the more impressive items of the Crystal City Hospital is it genetic mapping and manipulation labs. With the discovery of cloning in the last few years, the Crystal City Hospital has began work on creating serums to help slow down and counteract the aging process in addition to making specialize genes that attack particular cellular dysfunctions such as leukemia, sickle cell anemia and various others.

Crystal City Hospital also contains one of the first genetic re-engineering labs in the world. Many of Haven's influential biotechnology companies like Trinity Biotechnology and the up and coming Stonewall Technologies have been making deals with the Hospital. Several of these alliances were formed to develop, create and distribute all types of specialty biological and genetic items from bio-engineered designer cures for everything from the common cold to the recently



discovered Delta V virus and genetically engineer more disease resistant plants and animals. These types of associations can only mean more and new, bolder steps in the realm of biology and genetic research in the City of Haven and the world at large.

Nico Terranova

Every important organized crime family needs a man who symbolizes the “heart and soul” of the organization, Nico Terranova is the “heart and soul” of the Santucci family. Nico is the “unofficial” second-in-command of the Santucci family. Though he does not truly hold that position, everyone treats him as if he does. Some say it is respect, others say it is fear. Nico is beyond just being viscous. Dealing with him is kind of like shaving with a lawn mover. You know it does not sound like a good plan and when you are done you realize it is even worst than you thought. Nico is best described as being a “super-predator” and everyone is his prey.

NORFOLK

Located on the waterfront territory of Golden Heights, Norfolk could be considered one of the “poorer” neighborhoods in Golden Heights. The golden sandy beaches of Norfolk are an escape from the gritty, grimy streets

and back alleys of the rest of the City of Haven. Norfolk almost has the feel of another world by comparison. In direct contrast with the rest of Haven, the residents of this area are of a friendlier sort and most will be helpful to strangers. To come here for just one day, has been likened to being on vacation for a year. Even though the rest of Golden Heights is nearly perfect, Norfolk remains “the one piece of normality in the city”.

Even though Norfolk natives are friendlier it does not stop them from knowing that they are better off then roughly eighty percent of the Haven’s population but, unlike the rest of Golden Heights, the people of Norfolk will never directly rub their wealth in the face’s of others but, they will never let you forget where they come from and where you would like to be.

City of Haven Federal Reserve

The City of Haven Federal Reserve is the only “honest” bank in Haven. This federal lending institution is completely run by the United States Government, so the only crooks that a person will have to deal with is the politicians of Washington, D.C. The City of Haven Federal Reserve is the financial “backbone” to the monetary survival of Haven. As the most influential establishment of monetary stability of Haven it is the most heavily guarded and protected building in the city,

and the most sought after criminal “prize” in the city. Many individuals have tried and failed with quite dire consequences. As being one of the city’s largest targets to be robbed, it is one of the most well protected buildings in all of Haven. As well as having a vast array of traditional and high tech security countermeasure, the City of Haven Federal Reserve is also equipped with a security force provided by the federal government’s Department of Federal Investigation.

SILVER SPRINGS

Silver Springs has been called the “Silicon Valley of Haven”. This section of Haven generates more income in a week than many of the other businesses in Haven produce in half a decade. The technological advancements that have been made in Golden Heights by such companies as Trinity Biotechnology, specialists in genetic engineering and manipulation, have created many new chemicals and drugs to help with the “quality of human life”. The biotechnological companies of Silver Springs are some of the most advanced on the research of its type but, several of the cutting edge telecommunications companies like Haven Telecom, and Digital Communications, and even Fusion Networks have done extremely well in this competitive and highly aggressive community. If technology is what you are looking for, then Silver Springs is the place to be.

With this high level of technologies, research and development comes the incredible level of competition and desire to make the newest, most impressive product on the market today and with technology moving that fast, “burn out” is a very common event in companies in this area. Many companies do not survive long in this system of aggressive corporate rivalry, a man with a good idea can found a company and three months later be out of house and home, living on the streets if he is not absolutely committed to success, sometimes even that isn’t enough.

Golden Heights Science & Technology University and Museum

The Golden Heights Science & Technology University and Museum or STUM as its affectionately named by its regulars, is home to the most amazing collection of advanced technological items and devices. None of their ideas and inventions is as impressive as the Mechanic Museum in Arcadia but, still very interesting and innovative. A good majority of the funding for biotechnology comes from Chow Woo Hon, owner of Trinity Biotechnology one of the world’s leaders in biotechnology. Many of the ideas from this university

will transform the biotechnological world of science and make some persons very, very wealthy.

ST. WASHINGTON

The St. Washington District is a truly beautiful place to live, known city wide for its lush greenery this area holds the lowest population to area ratio. The expanse of wide green parkland helps to create a little piece of the countryside within the industrial heart of Haven. The streets are kept clean and the avenues are lined with elm or oak trees that cast a cool shade during the summer months. People dream of living in a neighborhood like this one, some have gone as far as to liken it to paradise on earth, like Joel Shoemate a local resident and moderately famous poet. St. Washington is the area where those of the creative field seem to nest and take home. With several small and infamous coffee shops in his area in, St. Washington could be described as the home to “upwardly mobile”.

WHITE HALL

The oldest area of Golden Heights also possesses some of the oldest money in the City of Haven. White Hall is the elite “old money” in Haven. Many of the families living here can trace back their American heritage and roots to when they came over on the Mayflower. The rich here are the “cream of cream” and anyone who has less than 500 million is considered “poor” here. The majority of the citizens of White Hall have been featured on the local Haven television program, “Famous Lifestyles of the Rich”. A large white wall surrounds the entire area of White Hall with several armed guards posted at every entryway in or out to limit access to the “correct” people. The wall is both an actual physical barrier and a symbolic one outsiders are unwelcome.

Gino Santucci, Jr.

Considered to be one of the “movers and shakers” of Haven, Gino Santucci, Jr. has only hopes of the future. Gino Santucci, Jr. and the Santucci Family hope to “survive” despite the harsh and long conflict with the Carlucci Family and the new conflict with the Red Wing Tong. Gino, Jr. knows that this type of existence cannot go on forever and has made plans to make sure the Santucci Family will exist for many years to come.

WINTERMOUNT

The Wintermount district is situated around the Wintermount Peak, the highest point in Haven. From

this place is afforded some of the best views of Haven City sprawled out below. Of course, it has been likened to a new Mount Olympus with many of the rich and famous surveying the domains they control amongst the common people below. The privilege that is being able to live here means that you can go through your day-to-day existence without ever having to mix with the poor or the immigrants, except those that work as cleaning staff. To live in Wintermount is to understand that some men have been born into greatness while others must claim it for themselves. The citizens of Wintermount are an odd collection of “old” and “new” money. The Old money citizen types have always had money and do not understand what it means to be poor. While the “new money” citizens understand what it means to be aggressive and hunger for more money and power. Both classes understand and respect each other nonetheless; they all want the same thing, more wealth, more power, more influence.

Dominic Carlucci

The man who is said to control all of Haven always looks down on his lowly subjects with slight approval and great disdain. Dominic Carlucci is said to be the “true leader” of all organized crime in the City of Haven and his estate in Wintermount is a symbol of that. From a young boy in Sicily to a mature man, Dominic Carlucci has been in total control of his destiny. He fought and scrapped his way up the organized crime “ladder”. Dominic is more than just a simple gangster; in the most basic term, he is a visionary. He has taken crime in its most basic form and added the “organized” to it; this man has slowly, carefully and systematically expanded his power base in all forms throughout the City. Dominic realizes that control is a day-to-day process that is built slowly. Everyone involved must do what is asked of him or her or the process will break down and there will be chaos. When one wins they all win, when one loses, they all lose. That is Dominic Carlucci’s personal mantra to his people and that is why they are willing to sacrifice themselves for him.

HAVEN CITY

“This is the greatest city in the world you can wake up a common work like a dog citizen and go to bed a rich man. Or you can be like me and inherit it all.”

Lindsay Walters, CEO of Walters Industries

“If you break the law in Haven, you’re going to pay, and if you break the law in Haven and don’t give us our percentage, then you’re going to end up dead.”

Carlton “Horrible” Haddad, Inspector for the Haven Police Department

Haven City is located on the eastern coastal area of Haven, located to the west of Arcadia and the North of Golden Heights. To the east lies Rome Island a short distance off the coast. Haven City is the very heart of Haven itself. With the condition it’s in, it is surprising the whole place needs the equivalent of a triple bypass. The downtown area is a combination of Paradise and Hell itself. It consists of the best and worst of everything Haven has to offer.

Racial diversity is at its greatest here, with only 68 percent white, 25 percent African American, 3 percent Hispanic, 3 percent Asian, and the remaining 1 percent a mixture of several different races and nationalities. In contrast to other Haven boroughs Haven City’s average education level for its citizens is one year of education on the collegiate level, with an average income for the typical Haven City household standing at roughly \$51,069 a year.

Being the heart of Haven, Haven City is central to the aspirations of power held by many different people from the masters of the criminal syndicates to take-out restaurant businesses. All of the major criminal factions have an interest in dominating this turf and violence related to the struggles between these competing families is intense. The Haven Police Department is pressed to the limit just trying to deal with the day-to-day happenings on the streets never mind investigating serious criminal activities behind the scenes. While some groups like the Carlucci family prefers to work through the Police, bribery and corruption are rife, others like the Red Wing Tong and the Nubian Nation are far more militant in their approach to doing business.

ALPHABET CITY

The mean streets of housing projects gone to rot, Alphabet City was supposed to be a new era in a tenement housing community. What they actually got was a jungle of tower blocks interwoven with covered walkways and shopping zones. An architect’s dream in the sixties when most of the construction work was done, the quality of the housing was however poor. Now the buildings are battered and defaced, they smell of stale human sweat, blood and urine. The walls are proudly splashed with graffiti and gang colors. Every block has a band of youths and thugs who say this entire place is their turf. Drugs, guns and prostitution are openly available... for a price.

Inspector Carlton “Horrible” Haddad

There are several rumors about how Inspector Haddad got his nickname, so far he has defended his name successfully from several brutality charges but the word

is that Haddad doesn't like "sickos". He also doesn't like people who ask too many questions about his methods, though few people can argue with the facts, Inspector Haddad has an impressive list of solved cases. He is man who, when he goes for something, he really gives it everything.

LITTLE ITALY

As is so often the case, immigrants who come to Haven gather in the same neighborhood and build a community that is reminiscent of the one they left behind. This is particularly true of Little Italy; the majority of the residents here have come from other countries around the Mediterranean, not just Italy but, also Spain, Southern France and Turkey. Though the architecture of this place was never intended to recreate the Mediterranean look or feel, the residents have made themselves feel at home. Cafes and restaurants are commonplace here. The air here takes on the fragrances of the kitchens rather than the odors that pervade other areas of Haven. Many of the small eateries spill out onto the street with chairs and tables, several open air markets help to celebrate the origins of the people.

LONDON CIRCLE

London Circle was named for the London Circle Monument that dominates the central area surrounded by many of the buildings that make up the political heartland of Haven's local government. As a commercial district this area is home to many of the most fashionable and expensive retail establishments. London Circle is a playground for the wealthy, with the up market retail opportunities during the day and fashionable clubs and nightlife in the evening. There are very few residences in London Circle, as it is primarily a commercial domain.

Mayor Arnold Wright

One of the most influential persons in the City of Haven, the honorable Mayor Arnold Wright has had one of the longest reigns of power over the city of Haven. Mayor Wright has suffered through some of the most turbulent times in the city but, has always managed to come through it, like the proverbial Teflon man, nothing sticks to him. Mayor Wright is from a long line of political reformist's who see Haven as a potentially impressive economical and social leader in modern society. Just like the cities of Chicago, Los Angeles and New York it will take time to bring this city into the forefront. But Mayor Wright realizes that his time as leader of Haven may be short.

WATERFRONT

The Waterfront section of Haven City is truly the pride of Haven City. Many of the first foreign immigrants who came to Haven arrived here. The Waterfront district has grown from a sleazy dock infested with rats, hookers and other vermin to an uptown, high scale, entertainment district for the city. It is where the rich and famous of Haven go to be seen. On any given night, you can see the biggest and the brightest of Haven's elite out and about on the Waterfront. With some of the hottest nightclubs in Haven, the Waterfront is one of most glamorous places in Haven to visit. This place went from rags to riches and everyone loves the change.

YORK

The middle class citizens of Haven have transformed this once crime-ridden area to the residential district that anyone would love nevertheless, behind every cloud's silver lining their lies the darkness. York is home to some of the City of Haven's most influential police officers, Police Commissioner Wayne Greet and Inspector Carlton "Horrible" Haddad. York has grown from a small hard working class of blue-collar workers to a successful home of middle class citizens. York isn't heaven on the contrary, it is a lot better then several places in Haven. Overt criminal acts in York are nearly never seen even, though the tentacles of corruption are everywhere.

Police Commissioner Wayne Greet

The city's police commissioner is one of the most impressive police officers ever to come out of the Haven City Police Academy. Decorated several times for valor and bravery, Greet knows how to survive and flourish in the worst conditions possible. Greet makes sure that the city does not get "to out of control" nevertheless, is sure that all of the minor conflicts stay contained. Greet knows it is less about putting out the fires than being sure not to start any large ones.

ROME ISLAND

"The only reason that some silly ass white boy would come to Rome Island is to buy drugs. Let's be serious for a moment, there are no jobs, people live like hostages in their homes and kids can't even play in the playground for fear of a driveby. Yes, I was born in America too but, does Rome Island look like America to you?"

Syrus, leader of the Nubian Nation

Rome Island is the quintessential slum of the city of Haven. Rome was envisaged as a new development for upper middle-class African-American workers almost fifty years ago. They came to Haven in droves looking for a better life than the one they had known conversely, over the course of the several decades, this once bustling neighborhood community has been reduced to a war zone with the major casualties being children's innocence and everyone else's spirit.

Rome Island is located right off the coast of Haven in the Haven City Bay. These days Rome Island is described as a combination of East Los Angeles, Detroit and Beirut rolled into one. Many of the people on the island are good decent hard-working people nevertheless, they suffer one terrible truth, they are live-in hostages in their own homes and they do not earn enough income to simply uproot and leave their nightmare behind. Rome Island is considered to be one of the most dangerous places in all of Haven. One of the funny but unfortunately true jokes about Rome Island is that the average time for police response in Golden Heights is one minute 15 seconds to a crime. On Rome Island, the average time for police response is three hours and 42 minutes and after dark not at all. Few people care enough about Rome Island to want to change anything for the unfortunates who live there.

One completely ruthless individual known as Syrus now rules the entire area of Rome Island. Within a few short years, Syrus and his organization, the Nubian Nation, have devastated, annihilated and nullified any other rivals or competition from the face of Rome Island. On this little island, Syrus' word is law and to break it invites complete and total destruction of the offending person, their family, their friends, acquaintances and any other person that might have known the offender.

There are still several smaller outfits and organizations of other criminal families including the Hispanic, Sangre, and the Jamaican based death squad known as the Posse in contrast, instead of reporting back to their direct leaders they owe respect to the Nubian Nation. As long as these organizations continue to pay their tribute to Syrus and the Nation, there will be no conflict among them. However, at the first sign of disobedience by the smallest organization, Syrus will kill the direct offender and castrate any related male family member with a rusty spoon that may or may not have been involved with the situation. This ever-present threat of violence keeps people in line, their fear of retribution from the act of another means that you have a vested interest in keeping your associates in line.

CYPRESS PARK

It is always amazing to note that no matter where there is so much conflict and problems there always seem to be a small piece of promise and hope while, that is not true on Rome Island. There is no safe sanctuary, no shelter from the outside world. Cypress Park was once home to an impressive community center and the largest neighborhood park in all of Rome Island. However, over the last two decades the region was become more dilapidated with the influx of crime and unemployment. Now an area that once nurtured families and hope is the domain of drug users, prostitutes and natural born thrill killers. At night, Cypress Park becomes a great place for individuals to come out and test their skills of survival against some of the best in the world. Cypress Park is only a fun place, if you consider hell to be a vacation spot.

Rome Island Hospital

This hospital was once a small local practice with an attached dentistry and surgical unit, established for community care. Now it has more in common with an Army MASH Unit, gunshot wounds, stab wounds lacerations from shrapnel are treated everyday. A few years ago the hospital itself was engulfed in conflict between rival factions in Rome Island nonetheless, thanks to the personal bravery of one doctor, Syrus declared the hospital "off limits" to any type of action that would place the doctors and nurses in danger from outside "business". Those who come here literally must leave their "colors" and "symbols" at the door. Syrus may have a heart of stone but understands the need to have some medical care and to leave it unmolested.

DAVIES PROJECTS

Every king must have his castle to control his kingdom from and the main Davies Housing Projects building is the castle to the king of Rome Island, Syrus. The Davies Housing Projects is the largest housing complex on Rome Island. Initially they were built for the new up and coming working class even though, over the last few years, they have been converted from their original to the epitome of the modern day slums and ghettos. Many of the hallways are painted with personal graffiti though, on a few walls and hallways, Syrus has had a graffiti artist chronicle his struggles in glorious Technicolor. The Davies Housing Projects are one of the most secure areas in all of Haven. In this place Syrus is more than just protected he is at peace with himself, as if he draws strength from this place.

Malik Ahmal Habbazz

He is the “right hand man” of the most dangerous man in all of Haven. Can you really imagine what all that power must feel like? We all know what they say about power and how it corrupts? It hasn’t happened to Habbazz, yet all the same, he knows what his fate would be if he ever thought about trying to take control of the Nation. Habbazz is more that just loyal he is willing to lay down his life for the Nubian Nation and would risk anything to make sure that Syrus is safe. Habbazz wants only the best for the Nubian Nation and Syrus on the other hand, he’s no idiot and will do everything that Syrus would ask of him, even kill his mother! He, better than anyone, knows what would happen if he disobeyed Syrus.

Syrus

There is no other way to say it; Syrus is truly a stone cold killer with no fear or conscious. Syrus rules Rome Island with a steel grip and his iron will. There is no other man whose mere name causes others such great fear. He is not a man. He is the devil incarnate. If you are in his way, get the hell out of the way. Trifling with Syrus will cost more than you are willing to pay. He is so far beyond evil that even the Haven Police Department has given up all attempts on trying to capture Syrus. Don’t even think about doing anything, legal or illegal, without the consent of the Nubian Nation and Syrus. If you are foolish enough to cross him, they will find most of your body in several pieces all over the city from Freeman Hills, all the way to Golden Heights. Do nothing to disrespect Syrus so that he will let you live. Syrus’ reputation is more than what a few people say about him. Syrus will always make an example out of those that are foolish enough to cross him or those that might be stupid enough to attempt to take over Rome Island and his leadership.

LIGHTHOUSE

This area of Rome Island was originally built to help ships out at sea to find their way into the harbor of Haven to bring goods and services from all over the world nevertheless, now the Lighthouse shows the way to hell, Haven style. The sandy beach that surrounds the lighthouse was originally as white as the driven snow on the contrary, now looks like the color of muddy slush on the unforgiving streets of Haven in the dead of winter. The dirty brown sand of the beach is littered with human waste, small animal bones, broken medical syringes and other types of hazardous medical waste. This is a great place to walk barefoot, if you are looking to catch a very lethal and fatal disease.



In the recent past, the Lighthouse has gained some important notoriety in the local Haven news. Many believe that a “thing” that the press has dubbed “Milkbaby” haunts the area. Like Big Foot or any other type of urban legend, many have claimed that they have had friend that have seen it but no one has seen this legend first hand although, what has been seen are bodies of individuals who have been attacked and killed by unusual means or for strange reasons. Is the Lighthouse really haunted? Most people say so, others laugh at the prospect nevertheless, not a soul ventures there anymore, regardless of what they might say they believe.

Milkbaby

If you don’t believe all myths are based on facts, hope you do not get a chance to meet Milkbaby. Many believe that Milkbaby is purely an urban myth, a story to keep people away from this place still, who would want to come here anyway? Many have claimed to have seen Milkbaby but no true identification has been made. All that is known is the list of atrocities that are attributed to this beast, and the one thing that they all have in common. The putrid, rank odors of sour milk left out on a hot summer day envelop the victim’s body.

PIEDMONT

Piedmont is said to be the “proving grounds” of Rome Island. If you can survive in Piedmont, there is a good chance that there is no place on the planet that you couldn’t survive. Well maybe except perhaps a night at the Lighthouse. The dank back alleyways of Piedmont cover the hidden secrets and broken promises of this local area. These hard streets have molded many men into inhuman monsters and beasts of unknown shape and form. Though other areas in Haven have their slums and their crimes all of them pale in comparison to Piedmont, this place is now mostly a ghost town, nobody wants to live here and those who did would rather lose what little they had to get away. Still there are a few foolish enough to try and stay here. They hide amongst the ruins of the tenement buildings and scavenge mainly at night. Everyone here is both predator and prey, and on any given day, your luck may just run out and you may have to pay the price and it might just cost you an arm and leg.

RED HOOK

This place is considered to be the most dangerous place in all of Haven. This is the one location in all of Haven that is said to be a place beyond Hell. This is the place

that is beyond evil. The crime rate in Red Hook is said to be astronomically unbelievable with the average cause of death for males between the ages of 15 to 21 being a tie between two 9mm bullets behind the left ear or they are bludgeoned to death with some type of blunt object. The majority of the Haven police officers that work this beat last for three to five months then the officer will either retire early, transfer out of Red Hook for another location in Haven or they are taken out in a pine casket. Take your pick. Those that survive and thrive in Red Hook are not what others would consider to be “normal”.

CONSTANTINE ISLAND STATE PRISON

Every toilet needs a sewer and Constantine Island State Prison is Haven’s sewer. This place has the largest collection of murders, rapists, child molesters and malcontents that can be found in one place. Constantine Island State Prison is located in Haven Bay. The prison rises 100 ft above the surface of the bay and is roughly 2500 ft long. The Dutch explorer, Hans Grubber, became the first explorer to investigate this island in 1899; he named it Constantine Island after the great Roman emperor. The Department of Corrections and Justice used the island and created Constantine Island State Prison for dangerous prisoners.

Constantine Island State Prison is the holding area for the most vicious and unacceptable malcontents that have every existed on the face of the planet Earth. The majority of the criminals serving criminal offenses in Constantine Island State Prison have been relocated from other prisons or correctional institutions due to the fact they are considered to dangerous to exist with the other prison inmates. Constantine Island State Prison is the last stop on the tour bus going straight to hell.

THOSE WHO HAVE POWER WILL CONTROL

True power in Haven is not about who has the most money or who has the biggest guns. It is about who has the most influence in the city. The real power in Haven is the power of influence. To really get things done in Haven one must know who to talk to, where to go to get it, and most importantly of all is how to keep it when they have it. With gumption, tenacity and will you can become lord and master of all you survey in a single day nonetheless, without connections, favors and dirt on the opposition, you’ll be just another corpse in a back alley by morning. Influence can get you anything your

heart desires even though, it can cost you, power is a web and everyone who has power is caught in that web. Remember, the friends you make today, are the enemies you may have to destroy tomorrow.

Carlucci Organized Crime Family

The Carlucci Organized Crime Family is one of the oldest and the most powerful criminal organizations existing in the City of Haven. The Carlucci Family first came to power roughly 65 years ago with the marriage of Theresa Avandondo and Vito Carlucci forming a union of the Carlucci and Avandondo Families. Over the next 60 years, the Carlucci Family began to place themselves into several influential areas in the city from construction all the way to waste management. The Carlucci Family is directly responsible for the construction and development of Golden Heights and Arcadia.

During this prosperous time for the Carlucci Family, several problems arose. For some reason, both sides wanted to keep it quiet. The Santucci Family and the Carlucci Family have been bitter rivals over the control of Haven. Several of these conflicts have spilled out into the streets of Haven. This also includes the now infamous bombing of the Haven Memorial Bridge five years ago. The bombing caused the death of 73 Haven citizens including Michael and Sarah Carlucci, son and daughter of Dominic Carlucci, leader of the Carlucci Family. Even though, the Santucci organization has never claimed responsibility for, nor were convicted of this act, this has only served to escalate the level of violence between the two organizations.

In the last year, it has been rumored that the Carlucci Family is branching out to make new alliances with other underworld organizations. One of the most recently whispered rumors in the back alleys and seedy bars is that the Carlucci Family is in the process of creating a alliance with the second largest criminal organization, the Chinese Red Wing Tong.

Department Of Federal Investigation

Even though the City of Haven has always been described as a gasoline filled room, there have been those who have done their best to make sure that no one will light a match. The Department of Federal Investigation has handled every major criminal investigation in Haven, including the William Forthwright IV kidnapping, the Helix terrorist bombings, the Milkbaby serial killings, the Trinity Occult murders, the UFO conspiracy scare and various other unusual incidents. Even though the Department possesses a great amount

of power, it is still just beginning to discover its “influential effectiveness” and their actual role in Haven law enforcement. The Department of Federal Investigation has also found itself on the “wrong side of the fence” when dealing with the local Haven Police Department in certain cases. Naturally there is a lot of friction between the two organizations. The Haven Police Department feel that DFI are moving in on its turf, while the DFI are constantly getting their toes stepped on.

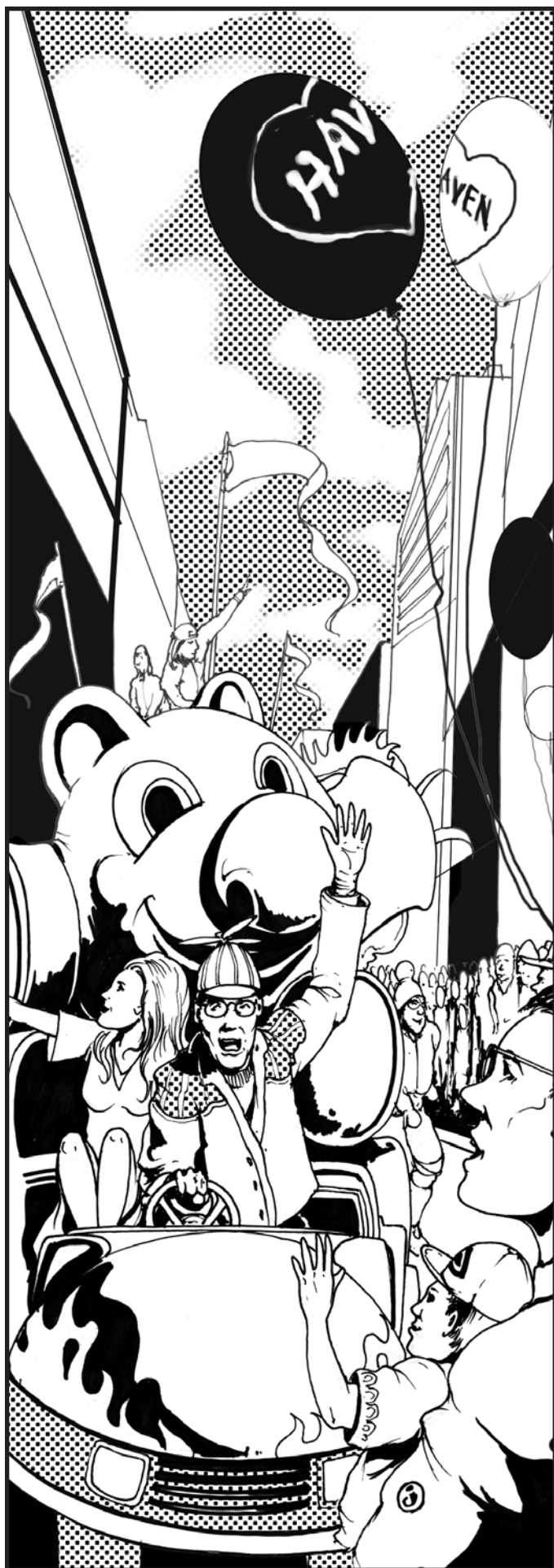
City of Haven Police Department

Power corrupts. Absolute power corrupts absolutely. The City of Haven Police Department outwardly appears as if it has no control of the city and what goes on in it nevertheless, the “real persons in control” know what is actually going on. The City of Haven Police Department has decided that it is in its best interest to not really stop crime on the other hand, to just make sure the really intense violence does not pour out on to the streets of Haven due primarily to the police department being outgunned and undermanned. The City of Haven Police Department does it best to solve crimes and protect the city even so, this is like trying to hold back the ocean with a broom. There will be all types of crimes committed on the streets of Haven conversely, the Police Department does its best to make sure that none of the “everyday” people of Haven won’t be hurt or harmed by the actions of the criminal organizations. The roll of “peace keepers” is a more appropriate description of their actual predicament then again, they are weak and getting weaker by the minute.

While trying to keep the city “under control”, two organizations seem to be always looking to cause additional trouble. The Red Wing Tong and the Templar Knights have had several long and heated conflicts with the City of Haven’s Police Department over the last few years while, now it looks as if these factions are coming to a crossroad. What happens when these groups reach this crossroad is anyone’s guess but, as in life there must be a winner and a loser.

Helix

This terrorist organization first became noticed in Haven with one of their most violent actions, the bombing of the Haven Memorial Bridge conversely, that was only the beginning. The group has robbed just about every type of financial institution from the legal federally run banks of Haven to the corner liquor store owner in Little Saigon who cashes the locals’ paychecks to the organized monetary holdings of the Red Wing Tong and Carlucci Family. To Helix, it does not matter who you



are in Haven. Everyone is a potential target and a potential victim. All that live in this city will be victim to their rage. Helix seems to exist both nowhere and everywhere, all at the same time. No one seems to know who they are in contrast, everyone considers them to be a threat to the “established power base” of the political influences and the organized crime figures in Haven. Helix is considered to be public enemy number one in the City of Haven, by the Haven Police Department, Department of Federal Investigations and the crime families of Haven, whom all agree that Helix must be stopped at all cost.

Independents

The name alone is a symbol of weakness in Haven. Everything in Haven is connected to something else. Independents are not connected. They have no connection. They have no one to back them up. They have no one to save them if they get in over their head. Independent, Freelance, Individual, Autonomous, Detached, Ronin, these are synonymous with the word, death. In Haven, not having “right connections” to the all the “right people” can be dangerous, but there are a small few that do it and survive. They are able to defy the odds and do what many have failed horribly to do. They stand alone with no need of additional support. This not only makes these people impressive but it makes them highly dangerous and ruthless. As dangerous as the other organizations are, the independents are still the ones you really need to watch out for.

Nubian Nation

While one of the youngest of the criminal underworld organizations, the Nubian Nation has made an impressive impact on the city. Their leader Syrus has proved to be a tactical mastermind. He has unified Rome Island under his will. The Nubian Nation has taken on the additional role and position of being “political leaders”, in addition to being the major criminal organization of Rome Island. The Police and the city government of Haven have just about completely removed themselves from the normal day-to-day action of Rome Island. Only one police station operates on Rome Island, Police Station 44 better known as Purgatory. The police officers here are broken down into two classes, the quick and the dead. The police officers here are more than just living on the edge; they are living on the brink of their sanity. No one respects their authority, the officers’ passion for the job has gone down with their dreams and if you call for backup after 8:00 pm you will be out of luck

What is really interesting is the recent ramblings and rumors that have been heard on the streets of Haven. With the alliance between the Nubian Nation and Sangre, it has placed both organizations in a very powerful position of being in direct control of two of Haven's boroughs and an impressive amount of Haven's illegal money. This also makes both organizations very important potential resources to the other criminal organizations. The Carlucci Family and the Santucci Family have seen this change of the "internal power structure" of Haven and have decided that this might be the best time for them to become new friends.

Red Wing Tong

The Red Wing Tong are an imported and "Americanized" version of their "mother" organization, the Crimson Eagle Triad. The Crimson Eagle Triad is one of the most feared and despised criminal organizations on the planet, with several "sibling offshoots" in several major international cities including New York, London, Paris and now Haven. The Red Wing Tong is one of the most "secure" Criminal organizations in the City of Haven. None of their members have ever betrayed the Red Wing Tong and loyalty is without question.

In recent months, The Red Wing Tong has been entering into several Carlucci and Santucci controlled areas of Haven, specifically the illegal drug trade and the teamsters unions. This has annoyed both the Carlucci Family and the Santucci Family but neither group has decided to take direct action against the Tong, yet. The Red Wing Tong has an impressive string of connections throughout many legitimate enterprises in Haven.

Sangre

Power without knowledge is destructive. Force without reason is chaos. Knowledge is power. Applied knowledge can be out rightly devastating. The Sangre have learned this lesson a long time ago and realizes its implication in the modern world of Haven. While many other organizations believe that brute force and money are the elements of power in the City of Haven, The Sangre understands what is really important knowledge, information and secrets. These things are the true power of Haven. Without this secret, certain individuals would be quite vulnerable to attacks by many of their major allies and several of their most trusted "friends".

Being the keeper of many of Haven's secrets has come at a price, while not physically as powerful as say the Santucci Family or the Nubian Nation, the Sangre have

blackmailed many of the most influential players in Haven to help build their empire. It does not matter if one person or one million people know the secret, the Sangre will know about it. The Sangre's list of tabs include; Captain Fabian "Steel" Cardoza, Archbishop Charles Dutton, Police Commissioner Wayne Greet, So Hon Pak and John "The Wall" Wierenacawski. Whatever kind of hidden secrets or personal sins a person may have, the Sangre will know about it and how best to use it against whom ever is necessary to get what they need. Remember the only type of box that truly holds a secret is a coffin.

Santucci Organized Crime Family

Like two sides of the same coin the Santucci Family seems to live in the shadow of the Carlucci Family. Under the current leadership of Gino Santucci, Jr the Santucci Family have thrived in a situation that would have normally killed off any other criminal organization. They have been long time "survivors" in a conflict with the Carlucci Family that has not only cost them in valuable material and goods; it has cost the Santucci Family the ability to grow. With the Santucci Family barely holding on to their control in Haven, it was only a matter of time until that would happen and with that, they would ask for help from outside sources.

The Santucci Family is making initial contact with a potential "new player" on the Haven organized crime "landscape". The true identity of these "newest players on the field" is unknown in spite of this, several important items have come in about them, their colossal cash flow, ability to work effectively with each other and their hatred of the Red Wing Tong. Who these powerful people are, is still a mystery and, everyone is asking the same question; who are they and when will they appear on the Haven city front?

Society of the Rose

"We serve the world, now and for eternity." This is the mantra and main idea behind this very unique and special organization. On the surface, the Society of the Rose is said to be an extremely powerful ecological political organization with major influential backers like Peter Niyoki T'Chaka, Gabriel Silverburg, and enigmatic eco-zealot El Khalid Abd al'alim; whose name translated from Arabic means the eternal servant of the all-knowing; and his two children Amira Binte El Khalid and Muhunnad Bari Ibn El Khalid. The true agenda of the Society of the Rose is not known to any outsiders on the contrary, many have theorized that their purpose is to take over the world for nature, others

believe that the Society of the Rose is planning to bring about Armageddon and the end of the world, others believe they are performing hideous genetic experiments of humans and animals. Whatever the truth really is and whenever we find out what that truth is, is still a mystery.

Special Operations

These “Men in Gray” as they are called on the streets have started appearing all around the city of Haven. Who are they? Where are they from? Are they the police? Are they criminals? Who do they work for? Who works for them? All these questions have been asked for years since the first brief but, impressive appearance after the Helix bombed the Haven Memorial Bridge. They seemed to come out of nowhere. When they were seen they always traveled in packs of three. The Men in Gray all had a similar appearance; shaved heads, gray suit, with a white shirt. They always seemed to have on dark black sunglasses to hide their eyes. If you see them at a situation, there is always something more out there. So you should be very careful what you tell them. These Men in Grey, though rarely been seen, always deal with a situation in the quickest most practical manner and with a minimum of communication.

Templar Knights

It is very easy to keep haven citizens at each other’s throats, just talk about race relations in Haven. With so many new hate groups seeming to pop up over night it was only a matter of time till the Templar Knight’s leader Fear wanted to rule them all. With all this power behind Fear, it would be only a matter of time till the larger families would “sit up and take notice” of the Templar Knights and invite them into Haven’s criminal inner sanctum. At least those are Fear’s hopes and dreams but for right now all Fear wants is to cause fear, hatred and anguish.

THE WILD CARD ORGANIZATION OF HAVEN

In the City of Haven, there are many secrets that are kept by many people and many organizations and as many different reasons as there are secrets while, everyone knows one thing; someone or some group is really controlling all that happens in Haven. The mystery is who the “One” is. There is one group even

now making inroads towards Haven. They represent the new and potentially powerful fundamental shift in the power of Haven. This “wild card” could easily mean the beginning or the end of specific personas or organizations in Haven.

Prometheus

In Greek mythology, it is said that Prometheus stole fire from the Gods and gave it to mankind. As vengeance on Prometheus, Zeus, the king of the gods, had him bond and chained and sent an eagle to eat his liver daily which constantly replenished itself. Prometheus is said to be the preserver, giving man all the arts and sciences and survival. This newest organization and wild card to the city of Haven is no different with the enigmatic representative known as Mr. Grimm. He comes to those with a briefcase, a gun, bullets and a proposition. Some who have accepted his propitiation has gotten what they wanted, while others have gotten something much, much worst. Grimm and his associates have been “rocking the boat” in Haven and that makes many people very, very uncomfortable. Buy why does Grimm do this? Is it revenge? Is it vengeance? Is it justice? Only time will tell, and the body count continues to rise.

THE TOP TEN MOST INFLUENTIAL PEOPLE OF HAVEN

Power is defined as the force overcoming the mass. The most powerful individuals in the City of Haven realize that the “true power” of Haven resides in an individual’s ability to influence other people and events. Haven is the best example of a symbiotic relationship between the people and the environment. When the people suffer, the environment will suffer, and vice versa. Nothing in Haven acts and operates in a vacuum and every action has its consequences. The following is a list of the most influential people in Haven. Most of the “movers and shakers” are known but some prefer to keep their identities hidden for now working from the shadows with their own personal agenda.

- 1) [CLASSIFIED]
- 2) [CLASSIFIED]
- 3) Dominic Carlucci
- 4) Gino Santucci, Jr.
- 5) James Whitestone
- 6) Cynthia Yune
- 7) Syrus
- 8) [CLASSIFIED]
- 9) Mayor Arnold Wright
- 10) Inspector Carlton “Horrible” Haddad

MAGAZINES, NEWSPAPERS, RADIO AND TELEVISION STATIONS

As being one of the larger cities on the eastern seaboard, it is only natural the City of Haven possesses a large number of local newspapers, magazines, radio and television stations. Many of these information sources are only well known in Haven, while others have reached a status of national or international acclaim. The following is a list of the most commonly known and recognized local newspapers and magazines of Haven:

- American Business Network Radio Station (*WABN Talk Radio - 106.3 FM*)
- American Communication Enterprise Television Station (*WACE Channel 9*)
- Business Fortune Newspaper (*Weekly Business*)
- Central System Broadcasting Radio Station (*WCSB Rock - 101.3 FM*)
- Digital News Network Television Station (*WDNN Channel 23*)
- Empire City Newspaper (*Weekly*)
- Free Radio Haven Radio Station (*WFRH Public - 89.9 FM*)
- Haven Broadcasting Communications Television Station (*WHBC Channel 4*)
- Haven City Communications Radio Station (*WHCC Classic Rock/Rock - 95.7 FM*)
- Haven Chronicles Newspaper (*Daily*)
- Haven Magazine (*Monthly*)
- Haven Reality One Radio Station (*WHRO Alternative - 104.1 FM*)
- Haven Central Jazz Radio Station (*WJZZ Jazz/Blues - 99.9 FM*)
- Kramer Media Development Radio Station (*WKMD Oldies/Big Band - 105.3 FM*)
- Lee Audio Communications Radio Station (*WLAC Country/Western - 93.5 FM*)
- National Communication System Television Station (*WNCS Channel 2*)
- New Republic Newspaper (*Weekly*)
- New Revolution Tabloid (*Weekly*)
- Rome Island Hardcore Radio Station (*WRIH Hardcore/Rap - 102.7 FM*)
- United Broadcasting System Television Station (*WUBS Channel 12*)
- World System Networks Television Station (*WWSN Channel 5*)

THE TOP TEN RICHEST PEOPLE OF HAVEN

Money means power. If you don't think so try getting a house, buying a car or just getting some food. Money makes the world go around. The following is a list of the richest people in Haven. These people have the money to get anything that they want from anyone they want, at anytime they want.

- 1) Peter Niyoki T'Chaka; Owner of Coal Tiger Multimedia and Film Production
- 2) William Forthwright, III; Co-Owner of Forthwright, Flourney and De La Roche Law Firm
- 3) Chow Woo Hon; Owner of Trinity Biotechnology
- 4) Oliver Flourney; Co-Owner of Forthwright, Flourney and De La Roche Law Firm
- 5) Jesus De La Roche; Co-Owner of Forthwright, Flourney and De La Roche Law Firm
- 6) Augustus Vargas; Actor, Movie Director and Producer, owner of Vargas Entertainment
- 7) Dominic Carlucci; Owner of Carlucci Enterprises, Ltd.
- 8) Gabriel Silverburg; Owner of First Wave Entertainment
- 9) Gino Santucci Jr.; Owner of Santucci Industries, Inc.
- 10) Cynthia Yune; Owner of Yune Imports and Exports

CITY OF HAVEN CRIME INDEX

Crime in most major cities is daily event. In the city of Haven, crime is an hourly if not a per minute event. People are assaulted, robbed, and murdered on a minute-by-minute basis the following is a listing of the City of Haven yearly crime index. Based on the following facts, one out of every seven Haven residents have been or will be a victim of crime in the city of Haven each year. Another way of looking at it is, for every minute in the City of Haven roughly 1.5 criminal acts are committed. Be careful, you might be next.

HOW TO LIVE, DIE AND SURVIVE IN HAVEN

The city of Haven is the epitome of what is wrong in today's society. Consequently, it is a very dangerous place to live. The city is decaying both physically and

CITY OF HAVEN CRIME INDEX

Type of Crime	Arcadia	Armistad	Freeman Hill	Golden Heights	Haven City	Rome Island	Total
Arson	275	851	642	136	475	1,571	3,950
Assault	14,632	11,547	12,367	2,035	15,025	52,394	108,000
Burglary	67,610	19,072	13,643	5,102	12,234	29,339	147,000
Homicide	271	302	116	16	371	574	1,650
Larceny	118,295	65,833	42,617	30,029	90,987	47,239	395,000
Vehicle Theft	4,009	12,648	3,967	2,934	5,275	2,167	31,000
Rape	1,012	657	1,176	201	1,736	318	5,100
Robbery	7,814	8,836	7,331	4,832	19,750	6,437	55,000
Total	213,918	119,746	81,859	45,285	145,853	140,039	746,700

spiritually. The city government and police forces are corrupt. The organized crime syndicates control any dark dealings that go on within the city limits. The people that stay here often live like hostages in their own homes. Drug dealers are at every corner looking to sell the latest new hit or fix to their next victim. Hit men and assassins almost take out billboards looking for work. Prostitutes and whores walk the street day and night to keep their masters and pimps in their expensive cars. The schools are like training grounds for the next generation of Haven citizens. Just about every child brings a gun or blade to settle any disputes that might arise.

LIFE AND DEATH IN HAVEN

Life in Haven City is not easy and holding on to your life is often a lot harder than making a living. Every day there is a good chance that it may be your last one. It does not take much for a person to get killed. An argument, a miss placed word, an unwanted look is all it may take. Tempers flair easily and attitudes are hot. In one brief moment, a person can be pushed too far. In the next moment, the air explodes with the smell of sulfur and gunpowder.

SURVIVAL IN HAVEN

The way to survive in Haven is to remember the golden rule: You, above all else. No one will care about you more than you will. If there is any question of you or the other guy, think yourself, because the other guy definitely is thinking that way.

THOSE WHO HAVE POWER WILL CONTROL

True power in Haven is not about who has the most money or who has the biggest guns. It is about who has the most influence in the city. The real power in Haven is the power of influence. To really get things done in

Haven one must know who to talk to, where to go to get it, and most important of all how to keep it when they have it. An individual can become lord and master of all they survey in a single day with only gumption, tenacity and an iron will. The next day, however, they will be just another corpse in a back alley by morning if they didn't posses the right connections, favors and dirt on the opposition. Influence can get one anything his or her heart desires, but it can cost, power is a web and everyone who has power is caught in that web. Remember, the friends you make today, are the enemies you may have to destroy tomorrow.

THE LAST FEW YEARS IN THE CITY OF HAVEN

"You still think that your ready for this city, well listen up jackass I'm here to tell you what went on back in the good old days. My name is Ulysses Kane; ex-soldier, ex-priest and your little tour guide to the city of Haven. Haven was never the greatest of places to live, but it really went down the toilet within the last five years. I can remember how it went down like it was yesterday."

Ulysses Kane

FIVE YEARS AGO - THE YEAR OF CHANGE

The year of change began the downfall of the "Good Old Days of Haven" to the pits of hell that we are in now. We knew it could not last forever.

End of the Coalition

Haven was always a city that had crime, but anyone who committed a crime in Haven had to get permission from the Coalition. Yeah, the Coalition ran everything. If you robbed a house, the Coalition had to be notified. If you were embezzling money from a corporation you worked for, then the Coalition better get its cut. The top



leaders of the Carlucci, Patrone and Santucci Organized Crime Families set up the Coalition. Each year, the leadership of the Coalition would change from one family to the next. This was enacted so no one Family had control of the leadership for too long, plus anyone who caused trouble in the prior year would normally have to deal with the repercussions of their actions in the next two. The concept of the Coalition was tried and true in the city of Haven and it was thought that it would last forever. Well nothing lasts for forever.

No one knows what really happened or how it went down, but the accepted version is that the Patrone and Santucci factions of the Coalition wanted to take over and obliterate the remaining Carlucci crime family. The plan was that Patrone and Santucci families would then unify themselves one leader, but during the coordinated attack on the Carluccis, the Patrones turned on their partner, the Santucci, in a botched double cross. The three factions barely survived the event and became mortal enemies and the Coalition was shattered forever.

First Contact

With the Coalition in shattered and in pieces, it's void left Haven wide open for the exploration and plundering of its enormous potential by outside sources — including the remarkably powerful and impressively

influential Chinese criminal organization, the Crimson Eagle Triad. With the Crimson Eagle Triad being overcrowded in Asia markets, they thought it best to target Haven as their first American conquest. Several of Crimson Eagle Triad representatives have been seen in the city making inroads for the awaiting Triad members looking to come to America and Haven.

New Immigrants

At the same time that the breakdown of the Coalition was occurring, Haven's economy began to take-off. With the economy explosion, it created thousands of new jobs available for all the people of Haven. The opening caused a great influx of Asian and Latino immigrants. The rate of Asian and Latino immigration increased 1200 percent during this year alone. The majority of the Hispanic and Latino immigrants filtered into Freeman Hill, while the Asian contingency of immigrants made Armistad their home.

Faces of Hate

With such an increase of minority and foreign immigrants from Central and Latin America it was only time before the locals from established European immigrant stock would have a problem with the new Latino immigrants. Several anti-Latino groups begin to crop up. The largest of these groups, the White Aryan Resistance,

also known as W.A.R., was the flashpoint for all the anti-Latino and hate groups. These groups began their reign of terror on the new Hispanic and Latino immigrants forcing them to live like hostages in their own homes.

The Arrival

On the twenty-sixth day of the month of August, he came. Syrus, the man who would be king of Rome Island. After his arrival on Rome Island, nothing was the same. What would you say to the devil on the first time that he enters Hell? The world of Haven was changing faster than anyone would believe and Syrus was to become one of the most influential players in this New World Order.

The Lighthouse

When the first body showed up on Rome Island by the Lighthouse, it seemed, as if it was some type of unusual gang-related killing. The only thing different about this killing was the victim was crucified on a wooden cross at the Lighthouse's beach and the rancid and putrid smell of sour milk encompassed the body of the deceased. It didn't seem that important at first, then more bodies turned up, all of them crucified and smelling of sour milk. The Haven Police Department took action. After the 36th victim turned up at the Lighthouse, the Haven Police Department started to stakeout this area for the killer. But it went all wrong, every time that police sent officers to stakeout the Lighthouse, they were found the following morning like the other victims crucified on a wooden cross with the rancid and putrid smell of sour milk surrounding the police officer's body. With all these incidents, the urban legend of Milkbaby was born.

FOUR YEARS AGO - THE YEAR OF PAIN

After change comes pain. Growing pains. Haven was just discovering what pain really was.

Unification

After only a short time on Rome Island, Syrus grew quite influential and powerful. Many individuals tried to covet his power and influence, but they all ended up the same way, dead. Syrus proved to be almost invincible. On one more memorable occurrence, several members of the 42nd Street Boys caught an unarmed Syrus in an ambush in the Red Hook section of Rome Island. After several minutes in a very heated firefight, all the members the 42nd Street Boys were killed. No one knows how Syrus survived the ambush and killed all the 42nd Street Boys, but one thing was certain. He was not a man to be easily disposed of, or trifled with.

After the ambush, Syrus sought revenge by finding out the identity of his attackers and killing their entire families. He killed their mothers, fathers, brothers, sisters, wives, husbands, sons and daughters. Anyone related to them that lived on Rome Island. He spared no one. It mattered not if the person were a small child to an old and crippled person; all would be crushed under his feet. Syrus' seemingly unnatural ability to survive began to become the stuff of urban myths and legends. Many of the local criminal organizations began to understand what type of influence he would have on Rome Island and many of the organizations wanted to be part of that. So, many of the organizations began to follow Syrus as their new leader after that.

Asian Invasion

With the opening of several car production plants in Armistad, the need for workers was increased by a factor of ten. Many of these new car production jobs went to the newest Asian immigrants in Haven. The Crimson Eagle Triad, realizing the amount of money that would be generated at these plants, decided that it would be best if they help with the employment issue of the workers. The Crimson Eagle Triad formed the Red Wing Tong to conduct its Haven side operations; they imported new workers, managed disputes, but most importantly garnered power. What the Red Wing Tong really wanted was a "powerful influence" over the car manufacture owners to have them hire only the Red Wing Tongs approved employees. This small step was the beginning of the Crimson Eagle Triad and the Red Wing Tongs predominance and immigration into Haven.

Blood on the Hill

Freeman Hill went from being a sanctuary for the new immigrants of Haven to something more akin to Nazi Germany. With so many hate groups, including W.A.R., making a home on Freeman Hill, it was only a matter of time before the new immigrants fought back. A group of Latinos from all over Freeman Hill joined to from the Sangre, Spanish for blood. The Sangre took the fight directly to the White Aryan Resistance and other hate groups. If the Sangre saw a member of W.A.R. or any other hate group, the Sangre killed them on sight, violently and publicly. This type of vigilante tactic went over very well in the eyes of the new Latino immigrants to Freeman Hill. The Police investigated the numerous murders of the White Aryan Resistance. The cases were closed for lack of any witnesses to come forward. Payback came looking for the White Aryan Resistance and kicked them right in the nuts.

The Fall of the Patrones

After nearly two years of conflict with the Carlucci

Family and the Santucci Family, the Patrones were on the horrific and tragic losing end. The Patrone family suffered nearly 85% losses of their forces, armament and money. The current head of the Patrones, Carlos Patrone, made the hardest discussion of his life and disbanded the Patrone Organized Crime Family. Carlos Patrone with his family and the remaining few members of the crime family left the city of Haven. Carlos vowed that one day his family would return to rule over Haven. With the Patrones out of the way, their absence became an invitation that the Crimson Eagles had to accept.

New News

For nearly 50 years, the public of Haven had “assumed” that there was one criminal mastermind running the city, but, it took the reporting skills of the famed Pulitzer Prize winning reporter of Haven Chronicles, Annie Williams, to reveal it all. After years of investigative reporting, she finally discovered the real criminal relationship between the Patrones and the Santucci Family. This report helped truly reveal the power and influence of these two organizations and their dominion on the city of Haven. Even though, a majority of the Patrone and Santucci dealings came to light, oddly enough the Carlucci Family was never implicated in any of the reports.

THREE YEARS AGO - THE YEAR OF CONFLICT

For there to be any type of change, there will be conflict.

The War Continues

After nearly three years of death and conflict, the Carlucci / Santucci war had taken heavy losses on both sides of the conflict. The Carlucci Family suffered losses with the death of Nick Perrier, third in command of the Carlucci family, and Manuel Staccio, operational leader of all Arcadian ventures. The Santucci Family suffered major losses with the deaths of Calvin and Nancy DeLunio, husband and wife operational leaders of all Golden Heights ventures, Tony Ventura; fourth in command of the Santucci family, and Reece Gathers, lieutenant in the Santucci crime family. These deaths didn't reduce the amount of conflict between the Carlucci Family and the Santucci Family, it actually increased the violence and vendetta. This conflict between the Carlucci Family and the Santucci Family moved from the back alleys to the streets and the City became an open battleground.

Infiltration

Everything must evolve, change, grow or die. No one





understands this rule more than the Red Wing Tong. After years of infiltrating every orifice in Armistad, The Red Wing Tong were looking to expand their power base of control in the underworld. With the never-ending conflicts of the Carlucci Family and the Santucci Family, it made it possible for the Red Wing Tong to slowly and quietly infiltrate themselves into the high stakes and nightlife borough of Arcadia and the ultra elite and impressively influential borough of Golden Heights. Once the Red Wing Tong became ingrained onto these two boroughs, it was made clear that the Red Wing Tong were here to stay.

Birth of a Nation

With the complete domination of Rome Island finalized, Syrus knew that any great leader needed a great army to follow him and impose his will on the people of Rome Island. Syrus unified the three largest gangs on Rome Island, the Disciples, the Rome Island Demons and the 187 Boys, into his elite military force called the Nubian Nation. The Nubian Nation's main function is to enforce the complete will of Syrus over the people of Rome Island. The Nation also keeps the smaller gangs and criminal organizations in line and makes sure they pay their "tribute" to Syrus and the Nation.

Hate, Love and War

After nearly a year of conflict the battle for the control of Freeman Hill between the Sangre and the W.A.R. come to a head. The Sangre made their final all-out strike against the W.A.R. at their home headquarters in the Citadel section of Freeman Hill. The Sangre killed the headquarters' posted sentries and then set fire to the building. Any one who tried to escape was shot down by the Sangre members surrounding the building. This massacre killed the majority of W.A.R.'s members as well as and their leadership in one fell swoop. After this event, just like in the book Animal Farm, the slaves emulate the activities of their masters. The Sangre begin to assert themselves as the new leader and power in Freeman Hill's underworld, with Angel Peralta in control of everything. The new order of leadership was now in place.

TWO YEARS AGO - THE YEAR OF FIRE

When any conflict escalates, the heat from the battle causes everything to burn like fire.

Long Hot Summer

Syrus, always needing to prove that he is always in control and wishing to increase his authority of Rome

Island directly planned a head to head confrontation with the City of Haven Police Department. The Nubian Nation made several violent ambushes and sneak attacks on several police department headquarters on Rome Island. After months of these types of attacks on the Haven Police Department, the Police decide to withdraw roughly 90% of their forces from Rome Island, except for those at Police Station #44, nicknamed “Purgatory”. The Mayor of Haven, Arnold Wright, declared that Rome Island is under Martial Law. Rome Island is under a 7 PM curfew and the Rome Island Police forces are under strict orders to enforce the curfew and martial law at all costs. Truth be told, it is the police who put themselves under curfew.

All Fall Down

Haven Memorial Bridge is falling down, falling down, falling down. On the third month of the year of fire, one of the most abhorrent and horrific accidents of all time occurred in Haven. With Haven being one of the major cities on the eastern seaboard it was only time till it fell victim to the deadly act of terrorism. A terrorist group that called itself Helix made a show of force and political statement by bombing the Haven Memorial Bridge during its inaugural opening. At this opening, 73 individuals were killed including Michael and Sarah Carlucci, son and daughter of Dominic Carlucci, leader of the Carlucci Family; and John Carboni and William Santucci, nephew and son of Gino Santucci, leader of the Santucci Family. This event helped to shatter any chance of peace between the Carlucci Family and the Santucci, due to each group blaming the other for the bombing of the bridge and the killings of the family members.

Who has the Power

To prove the extent of their power, the Red Wing Tong attempted to do what only mad men would dream of, the invasion and assimilation of Rome Island. It start off small with one or two new opium dens opening up on Rome Island, then a few prostitution brothels opened up. The Red Wing Tong feeling that Syrus was no real threat decided to steal a page from Syrus’ own “play book” by trying to take over the Radcliffe apartment complex. The Red Wing Tong had infiltrated rough fifty percent of the Radcliffe apartment complex, and then Syrus and the Nubian Nation showed the Red Wing Tong why they controlled Rome Island.

Syrus and the Nation went to the home of Raymond Yune, Dragon Head and leader of the Red Wing Tong to leave a message to all of the Red Wing Tong. While there, Syrus and the Nation sexually assaulted and slaughtered Raymond Yune’s three sons, two daughters, Yune’s mother, and two uncles and three aunts who

happened to be living in the mansion at the time. They then burned down his mansion home and several of his businesses. Syrus and the Nation kept Raymond Yune’s wife, Cynthia, alive so she could tell the other leaders of the Red Wing Tong that Rome Island was off limits to them and if they were stupid enough to ignore his message he would do the same to their families. The remaining Red Wing Tong leaders decided that the infiltration of Rome Island would not be a profitable venture.

Allies and Enemies

After the long battle with the Red Wing Tong, Syrus made quite an interesting decision on the future of the Nubian Nation. Knowing that an alliance with another underworld criminal organization would strengthen the Nations position in the city of Haven, Syrus went out looking for an ally. After evaluation of the advantages and disadvantages of several organizations, Syrus made what some consider a very unusual decision on the situation. Syrus and the Nubian Nation allied themselves with the Sangre. Even though, the Sangre were nowhere as powerful as the Carlucci Family or the Santucci Family organization, the Sangre had something that neither of these organizations had... loyalty. The reputation of the Sangre member’s loyalty was stuff of which legends are made of. No member has ever “turned” on the Sangre. The Sangre’s loyalty made truly the best choice of an ally for Syrus and the Nubian Nation. This also helped the Nation establish their presence in Freeman Hill.

ONE YEAR AGO - THE YEAR OF THE GUN

Give a man a gun and he thinks he’s superman, give him two and he thinks he God.

Under New Management

With the defeat of the Red Wing Tong at the hands of the Nubian Nation and the murder of their leader, Raymond Yune and his family, the Red Wing Tong was suffering from the ‘true’ leader of the organization. His wife, Cynthia; after being spared from Syrus’ rampage a year earlier, she entertained thoughts of revenge against Syrus and the Nation. But first she had problems at home that must be dealt with; few in the Red Wing Tong were prepared to offer her respect and only token loyalty. The rules of succession were very clear, these rules were as ‘written in stone’, no one among the Crimson Eagle Triad or Red Wing Tong could remove Cynthia from power, short of her death.

Since Cynthia was a woman of innovation and unyielding will, she contacted the leaders of the

Character builds slowly, but it can be torn down again
with incredible swiftness -- Faith Balwin

BACKGROUNDS

In Haven campaigns one of the most important characters in every campaign should be the city itself. During character generation each player should select one background for his character determining which area of the city the character resides in. Each background will have a list of preferred occupations. If you select one of the preferred occupations for your character you may select one of the following benefits: one extra class skill from the occupation's skills list or a +1 bonus to your wealth score (*only if the occupation grants a wealth bonus increase*) or a +1 bonus to your reputation score (*only if the occupation grants a reputation bonus increase*).

In addition to preferred occupations each background has a list of background feats. These represent feats one learns as a result of living in the area. A character receives one of the feats from this list for free at first level and may also select a feat from this list any time he is eligible to select a bonus feat. This does not give the character any additional feats (other than the free feat received at first level) but rather expands the characters bonus feat list due to

his current class. As with all bonus feats the character must still meet the prerequisite for any background feat chosen and must be eligible to select a bonus feat.

Arcadia

The borough of Arcadia is a study in contrasts. Glitz and glamour casinos, small rough and tumble neighborhoods and upscale neighborhoods that are home to Haven's young professionals exist side by side in a patchwork mosaic.

This is the general background for the "suitcase city" areas of Arcadia, the centers of glitz, glamour, sex and sin. The vast majority of characters who live and work in this area are in the employ of the Carlucci organization. Most are only vaguely connected to Santucci working as employees in the many hotels and casinos in capacities ranging from blackjack dealer to hatcheck girl to lounge singer but the "old man", Dominic Carlucci, has his fingers on the strings of every drama played out in the streets of Arcadia.

Preferred Occupations: Celebrity, Criminal and Gambler

Background Feats: Confident, Organization Affiliation, Renown, Windfall

Carson

Carson is home to the Wiernacawski sausage factory that places its stamp on the entire area. Warehouses full of cattle waiting to be slaughtered, slaughterhouses and the factory itself employ the majority of Carson's residents. However this same factory produces a stench that makes the rest of the city resent and avoid Carson like the plague. The unseemly "side business" of Wiernacawski also gives this area an unsavory reputation as a place where people "take their last trip".

Yet despite all this the working poor of Carson have a bond that residents of other areas of Haven can barely comprehend. Outsiders in Carson would be wise not to underestimate this bond. A lone street tough that gives you lip might be annoying, but the brothers, fathers, cousins, and friends who come to his defense can be deadly.

On top of all this Carson has a small but thriving Bohemian population of students attending nearby York University.

Preferred Occupations: Athlete, Blue Collar, Criminal, Student and Urban

Background Feats: Athletic, Brawl, Confident, Organization Affiliation, Educated, School of Hard Knocks, Streetfighting, Studious, Teamwork (*family*) and Toughness

Germantown

Named for the large numbers of German immigrants who still call this neighborhood home, this neighborhood still bears a distinctly foreign flavor. German is spoken as often as English in this neighborhood and if you ask an old-timer for directions, as often as not you find they don't speak English at all.

Besides its colorful ethnic character Germantown is known for its schools, including Arcadia College and Winston Military Academy.

Preferred Occupations: Athlete, Blue Collar, Law Enforcement, Military, Occultist and Student

Background Feats: Athletic, Attentive, Boxing, Brawl, Builder, Educated, Endurance, Improved Damage Threshold and Toughness

Gideon Park

Gideon Park is a quiet simple neighborhood seemingly oblivious to Arcadia's noise and glitz. Many of the wealthiest and most respectable of Haven's citizens call

this quiet neighborhood of parks and good schools home.

Preferred Occupations: Academic, Creative, Doctor, Investigative, Politico and White Collar

Background Feats: Attentive, Creative, Educated, Focused, Medical Expert, Renown, Studious and Trustworthy

Ivory Gardens

Though not as pristine as Gideon Park Ivory Gardens is a quiet, respectable neighborhood in its own right where parents do their best to raise their families to be respectable citizens. Sadly many of these children are lured into the glamour of Arcadia only too late to discover the seedy underbelly beneath the shiny exterior.

Many of the young people from Ivory Gardens are active in the church thanks to the kind influence of Archbishop Charles Dutton.

Preferred Occupations: Academic, Blue Collar, Entrepreneur, Religious and Student

Background Feats: Athletic, Brawl, Builder, Educated, Endurance, Focused, Gearhead, Studious, Trustworthy and Toughness

Loser's Row

Loser's Row is one of the roughest neighborhoods in Haven, a dubious accomplishment that the area seems to wear with a gritty pride.

Preferred Occupations: Criminal and Urban

Background Feats: Athletic, Brawl, Confident, Drive-by Attack, Organization Affiliation, Improved Brawl, Improved Damage Threshold, Improved Feint, Knockout Punch, Personal Firearms, School of Hard Knocks, Streetfighting and Toughness

Armistad (a.k.a. "The Zone")

The borough of Armistad was once a prosperous industrial area as well as a port of call. However the area has recently fallen on hard times and is struggling to regain the economic prosperity it once had. Armistad has a thriving ethnic population of Asian and Hispanic immigrants who represent the best of their respective cultures by seeking to rebuild the area into a center of commerce. Unfortunately these immigrants also brought with them the very worst of their cultures in the form of the Red Wing Tong and Sangre organizations.

Little Saigon

As its name suggests Little Saigon is a neighborhood primarily inhabited by Vietnamese immigrants. The

BTD, or “Born to Die” organization ruthlessly controls this neighborhood monopolizing all criminal enterprises from prostitution to gambling to loan sharking. An epidemic of drug abuse is also a feature of this area. On the plus side Little Saigon has many charming restaurants that attract quite a bit of local nightlife.

Preferred Occupations: Blue Collar, Entrepreneur, Criminal, Occultist, and Urban

Background Feats: Athletic, Combat Expertise, Combat Martial Arts, Confident, Focused, Organization Affiliation, Improved Initiative, Karate, Snap Kick and Toughness

Mill Ridge

Something is very wrong with the residents of Mill Ridge who sport distinctive blonde hair and blue eyes regardless of ethnicity. Just don’t tell them that, since the residents of Mill Ridge pride themselves on their “normality”.

Preferred Occupations: Academic, Blue Collar, Entrepreneur, Emergency Services, Law Enforcement, Student, Technician and White Collar

Background Feats: Athletic, Builder, Deceptive, Educated, Low Profile, Studious and Trustworthy

Old Armistad

One of the oldest neighborhoods in all of Haven Old Armistad is the enclave of the dreaded Red Wing Tong. No one dares do anything in Old Armistad, legal or illegal, without the permission of the Tong.

Preferred Occupations: Athlete, Blue Collar, Criminal and Urban

Background Feats: Athletic, Combat Martial Arts, Dodge, Focused, Organization Affiliation, Jab, Karate, Personal Firearms, Renown, Snap Kick, and Toughness

Steel City

Once a thriving manufacturing district Steel City saw most of its plants close as jobs were transferred overseas. Now the rusting hulks of once-proud factories house nothing but rats, pushers, and the homeless.

Preferred Occupations: Criminal and Urban

Background Feats: Brawl, Confident, Deceptive, Organization Affiliation, Improved Brawl, Improved Damage Threshold, Knockout Punch, Low Profile, Personal Firearms, School of Hard Knocks, Stealthy, Streetfighting and Toughness

The War Zone

The Zone is the place in Haven where anything goes. Anything can be bought here if you have enough money and the guts to seek it out. Just watch your back and don’t call the cops, because they won’t come here to help you.

Preferred Occupations: Adventurer, Criminal and Urban

Background Feats: Alertness, Attentive, Brawl, Confident, Deceptive, Drive-by Attack, Improved Brawl, Low Profile, Personal Firearms, School of Hard Knocks, Streetfighting and Toughness

Freeman Hill

Freeman Hill appears much like any other quiet neighborhood on the surface. However just beneath the surface simmers the hatred normally reserved for maximum-security prisons in the throes of a full-scale race riot. The Sangre, Red Wing Tong, Latin Dynasty and the Templar Knights (a neo-nazi group) are all engaged in a bitter struggle for power and territory here. Freeman Hill is not a place for the uninitiated to wander casually.

Citadel

A retirement neighborhood populated by many of Haven’s most prestigious military personnel, Citadel also boasts one of the lowest crime rates in all of Haven. Perhaps because the entire population of this small neighborhood is armed...

Preferred Occupations: Adventurer, Emergency Services, Law Enforcement, Military and Technician

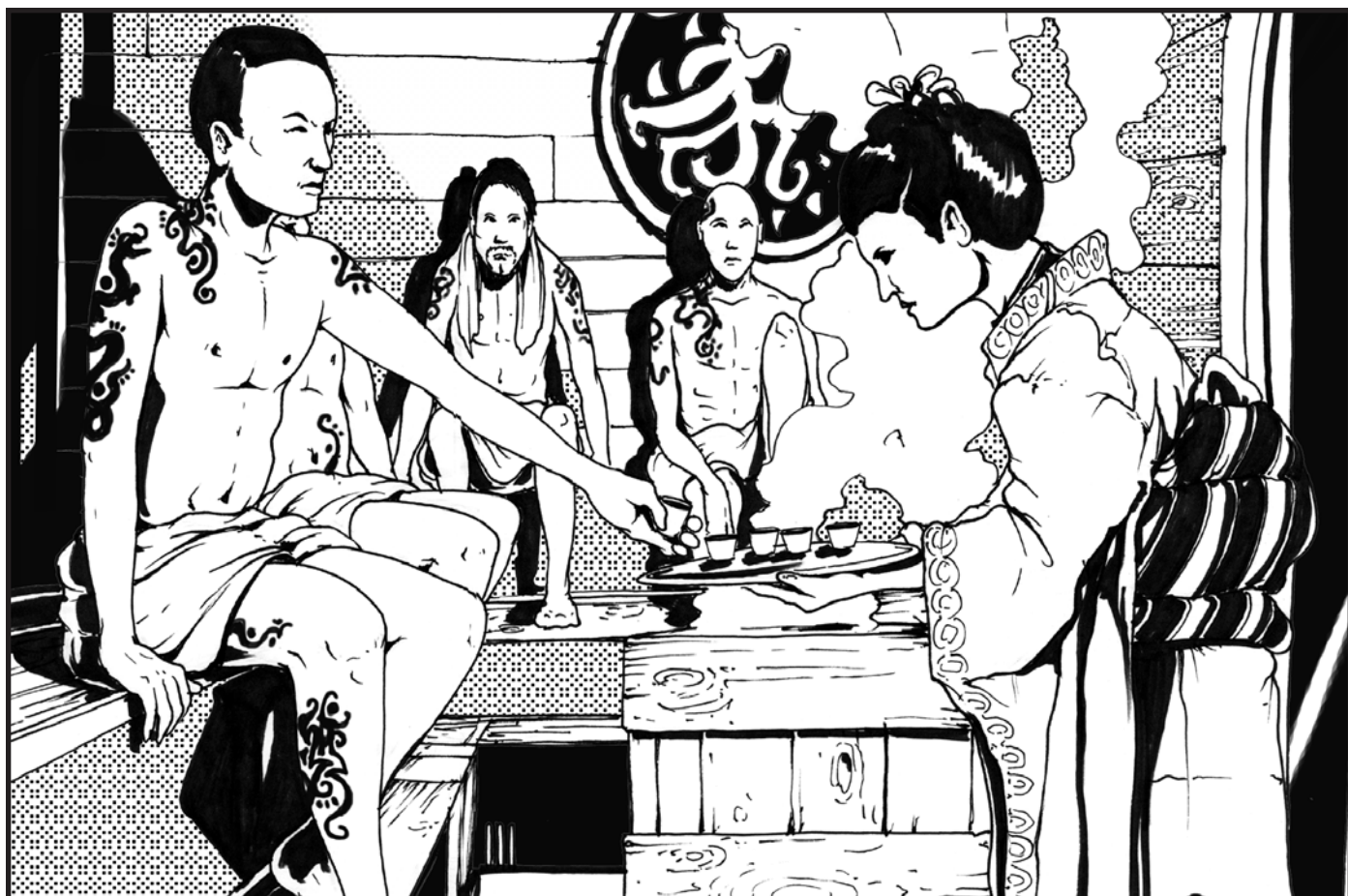
Background Feats: Athletic, Builder, Cautious, Combat Martial Arts, Commando Training, Focused, Gearhead, Quick Draw, Quick Reload, and Renown

Four Corners

Divided in four along racial lines Four Corners is also divided by complex unwritten laws of respect that govern those who live here. The violation of the smallest of these laws is punishable by death.

Preferred Occupations: Athlete, Blue Collar, Criminal and Urban

Background Feats: Athletic, Brawl, Confident, Improved Brawl, Improved Damage Threshold, Organization Affiliation, Knockout Punch, Low Profile, School of Hard Knocks, Streetfighting and Toughness



Gravestone

Home to the largest cemetery in all of Haven, Gravestone also boasts a free clinic and community college for the living who dwell in the shadow of the graves.

Preferred Occupations: Athlete, Blue Collar, Occultist, Student and Urban

Background Feats: Athletic, Brawl, Iron Will, Low Profile, Improved Brawl, School of Hard Knocks, Streetfighting, Studious, Toughness and Wild Talent (*this feat may only be taken with the GM's permission*)

Numbers Alley

Even by the standards of such neighborhoods as Loser's Row and Carson, Numbers Alley is a hard place to live and an even harder place to grow up. In such harsh conditions the law of the jungle prevails and no one can survive alone. This leads the survivors here to band together forging bonds that last long after the most successful have pulled themselves out of Numbers Alley. As the saying goes, you can take a man off the street but you can't take the street out of the man. This neighborhood has all the decorative ambiance of ground zero.

Preferred Occupations: Criminal and Urban

Background Feats: Athletic, Brawl, Confident, Drive-by Attack, Improved Brawl, Improved Damage Threshold, Knockout Punch, Organization Affiliation, Personal Firearms, School of Hard Knocks, Streetfighting, Teamwork (*any organization, family, or small group of "running buddies"*) and Toughness

Upper East Side

Like a Normal Rockwell painting given life this neighborhood exemplifies all that was once great and good about America. Family, home, love and success are all pursued and captured by those who live here with a seeming ease that makes many of Haven's residents hate this area and those who have lived "easy" lives here.

Preferred Occupations: Academic, Doctor, Entrepreneur, Politico, Student, Technician and White Collar

Background Feats: Athletic, Builder, Confident, Educated, Focused, Renown, Teamwork (*family*), Windfall

Golden Heights

Golden Heights is where the wealthiest of Haven's elite make their homes. From their perch in the highlands

these movers and shakers look down on the surrounding city and contemplate their next move.

Aunt Hack

Golden Heights' "low rent" district, this neighborhood is still one of the wealthiest in all of Haven. Unlike most areas of Golden Heights that are inhabited by "Old Money" Aunt Hack is home to the new rich, along with some of the elite who have fallen on "hard times".

Preferred Occupations: Entrepreneur, Doctor, Politico, Technician and White Collar

Bonus Feats: Builder, Confident, Creative, Educated, Gearhead, Iron Will, Meticulous, Renown, Studious and Windfall

Crystal City

Crystal City is a "city on the brink", inhabited by bored socialites willing to do anything and everything for a thrill. The bigger the risk the bigger the thrill, a fact that causes many of members of Crystal City's social register to die sooner than they should.

Preferred Occupations: Celebrity, Entrepreneur, Dilettante, Doctor, Politico and White Collar

Bonus Feats: Creative, Educated, Gearhead, Iron Will, Low Profile, Meticulous, Renown, Studious and Windfall

Norfolk

A friendly community on the waterfront, Norfolk's sandy beaches and welcoming demeanor make it a great place for those who can afford it to get away from it all.

Preferred Occupations: Celebrity, Entrepreneur, Dilettante, Doctor, Politico and White Collar

Bonus Feats: Confident, Creative, Educated, Iron Will, Meticulous, Renown, Studious, Trustworthy and Windfall

Silver Springs

Golden Heights' business district, this area is home to Haven's elite biotech and high tech businesses.

Preferred Occupations: Celebrity, Entrepreneur, Dilettante, Doctor, Technician and White Collar

Bonus Feats: Builder, Confident, Creative, Educated, Gearhead, Meticulous, Renown, Studious and Windfall

St. Washington

Beautiful and fashionable, St. Washington's carefully groomed parks and elm-shaded streets make this area the preferred home to Haven's wealthy artists and musicians.

Preferred Occupations: Celebrity, Creative, Entrepreneur, Dilettante, Religious and White Collar

Bonus Feats: Confident, Creative, Educated, Iron Will, Meticulous, Renown, Studious, Trustworthy and Windfall

White Hall and Wintermount

Even among the wealth of Golden Heights the opulence of these neighborhoods stand out. They are where the upper stratosphere of the elite make their homes, looking down on the rest of Haven like puppeteers looking down over their strings.

Preferred Occupations: Celebrity, Entrepreneur, Dilettante, Doctor, Politico and White Collar

Bonus Feats: Confident, Creative, Deceptive, Educated, Iron Will, Meticulous, Renown, Studious and Windfall

Haven City

The very heart of Haven, this neighborhood is rotten to the core and beautiful all at the same time. If you want a snapshot of the city both good and bad come to this neighborhood.

Alphabet City

Once the dream of low-cost housing advocates Alphabet City has turned into the nightmare of urban blight. This area is a war zone with each block the zealously defended turf of a small organization.

Preferred Occupations: Athlete, Criminal and Urban

Bonus Feats: Brawl, Confident, Deceptive, Organization Affiliation, Improved Brawl, Knockout Punch, Low Profile, Personal Firearms, School of Hard Knocks, Stealthy, Streetfighting and Toughness

Little Italy

A little slice of the Mediterranean come to Haven, look around and you might just think you are in a lively Italian eatery district.

Preferred Occupations: Athlete, Blue Collar, Creative, Emergency Services, Entrepreneur, Law Enforcement and Student

Bonus Feats: Athletic, Brawl, Confident, Educated, School of Hard Knocks, Streetfighting, Studious and Toughness

York

Once a slum this neighborhood has been transformed into a quiet and respectable neighborhood where many police officers make their homes.

Preferred Occupations: Athlete, Blue Collar, Emergency Services, Entrepreneur, Law Enforcement, Politico and White Collar

Bonus Feats: Athletic, Attentive, Boxing, Brawl, Confident, Educated, Renown and Windfall

Rome Island

A war zone controlled by the ruthless Nubian Nation and terrorized by the urban legend of Milkbaby, Rome Island is a place of danger and fear avoided even by Haven's most hardened.

Preferred Occupations: Criminal and Urban

Bonus Feats: Athletic, Brawl, Confident, Drive-by Attack, Improved Brawl, Improved Damage Threshold, Knockout Punch, Organization Affiliation, Personal Firearms, Quick Draw, School of Hard Knocks, Streetfighting and Toughness

NEW OCCUPATIONS

Gambler

Gamblers make their living by playing the odds. They might be card dealers at a local casino or bookies working out of a quiet corner bodega taking bets on everything from illegal cock fighting to the most prestigious sporting events. Gamblers have made a science out of taking calculated risks and often trust their instincts to try for the big score.

Prerequisite: Age 15+

Skills: Choose three of the following as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Gamble, Gather Information, Knowledge (*behavioral sciences, current events, popular culture or streetwise*), Research, Sense Motive or Sleight of Hand.

Bonus Feat: Select one of the following: Attentive, Confident, Deceptive, Nimble, Renown or Windfall

Wealth Bonus Increase: +2

Occultist

Occultists make their living from the growing "conspiracy culture" that is unknown or dismissed by mainstream society. Whether operating a quiet palm reading stand or writing national bestsellers about Area

51 make their living from a community that believes the truth is out there. While many occultists are true believers there are quite a few hucksters as well just out to make an easy buck spinning modern mythology. However to the believers even the "hucksters" and tale spinners seem to impart a wisdom that brings meaning to their otherwise drab life that perhaps those lights in the sky are a benevolent spirit preparing to save humanity from itself. Obviously in a FX campaign such people could actually be right about those things that go bump in the night.

Prerequisite: Wisdom 13+

Skills: Choose two of the following as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Concentration, Forgery, Investigate, Knowledge (*Arcane Lore, Behavioral Sciences, Current Events, History, Popular Culture, Theology and Philosophy*), Research, Sense Motive or Sleight of Hand

Bonus Feat: Select one of the following: Renown, Wild Talent (*this feat may only be taken with the GM's permission*) or Windfall

Reputation Bonus Increase: +1

Wealth Bonus Increase: +2

Politico (from Modern Player's Companion)

Politicos are born deal makers. They are drawn to situations where money, goods, and power are bartered, and they are the people without whom deals cannot be made. Politicos include negotiators, lobbyists, agents, judges, politicians, and other people who make their livings by getting groups or individuals to come to terms and consummate deals.

Prerequisite: Charisma 13+.

Skills: Choose two of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (*behavioral sciences, civics, current events, history, popular culture, or theology and philosophy*), Listen, Research, Sense Motive, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select one of the following: Renown, Trustworthy, or Windfall.

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

Urban

Urbanites are the lower rung of any large city's population. They are those who have fallen through the cracks, making their meager living working odd jobs at day labor, "harvesting" aluminum cans, or even more unsavory occupations such as prostitution. This occupation also covers the homeless found throughout Haven. This occupation specializes in survival and Urbanites walk the razor's edge of subsistence every day.

Prerequisite: Age 15+

Skills: Choose three of the following skills as permanent class skills. If a skill you choose is already a class skill, you receive a +1 competence bonus on checks using that skill. Hide, Knowledge (*streetwise*), Listen, Navigate, Search, Sense Motive, Spot or Survival

Bonus Feat: Select one of the following: Alertness, Endurance, Guide, Low Profile or Stealthy

NEW ADVANCED CLASSES

Thug

The thug is a member of a violent criminal enterprise, commonly referred as an organization. These organizations run the gamut from groups banding together in locations of extreme violence for mutual protection to extremely organized widespread criminal organizations paramilitary in structure. These groups have taken hold both in the inner city and in prisons where inmates raised under organization rule continue the same behavior for profit and protection.

Haven organizations include all territorial groups that do not rise to the level of a true organization (*see the*

Organizations section below). While individuals in such organizations can occasionally rise to positions of enormous importance in Haven's criminal hierarchy the most talent are usually lured into one of the more powerful organizations (*such as the Sangre, Nubian Nation, Carlucci Family etc.*) or eliminated before they can rise to positions of true power.

Requirements

To qualify to become a thug, a character must fulfill the following criteria.

Base Attack Bonus: 3+

Skills: Knowledge (*streetwise*) 6 ranks

Feats: Home Turf, Organization Affiliation

Allegiance: any one organization

Class Information

The following information pertains to the thug advanced class.

Hit Die: 1d8

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The thug's class skills (*and the key ability for each skill*) are Bluff (*Cha*), Climb (*Str*), Drive (*Dex*), Gamble (*Wis*), Intimidate (*Cha*), Jump (*Str*), Knowledge (*Current Events, Streetwise*) (*Int*), Sense Motive (*Wis*), and Spot (*Wis*)

Skill Points at Each Level: 5+Int. modifier

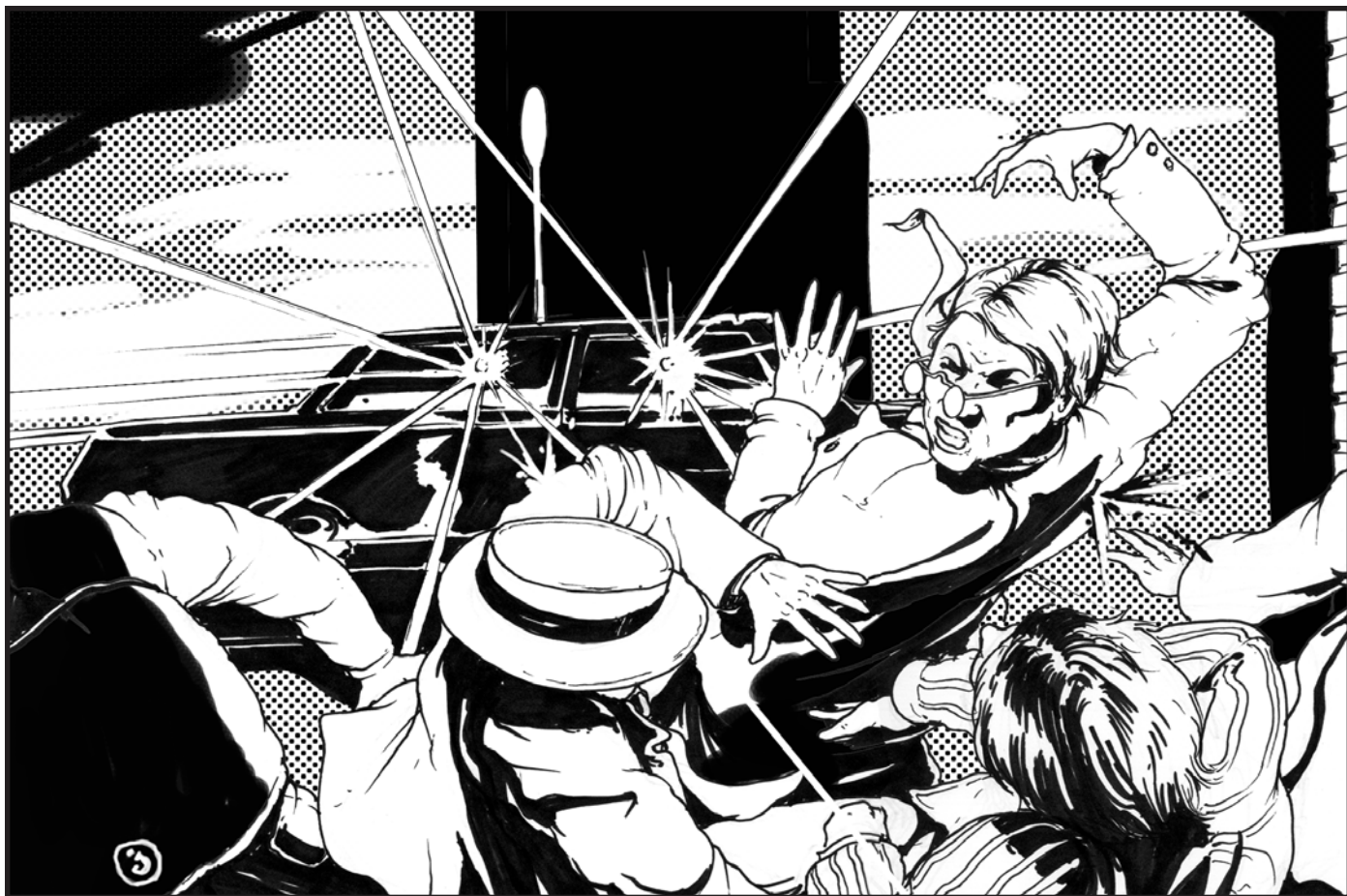
Class Features

All of the following are features of the thug advanced class.

Organization Signs: You add your thug levels to the roll of any knowledge (*streetwise*) skill check dealing with organizations, including checks to identify organization signs.

THE THUG

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+0	Organization Signs	+1	+1
2nd	+1	+3	+0	+0	Street Cred	+1	+1
3rd	+2	+3	+1	+1	Turf +1	+2	+1
4th	+3	+4	+1	+1	Bonus Feat	+2	+2
5th	+3	+4	+1	+1	Contraband	+3	+2
6th	+4	+5	+2	+2	Turf +2	+3	+2
7th	+5	+5	+2	+2	Commission	+4	+3
8th	+6	+6	+2	+2	Bonus Feat	+4	+3
9th	+6	+6	+3	+3	Turf +3	+5	+3
10th	+7	+7	+3	+3	Ganglord	+5	+4



Street Cred: At 2nd level, the thug adds his Reputation bonus to Charisma skill checks in his home turf, or in situations involving others of his chosen allegiance(s), including those with the Organization Affiliation feat. These skills include Bluff, Diplomacy, Gather Information, and Intimidate.

Turf: Organizations have carefully defined turf and defend it viciously often marking their turf with organization signs in the form of graffiti. The thug adds this bonus to attack and skill bonuses granted by his home turf feat. Obviously this means that one organization can expand its power by expanding the size of its turf or reducing the turf of a rival organization and this is often the source of warfare.

Contraband: One of the advantages of “rank” in a organization is control over illicit sales of contraband. Depending on where your character’s turf is, this could be drugs on the neighborhood corner, or cigarettes in a prison where smoking is prohibited. You add your reputation bonus to your wealth score.

Commission: You have entered the ruling council of your organization and may, in consultation with the other members of the commission, order murders and otherwise influence organization affairs. You add half your thug level to your reputation when dealing with

characters that possess an organization allegiance as well as those who possess the Organization Affiliation feat. Your control over contraband sales also adds this bonus to your wealth.

Ganglord: You are a very high-ranking member of your criminal organization and only other characters that have the ganglord class ability will dare question your decisions. You add your thug level to your reputation and your absolute control of large segments of contraband sales adds your thug level to your wealth as well. You may also kill members of your own organization with impunity suffering no leadership penalty for the deaths of your fellow organization members (*see the Leadership feat for more information*).

Bonus Feats: At 4th and 8th level the thug gains a bonus feat from the following list: Home Turf (for new territories far removed from your current turf; for example sending a loyal organization member to a distant city to set up operations), Information Network, Leadership, Renown, Tactician, Teamwork, and Wealth (*characters with the contraband ability will gain wealth by the renown feat as well; however for such characters this feat represents legitimate investments not gained through criminal activity*).

Cleaner

The cleaner is in the waste disposal business. Not the type of waste associated with adopted highways and crying Indians either, more the kind of waste that narcs to the grand jury or turns state's evidence. Kill the target and dispose of the body where it will never be found is the name of the cleaner's game. Sometimes the cleaner will do the hit himself. Other times he will be called in simply to make sure the crime scene is clean of trace evidence and the body is never found. Either way a cleaner is either the last person you want to meet, or the first person you call.

Requirements

To qualify to become a cleaner, a character must fulfill the following criteria.

Base Attack Bonus: +1

Skills: Search 6 ranks, Knowledge (streetwise) 6 ranks

Feats: Meticulous

Class Information

The following information pertains to the cleaner advanced class.

Hit Die: 1d8

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The cleaner's class skills (*and the key ability for each skill*) are Bluff (*Cha*), Diplomacy (*Cha*), Forgery (*Int*), Gather Information (*Cha*), Intimidate (*Cha*), Investigate (*Int*), Knowledge (*Current Events, Popular Culture, Streetwise*), Search (*Int*), Sense Motive (*Wis*) and Spot (*Wis*)

Skill Points at Each Level: 5+Int. modifier

Class Features

All of the following are features of the cleaner advanced class.

Clean Job: The cleaner is a master at wiping down crime scenes to limit the ability of police to find meaningful evidence. The listed modifier is added to any Search or Investigate skill checks at a crime scene the cleaner has worked on for at least an hour. If the cleaner is able to set up a "killing room" (*which takes at least thirty minutes*) before the murder is actually committed (*using newspapers and plastic bags to cover the floor and walls*) then clean-up after the crime takes half as long and the DC of any Search and Investigate skill checks made afterwards are penalized by an additional +5.

Silent kill: The character gains the listed sneak attack damage against surprised, flat-footed, or flanked targets. If the victim of this attack is surprised and fails a Massive Damage Threshold saving throw, the character is eliminated in complete silence, requiring a Listen check (*DC 30*) for any nearby guard to notice something amiss. At the GM's discretion, Ordinaries may not receive a MDT save against this attack. See the d20 Modern Core Rulebook for the definition of an Ordinary.

Hard Core: Cleaners have seen more violence after a few years (*if they live that long*) than most see in a lifetime. This makes them extremely hard to shock or frighten. The cleaner may add his class level to any saving throw to avoid fear or intimidation.

Bonus Feats: At 2nd, 4th, and 7th levels the cleaner receives a bonus feat from the following list: Alertness, Armor Proficiency (*light*), Attentive, Combat Expertise, Combat Martial Arts, Combat Reflexes, Far Shot and

THE CLEANER							
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Clean Job +5	+1	+1
2nd	+1	+2	+2	+0	Bonus Feat	+1	+1
3rd	+2	+2	+2	+1	Silent Kill +1d6	+2	+1
4th	+3	+2	+2	+1	Bonus Feat	+2	+2
5th	+3	+3	+3	+1	Clean Job +10	+3	+2
6th	+4	+3	+3	+2	Silent Kill +2d6	+3	+2
7th	+5	+4	+4	+2	Bonus Feat	+4	+3
8th	+6	+4	+4	+2	Hard Core	+4	+3
9th	+6	+4	+4	+3	Silent Kill +3d6	+5	+3
10th	+7	+5	+5	+3	Clean Job +15	+5	+4

Point Blank Shot. The cleaner must meet the prerequisite for any feat taken.

Organization Brains

Organizations need brains as well as brawn to run smoothly. The brains of an organization provide logistics, planning and strategy support to the frontline muscle.

Requirements

To qualify to become organization brains, a character must fulfill the following criteria.

Skills: Computer Use 6 ranks, Knowledge (*civics*) 6 ranks, Knowledge (*tactics*) 6 ranks

Feats: Educated

Allegiance: To gain levels in this class a character must swear allegiance to that organization. If this allegiance is ever renounced by the character or revoked by the GM the character may no longer gain levels in this class or requisition equipment from the organization until the allegiance is reinstated. Note that since allegiances may only be changed when a character gains a level this will require the character to gain a minimum of one level.

Special: The character must also have affiliate membership in an organization. The requirements for affiliate membership vary from organization to organization.

Class Information

The following information pertains to the organization brains advanced class.

Hit Die: 1d6

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The organization brain's class skills (*and the key ability for each skill*) are Bluff (*Cha*), Computer Use (*Int*), Diplomacy (*Cha*), Disable Device (*Int*),

Disguise (*Cha*), Gather Information (*Cha*), Intimidate (*Cha*), Investigate (*Int*), Knowledge (*Behavioral Sciences, Business, Civics, Current Events, History, Streetwise, Tactics, Technology*) (*Int*), Search (*Int*) and Sense Motive (*Wis*)

Skill Points at Each Level: 9+Int. modifier

Class Features

All of the following are features of the organization brains advanced class.

Organization Talents: At 1st, 3rd, 5th, 7th, and 9th levels the character gains a talent from his organization's brains talent trees. These talents will vary from organization to organization.

Organization Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels the character gains a bonus feat from his organization's brains bonus feat list. These feats will vary from organization to organization.

Organization Muscle

Organizations need muscle to enforce their will and expand their territory. Muscle are soldiers on the ground, protecting turf and serving as the front line for an organization's various activities.

Requirements

To qualify to become an organization veteran, a character must fulfill the following criteria.

Base attack bonus: +3

Skills: Streetwise 3 ranks, Intimidation 3 ranks

Feats: Personal Firearms Proficiency

Allegiance: To gain levels in this class a character must swear allegiance to that organization. If this allegiance is ever renounced by the character or revoked by the GM the character may no longer gain levels in this class

ORGANIZATION BRAINS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Talent	+0	+1
2nd	+1	+0	+0	+3	Bonus Feat	+1	+1
3rd	+1	+1	+1	+3	Talent	+1	+1
4th	+2	+1	+1	+4	Bonus Feat	+1	+2
5th	+2	+1	+1	+4	Talent	+2	+2
6th	+3	+2	+2	+5	Bonus Feat	+2	+2
7th	+3	+2	+2	+5	Talent	+2	+3
8th	+4	+2	+2	+6	Bonus Feat	+3	+3
9th	+4	+3	+3	+6	Talent	+3	+3
10th	+5	+3	+3	+7	Bonus Feat	+3	+4

or requisition equipment from the organization until the allegiance is reinstated. Note that since allegiances may only be changed when a character gains a level this will require the character to gain a minimum of one level.
Special: The character must also have affiliate membership in an organization. The requirements for affiliate membership vary from organization to organization.

Class Information

The following information pertains to the organization veteran advanced class.

Hit Die: 1d8

Action Points: 6 plus one-half character level, rounded down.

Class Skills: The organization muscle's class skills (and the key ability for each skill) are Climb (Str), Drive (Dex), Gamble (Wis), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int) and Swim (Str)

Skill Points at Each Level: 5+Int. modifier

Class Features

All of the following are features of the organization muscle advanced class.

Organization Talents: At 1st, 3rd, 5th, 7th, and 9th levels the character gains a talent from his organization's muscle talent trees. These talents will vary from organization to organization.

Organization Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th levels the character gains a bonus feat from his organization's muscle bonus feat list. These feats will vary from organization to organization.

NEW SKILLS

Knowledge (Streetwise) (Int) Trained Only

Organization Signs (DC 20): You can recognize organization signs and identify the organization they belong to in tattoos, graffiti, clothing, scarves, and colors. A successful skill check will also give a little background on the organization in question including their favored criminal activities, affiliated organizations and rival organizations.

Knowledge (Tactics) (Int) Trained Only

Combat Tactics: The Knowledge (*tactics*) skill provides a character with an advantage over his opponents in combat. Once per combat, as a move action, one character on each side of a battle may roll a tactics skill check, skill vs. skill, against the tactics skill roll of his opponent. The winner of this contest gains a bonus to either attack or initiative equal to his Intelligence modifier. If a bonus to initiative is selected, the character may either choose to improve his initiative by his Intelligence modifier, or roll again with an additional bonus equal to his Intelligence modifier. If the character chooses to roll again, he must take the new result even if it is worse than his previous initiative. This bonus applies only to the character using the skill, unless the character has the Tactician feat, in which case he may apply these bonuses to his teammates as well.

If the character also has the appropriate Tactician feat, the character may apply this bonus to others.

Pressure Points (Wis) Trained Only

Check: A successful skill check (*Higher than the target's Defense*) will add +1d6 to the damage from any unarmed or melee weapon attack. This ability may be used once per combat, unless the target of the attack is

THE ORGANIZATION MUSCLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Organization Talent	+1	+0
2nd	+1	+2	+2	+0	Organization Bonus Feat	+1	+0
3rd	+2	+2	+2	+1	Organization Talent	+2	+0
4th	+3	+2	+2	+1	Organization Bonus Feat	+2	+0
5th	+3	+3	+3	+1	Organization Talent	+3	+1
6th	+4	+3	+3	+2	Organization Bonus Feat	+3	+1
7th	+5	+4	+4	+2	Organization Talent	+4	+1
8th	+6	+4	+4	+2	Organization Bonus Feat	+4	+1
9th	+6	+4	+4	+3	Organization Talent	+5	+2
10th	+7	+5	+5	+3	Organization Bonus Feat	+5	+2

flanked, in which case it may be used at will. This ability will only inflict extra damage on a target vulnerable to critical hits or with a discernable anatomy.

Try Again?: No.

Special: A character can take 10 when making a Pressure Points skill check, but cannot take 20. Making a Pressure Points check is a move-equivalent action. This skill also includes knowledge of Acupuncture and Acupressure techniques. Any character with 5 or more ranks in this skill gains a +2 Synergy Bonus to Treat Injury checks.

NEW FEATS

Antithesis (General)

You have a deep hatred for one Allegiance or group.

Prerequisite: Enemy (*same group*), BAB 9+

Effect: When you are combating your antithesis, you gain an additional +2 to hit and skill checks. You will not willingly deal with your antithesis on friendly terms, and when you must deal with forces friendly to them, you are -4 on all Charisma based skill checks.

Special: You may only take this feat once.

Berserker Rage

You have a raging fury inside you that you can let loose during combat.

Prerequisite: Frenzy, Fury, 10th level

Effect: As Frenzy, except your Strength and Constitution bonuses are +8, your Will saves are +4, and your bonus hit points are 4 per level.

Body Blow (General)

The character attacks his target's midsection repeatedly, gradually tiring the character out.

Prerequisite: One of the following: Boxing, Commando Training or Karate

Effect: Each time a character hits with this attack, the target suffers normal Punch damage, and must make a Fortitude Save (*DC 15+ your strength modifier*). Failure means the target takes a -1 Dodge penalty to his Defense for the rest of the encounter. Like Dodge bonuses, these penalties stack. Every five rounds (30 seconds), the target "recovers" one point of Defense until her Defense returns to normal. A character's Defense may not be reduced below her flat-footed value by this feat. However, if a character's Defense is reduced to its flat-footed value, the character is flat-footed for all combat purposes until the character manages to recover at least one point of Defense. This feat may only be used once per round, but the character may make additional, non-Body Blow attacks provided

he has the ability to make multiple attacks.

Special: Characters with the Endurance feat gain a +4 to their saving throws against this maneuver's effect.

Bonus: Strong and Tough heroes may take this feat as a bonus feat.

Box Ears (General)

A dirty tactic, the character slaps his target's ears, causing damage by forcing air into the fragile inner ear.

Prerequisite: One of the following: Commando Training or School of Hard Knocks

Effect: This attack only inflicts 1-2 points of damage plus the attacker's Strength modifier. The target of this attack must also succeed at a Fortitude Save (*DC 15+ your strength modifier*). If this save is successful, the target is dazed, otherwise, the target is deafened for 1-4 rounds. If you spend an action point when making an attack roll with this maneuver, your target is flat-footed against this attack.

Bonus: Strong and Smart heroes may take this feat as a bonus feat.

Boxing (General)

History: You are skilled in the "sweet science" of pugilism.

Prerequisite: Combat Martial Arts or Brawling

Effect: Boxers are proficient in Punching attacks and suffer no attacks of opportunity when making such attacks. Boxers provoke no attacks of opportunity for grapple attacks, and may Feint as a Move action. Boxers add Bluff and Intimidate to their list of class skills. Boxing is an External Style whose attacks are modified by Strength or Dexterity, chosen when this feat is taken.

Bonus: Strong and Fast heroes may take this feat as a bonus feat.

Commando Training (General)

History: This fighting style represents the advanced combat training given to Special Forces personnel around the world. There are as many variations on this style as there are militaries to teach it.

Prerequisite: Combat Martial Arts

Effect: Commando Training adheres to no fixed style or philosophy, except for the creed of putting your man down, as quickly, efficiently, and silently as possible. Commando Training practitioners are proficient in Head, Elbow, and Kick attacks are considered armed while making such attacks. Characters with this feat add Hide, Knowledge (*Tactics*) and Move Silently to their list of class skills. Commando Training is an External Style whose attacks are modified by Strength.



Bonus: Strong and Smart heroes may take this feat as a bonus feat.

Enemy- one Allegiance, Group, or Individual (General)

You have one allegiance or group that you detest.

Effect: You gain +2 to attack and skill checks when combating your Enemy. When you must deal with your enemy peacefully, or when you deal with groups allied with your Enemy, you take a -2 to all Charisma based skills.

Special: You may take this feat more than once. Each time it applies to a different group or Allegiance.

Bonus: Dedicated heroes may take this feat as a bonus feat.

Frenzy

You have a dark side that comes out in combat.

Effect: Once per day per 4 levels (*once per day at levels 1-4, twice per day at 5-8, and so forth*) you can enter into a frenzy, gaining a +4 bonus to Strength and Constitution, a +2 morale bonus to Will saves, and a -2 penalty to AC. You also gain 2 hit points per level, but these fade when your frenzy ends. While raging, you cannot use abilities that require patience or concentration. Frenzy lasts for three rounds plus your enhanced

Constitution modifier. Entering a frenzy takes no time but can only be done once per round during your action, and only once per encounter.

Bonus: Tough heroes may take this feat as a bonus feat.

Fury

Your dark side is extremely savage.

Prerequisite: Frenzy, 5th level

Effect: As Frenzy, except your Strength and Constitution bonuses are +6, your Will saves are +3, and your bonus hit points are 3 per level.

Organization Affiliation (General)

You have deal with an organization on an informal basis, or perhaps just grew up in a neighborhood rife with gangs, learning their ways.

Prerequisite: Knowledge (*streetwise*) 3 ranks

Effect: You gain a +2 on all knowledge (*streetwise*) checks to interpret and identify organization signs. In addition, you gain a +2 bonus on all forgery and disguise checks to imitate organization signs and dress (*the penalty for doing this with any blood in blood out organization is death if you are discovered*), and also gain a +2 on all sense motive skill checks made against organization members.

Bonus: Fast and Tough heroes may take this feat as a bonus feat.

Haymaker (General)

The character can put everything he has into one lethal, reckless, punch.

Prerequisite: Hook and one of the following: Boxing or School of Hard Knocks

Effect: This attack is a full-round action. The character's punch damage is increased to the second larger die (*from 1d4 to 1d8, or from 1d6 to 1d10, and so forth*). Furthermore, the character adds one and a half times his Strength modifier to the damage from this attack. If this attack is a critical hit, the target takes normal damage (*which can be lethal at the attacker's discretion*), and also suffers the effects of a Knockout blow. If the attacker misses with this attack, he is flat-footed until the start of his next action.

Bonus: Strong heroes may take this feat as a bonus feat.

Henchmen (General)

You have a group of followers.

Prerequisite: You must be at least 3rd level.

Benefit: You have a group of followers who assist you out of loyalty, serve you for pay, or obey you from fear.

Table: Henchman

Leadership Score	Number of Followers by Level					
	1st	2nd	3rd	4th	5th	6th
1 or less-	-	-	-	-	-	-
2	-	-	-	-	-	-
3	-	-	-	-	-	-
4	-	-	-	-	-	-
5	-	-	-	-	-	-
6	-	-	-	-	-	-

Leadership Score	Number of Followers by Level					
	1st	2nd	3rd	4th	5th	6th
7	-	-	-	-	-	-
8	-	-	-	-	-	-
9	-	-	-	-	-	-
10	5	-	-	-	-	-
11	6	-	-	-	-	-
12	8	-	-	-	-	-
13	10	1	-	-	-	-
14	15	1	-	-	-	-
15	20	2	1	-	-	-
16	25	2	1	-	-	-
17	30	3	1	1	-	-
18	35	3	1	1	-	-
19	40	4	2	1	1	-
20	50	5	3	2	1	-
21	60	6	3	2	1	1
22	75	7	4	2	2	1
23	90	9	5	3	2	1
24	110	11	6	3	2	1
25+	135	13	7	4	2	2

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but the character must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort.

Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

Followers: A leader attracts followers who share at least one of the character's Allegiances. As the leader's Leadership rises, he can attract more followers. If his

HENCHMEN LEADERSHIP MODIFIERS

General Leadership Modifiers

The Leader Has a Reputation of	Leadership Modifier
Great Success	+2
Great Failure	-2
Reputation Score +0-+1	+0
Reputation Score +1-+2	+1
Reputation Score +3-+4	+2
Each +2 Reputation	+1

Follower-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a base of operations	+2
Has a Headquarters	+4
Has the Home Turf feat	+1
Moves around a lot	-1
Caused the death of other followers	-1*

Leadership goes down, followers may desert.

Replacing Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (*1d4 months*) to recruit replacements. If the leader is to blame for the deaths of followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

Bonus: Charismatic heroes may take this feat as a bonus feat.

Home Turf (General)

You have deep roots with one of Haven's boroughs granting you an intimate knowledge of that area including how best to use its terrain to your advantage.

Effect: The character gains a +1 to hit, and a +2 to the following skill checks in one of Haven's boroughs: Gather Information, Hide, Knowledge (*streetwise, tactics*), Navigate, Spot, and Survival.

Special: This feat applies to one of Haven's boroughs: Arcadia, Armistad, Freeman Hill, Golden Heights, Haven City and Rome Island. You may take this feat multiple times. Each time it applies to a different borough.

Bonus: Dedicated heroes may take this feat as a bonus feat.

Hook (General)

A fast, powerful swing that has ended many fights, the character gains greater force by pivoting his hips while making this attack.

Prerequisite: One of the following: Boxing, Commando Training or School of Hard Knocks

Effect: The character's punch damage is increased to the next larger die (*from 1d6 to 1d8 and so forth*). This maneuver may be performed more than once per round.

Bonus: Strong and Tough heroes may take this feat as a bonus feat.

Improvised Weapons (General)

You are a walking disaster area. Anything you touch is likely to be used in a fight.

Prerequisite: Brawl

Effect: You may use any improvised weapon with no penalty to hit. You must still learn how to use items designed as weapons in the normal way.

Bonus: Tough and Smart heroes may take this feat as a bonus feat.

Information Network (General)

You have informants on the ground that will alert you of trouble.

Prerequisite: Leadership

Effect: Each follower the character devotes to keeping tabs on things grants a +1 to Gather Information or Spot skill checks. However, there will still be costs associated for information, so the character must still pay the usual "fee" to obtain information.

Bonus: Charismatic heroes may take this feat as a bonus feat.

Jab (General)

A fast punch, extremely hard to block, the Jab is used as a bread-and-butter punch by many boxers, or to set up a more dangerous attack or combination.

Prerequisite: One of the following: Boxing, Commando Training, Karate or School of Hard Knocks

Effect: The character makes a punch attack at normal damage, but gains a +2 bonus to hit. This Maneuver may be used more than once per round.

Bonus: Fast and Smart heroes may take this feat as a bonus feat.

Karate (Style)

History: You are skilled in the fighting techniques of Japan.

Prerequisite: Combat Martial Arts or Defensive Martial Arts

Effect: Characters with this feat are proficient in punching and kicking attacks, and are considered armed while making these attacks. Characters with this feat add Balance, Concentration, Pressure Points, and Tumble to their list of class skills. Karate is an External Style whose attacks are modified by Strength.

Bonus: Strong and Fast heroes may take this feat as a bonus feat.

Leg Sweep (General)

The character has learned how to deprive his opponent of his footing.

Prerequisite: One of the following: Commando Training or Karate

Effect: The character makes a normal kick attack. If this attack hits, in addition to inflicting normal kick damage on the target, the character gets to make a Trip attack against him as an attack of opportunity. This maneuver may only be performed once per round.

Bonus: Strong and Fast heroes may take this feat as a bonus feat.

Marksman (General)

You are an extremely accurate marksman with a ranged attack.

Prerequisite: Weapon Focus (*one ranged attack*), Spot
5 Ranks

Effect: You may use up to one-half your Spot skill to offset attack penalties due to range with one ranged attack (*effectively allowing you to ignore one penalty for range per 4 Ranks of Spot*). This feat may be taken multiple times. Its effects do not stack. Each time the feat is taken (*requiring Weapon Focus to be taken again*), it applies to a different ranged attack.

Bonus: Fast and Dedicated heroes may take this feat as a bonus feat.

Police Combat Training (General)

The character has been trained in police-style self-defense.

Prerequisite: Combat or Defensive Martial Arts

Effect: You are proficient in punching attacks and are considered armed when making such attacks. You provoke no attacks of opportunity from grapple or disarm checks. This feat adds Diplomacy, Intimidate, and Sense Motive to your list of class skills. Police Combat Training is an external style whose attacks are modified by Strength.

Bonus: Strong and Dedicated heroes may take this feat as a bonus feat.

Quick Change (General)

You can very quickly alter your appearance.

Prerequisite: Disguise 8 ranks

Effect: For every +2 you add to the DC of any Disguise skill check you may cut the time required to change your appearance in half.

Normal: Disguise checks normally require 1d4x10 minutes

Bonus: Charismatic heroes may take this feat as a bonus feat.

School of Hard Knocks (General)

History: This style is brawling taken to the point of science and may be seen in the bars and back alleys of Haven on a daily basis.

Prerequisite: Brawling or Combat Martial Arts

Effect: Practitioners of this style are proficient in Punching, Kicking, and Head attacks, and are considered armed when making such attacks. Characters with this feat add Bluff, Knowledge (Streetwise) and Intimidate to their list of class skills. SOHK is an External Style whose attacks are based on Strength.

Bonus: Strong and Tough heroes may take this feat as a bonus feat.

Sidekick (General)

You have a partner.

Prerequisite: You must be at least 3rd

Benefit: You have a loyal partner in your fight on crime.

Leadership

Leadership Score	Sidekick Level
1 or less	-
2	1st
3	2nd
4	3rd
5	3rd
6	4th
7	5th
8	5th
9	6th
10	7th
11	7th
12	8th
13	9th
14	10th
15	10th
16	11th
17	12th
18	12th
19	13th
20	14th
21	15th
22	15th
23	16th
24	17th
25+	17th

Leadership Score: A character's Leadership score equals his level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but the character must still be 3rd level or higher in order to gain the Sidekick feat and thus attract a Sidekick. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

Sidekick Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of his level or higher.

Replacing Sidekicks: If a leader loses a Sidekick, he can generally replace her, according to his current Leadership score. It takes time (1d4 months) to recruit and train a replacement. If the leader is to blame for the death of the sidekick, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

SIDEKICK LEADERSHIP MODIFIERS

General Leadership Modifiers

The Leader Has a Reputation of	Leadership Modifier
Great Success	+2
Great Failure	-2
Reputation Score +0-+1	+0
Reputation Score +1-+2	+1
Reputation Score +3-+4	+2
Each +2 Reputation	+1

Sidekick-Only Leadership Modifiers

The Leader	Leadership Modifier
Recruits a cohort of a different allegiance	-1
Caused the death of a sidekick	-2*
Each additional sidekick	-4
Cohort shares two Allegiances with character	+1
Cohort shares three Allegiances with character	+2

*Cumulative per Sidekick killed.

Bonus: Charismatic heroes may take this feat as a bonus feat.

Snap Kick (General)

The character has learned how to snap his leg forward with blinding speed, a kick that is very hard to block or evade.

Prerequisite: One of the following: Commando Training or Karate

Effect: The character makes a kick attack at normal damage, but gains a +2 bonus to hit. This maneuver may be performed more than once per round.

Bonus: Strong and Fast heroes may take this feat as a bonus feat.

Sucker Punch (General)

You don't believe in "rules" in combat, just winning.

Prerequisite: Intelligence 13, Brawl, Streetfighting, Improved Feint

Effect: Whenever you hit a flat-footed target with a melee attack (*whether as a result of a Feint or from winning initiative*) you inflict an extra +2d6 damage (*unlike Brawl damage this damage may be lethal or nonlethal at your discretion*).

Tactician

The character is a skilled leader, with a strong grasp of tactics and an ability to make those around her better in combat.

Prerequisite: Int 13+, Cha 13+, Knowledge (*Tactics*) 5 Ranks, Teamwork.

Effect: Normally, when a character rolls a tactics skill

check, the benefits apply only to himself. This feat allows the character to grant the bonuses of a successful tactics skill check to up to 2x Charisma modifier allies (*characters who have the Teamwork feat for the same team*) who are fighting with the character.

Bonus: Smart and Charismatic heroes may take this feat as a bonus feat.

Teamwork- Specific Group (General)

This character represents extensive training (or practice) in fighting as a unit.

Prerequisite: Allegiance (*Specific Group*)

Effect: Whenever the character is in an engagement with someone with the Teamwork feat for the same group he gains +2 competence bonus to attack and skill checks.

Bonus: Dedicated heroes may take this feat as a bonus feat.

Well Connected

Either through your winning personality or just the grit to stay alive you have found well-placed friends willing to aid you.

Prerequisite: Character Level 2+ or Charisma 13+

Effect: Once per week you can use this feat to gain a bonus to a non-intimidate Charisma-based skill check, gaining a bonus equal to your character level.

Bonus: Charismatic heroes may take this feat as a bonus feat.

Wild Talent

You have a minor parahuman psionic power. Check with your GM to make sure she is using psionics before

selecting this feat. This feat may be used even if psionics are not part of the campaign, in which case psionics are treated as spell-like abilities.

Benefit: You may use one of the following 0-level psionic powers: burst, daze, detect psionics, distract, far hand, far punch, finger of fire, missive, or verve. You can manifest this power up to three times per day. There is no Power Point cost for using this power.

DISADVANTAGES

Characters in Haven are far from perfect. In fact many of them are not the sort of people you'd want to know, or even see, in real life. To allow you to play a colorful, though far from perfect character Haven provides you with a unique system for rounding out your character.

Disadvantage Ratings (DSR): Haven rates each disadvantage you take by assigning it a number, called the Disadvantage Rating, or DSR. The DSR determines how often the disadvantage appears, and how detrimental it is to you when it does. The higher the number, the more trouble the disadvantage is going to cause you.

Characters in literature are not a collection of numbers. Their flaws seem to add to their appeal just as much as the heroic (or villainous) things they do. A character with a newspaper editor hounding him, a sickly aunt, no love life, and the worst luck imaginable is possibly the most recognized character in the history of literature. Why? Because while we can't all identify with running into a burning building, we all have sick relatives, late bills, and no date on Saturday night (or maybe that's just me). The more we identify with the hero of a tale, the more engaging that tale becomes. Odysseus, the signatory character of Homer's Odyssey, was not famous to the ancient Greeks just for his strength, his cunning and his wile. He was also famous for being the greatest liar of the ancient world.

Maximum Disadvantages

Although the GM can set maximum disadvantages at any level she desires, some good guidelines are that no character should have more than 10 DSR in disadvantages total, and that no single disadvantage should be above 5 DSR. The reason for this is that at higher levels, the entire campaign will revolve around one character's disadvantages.

Disadvantage Ratings and Character Disadvantages during play

If a disadvantage appears during an adventure, then you receive additional experience for overcoming the disadvantage, using its DSR as a challenge rating (CR) for experience purposes. In effect, the disadvantage has served as an additional encounter, or as a modifier to an encounter, making it more difficult.

For example, your hero has a rival in the form of a workplace competitor (DSR 2). This rival will not actively seek to do you harm but will hinder your efforts at every opportunity. You also have an enemy, a rogue cop who seeks to kill you because your activities hinder his efforts to "rule the streets" (also DSR 2). In the course of an adventure the Game Master decides to spice things up by having both your rivals join forces. Your rival gets in contact with your enemy, letting him know you are meeting an informant in Little Saigon at midnight.

Your enemy arrives a little before you, faking an arrest of the informant and taking him away to be killed (unless you can prevent it naturally). Since your enemy is 4th level dealing with him is a CR 4 encounter. In this case the DSR of the disadvantage only served to determine how often your enemy will appear in your adventures. Since your rival served to make the encounter more dangerous however, the GM adds its DSR to the CR of your enemy. This means that when you track down your enemy and rescue your informant you will gain the experience for a CR 6 encounter.

Removing Disadvantages

As a hero rises in level, he might wish to reduce his flaws, or even remove them entirely. A hero must announce when he gains a level that he is attempting to remove a disadvantage. To reduce the DSR of a disadvantage by one, the character must then succeed at a Will saving throw, with a DC of 15 plus the DSR of the disadvantage he is attempting to reduce. This saving throw receives a modifier of +5 to -5 depending on how well the reduction of the disadvantage has been role-played in the campaign.

In special circumstances, where the GM feels the reduction of the disadvantage is especially appropriate or especially inappropriate, she may even declare the attempt automatic, or that the attempt is impossible. Remember, however, that Haven's disadvantages system provides no "up front" benefits. A character receives

extra experience points when a disadvantage appears in play. Meaning that if the DSR is reduced, the character will receive a diminishing benefit. For this reason, the GM is encouraged to be lenient when determining if a disadvantage may be reduced.

Trading Disadvantages

In some cases, a disadvantage is simply not working out in the game. The Enemy a character chose for his character doesn't interest him, but another villain in the campaign has a real chemistry with the character, with verbal jabs hurled back and forth when the two fight. In cases such as this, the GM should allow the character to trade in one enemy for another, at the same DSR.

Perhaps the character has a code or a dependant that doesn't appear in the campaign much. Again the GM might allow the character to trade in the disadvantage for another of the same type that appears more frequently.

In some cases the character might not want to do this. If he has an enemy who never leaves Little Saigon and the GM's adventures seldom take the character to that part of town, then the player is not being hindered but neither is he gaining any additional experience. The player might have decided it's a good thing he tangle with a dangerous opponent as little as possible and not want to trade in his enemy for one that appears more frequently. For this reason, trading in a disadvantage should always have the consent of both the player and the GM.

Achilles Heel (DSR 3)

You have an extremely vulnerable spot that causes you great harm when you are attacked there. When you select this disadvantage you select a number from 1 to

19. Any attack that is a natural roll of that number is automatically a hit and automatically a critical threat. If the attack requires you to make a saving throw, you are -4 on the save attempt.

Addiction (Variable)

You are addicted to a harmful or illegal substance. You must make a Will save ($DC 10 + DSR$) each day or indulge your addiction. If the substance is harmful, you must make a Fortitude Save ($DC 10 + DSR$) or suffer 1-2 points of Constitution ability damage each day you indulge your addiction. If the substance is illegal, each day you indulge your addiction you must roll a d20, and on a roll of 20, modified by the DSR of this disadvantage, to avoid being arrested while attempting to acquire the addictive substance. It is possible to take this disadvantage twice for the same substance if it is both harmful and illegal.

Age (Variable)

Your age is sometimes a detriment to your abilities as an adventurer. Regardless of age a character never has to take this disadvantage or take it at the full value. The character might be advanced for a young age or remarkably well preserved for an older age. Therefore the disadvantage categories below should be considered guidelines.

Age affects a character in two ways. First it alters his starting ability scores.

Secondly it could come into the campaign in other ways. A young character might be barred from a bar or be forced to sneak into or lie about his age during the course of adventures. An older character might be required to make periodic Fortitude saves to avoid getting ill (*with a DC of 10+the DSR*). If a character is ill he should be considered fatigued for 1-4 days for a

TABLE: AGING EFFECTS

Age/Category	Disadvantage	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10/Child	5	-6	-3	-6	-2	-3	-4
11/Adolescent	4	-5	-3	-5	-2	-3	-4
12/Adolescent	4	-4	-3	-4	-2	-3	-3
13/Teenager	3	-4	-2	-4	-2	-2	-3
14/Teenager	3	-3	-2	-3	-2	-2	-2
15/Yg. Adult	2	-2	-2	-2	-1	-2	-2
16/Yg. Adult	2	-2	-2	-2	-1	-1	-1
17/Yg. Adult	1	-1	-1	-1	-1	-1	-1
18-35/Adult	0	0	0	0	0	0	0
35-50/Middle Age	1	-1	-1	-1	+1	+1	+1
50-70/Old Age	2	-3	-3	-3	+2	+2	+2
71+/Venerable	3	-6	-6	-6	+3	+3	+3

minor illness or exhausted for 4-24 days for a major illness. Treat injury checks (*DSR 10+the length of illness remaining*) can be made once every four days to reduce the length of illness by 1-4 days (*an illness is never cured immediately the maximum reduction to an illness is one extra day*).

The Game Master decides when these conditions appear in the game (*according to how realistic or gritty the game is meant to be*). However each time a character is affected by a disadvantage he receives XP equal to the DSR.

Allergic Reaction (DSR Variable)

You suffer damage from a substance that is either not especially harmful to normal people (*such as a certain food or a bee sting*) or you are allergic to something that is usually beneficial to normal people (*such as a type of medicine*).

If you are exposed to the source of your allergy during an adventure and come into contact with it, you must make a Fortitude saving throw (*DC 15+ the DSR*) or suffer 1 point of initial and secondary constitution damage per 2 DSR.

If you are allergic to one or more medicines all treat injury skill checks made on your behalf are penalized by the DSR. This usually represents the inability of the attending physician to use all measures to aid your condition. If you are incorrectly given the substance you are allergic to, handle in the manner described above.

Anti-Hero (DSR 3)

A more extreme version of a shady reputation (*see that disadvantage below*). Like that disadvantage the character's Reputation is always infamous. In addition, the character takes a -3 to all non-intimidate Charisma based skill checks. However the character gains a +3 bonus to intimidate skill checks and a +1 bonus to Reputation.

Code (Variable)

You have a conviction about something so strong, you have trouble violating it even under dire circumstances. Any code must have a corresponding Allegiance. So if your character has a Code "will not lie", then he should have an allegiance to truth. If your character has a code "will not kill", then he should have an allegiance to defending life, or perhaps to the law. The DSR of this disadvantage is determined by how hard the code is to violate when your character needs to. To violate your code, you must make a Will save (*DC 10+5 per DSR of the disadvantage*).

Dependant (Variable)

You have a loved one: a wife, a child or even a sickly old aunt that you must care and protect for. On a roll of 20 or higher on a d20 (*modified by the DSR*), the dependant becomes involved in the adventure or otherwise demands you take time away from the current adventure to provide some care to the dependant. Characters investigating you (*including rivals and enemies*) can also learn of your dependant with a Gather Information check (*DC 25 - the DSR*).

Disability (Variable)

You have a physical ailment that gets in the way of your adventuring. You may take the full disability value listed below, even if you have a means of compensating for the loss of movement or the loss of a sense, since your compensation means your disability will appear in the game less often. When it does, however, you will likely be entitled to the full award.

DSR 1 (Mild Disability): -20 ft. to movement or -1 to skills based on one ability. For example, a character with a very mild limp could move slower, but his Dexterity based skills would work just fine.

DSR 2 (Pronounced Disability): -20 ft to movement or -2 to skills based on one ability.

DSR 3 (Serious Disability): -30 ft. to movement, or -2 to one ability score, or -4 to skills based on one ability. This level of disability represents a character that is crippled, or has a loss of limb, serious myopia, or serious hearing loss.

DSR 4 (Severe Disability): -4 to one ability score, or -8 to skills based on one ability. A multiple amputee, a character who is almost completely blind or deaf, would all fall under this level of disability.

DSR 5 (Crippling Disability): -8 to one ability score, or -15 to skills based on one ability.

Enemy (Variable)

Someone is out to get you. Sometimes your enemy will show up out of the blue (*maybe you two run into one another on the street*) looking for a little payback. Sometimes your enemy will ally himself with the main villain of the adventure to make your life especially wonderful. On a roll of 20 (*modified by the DSR*), your enemy becomes involved in the current adventure. Your enemy always begins play at your level, and receives the enemy feat (*for you*) as a free feat even if he does not meet the prerequisites. The experience award for this disadvantage is either the CR of your enemy or the DSR of this disadvantage whichever is higher. The DSR also affects how often your enemy appears in this case.

Forbidding Demeanor (DSR 2)

You are emotionally distant. You have few friends, and trouble making new ones. You are -2 on all non-intimide Charisma based skills. In addition you have a maximum of two allegiances.

Grudge Magnet (Variable)

You seem to collect enemies. Perhaps they see too much of themselves in you for comfort, or perhaps you are simply the most annoying SOB alive. Maybe you're one of those people who seem to through no fault of their own to create new enemies on a regular basis. Any time you fight a villain, that villain must make a Will save (*DC 15 +1 per DSR+1 per additional time you have encountered this enemy in the past*) or become an enemy of yours, appearing as an enemy disadvantage equal to your Grudge Magnet DSR. As with the enemy disadvantage your new enemy immediately gains the Enemy feat as a bonus feat.

Hideous Appearance (Variable)

You are ugly, perhaps even terrifyingly so. You receive a penalty to all Charisma-based skills except Intimidate equal to the DSR. You receive double the DSR as a penalty to the disguise skill (*this is not cumulative with the penalty you already receive to Charisma-based skills*). However, it's not all bad for you: use the DSR of this disadvantage as a bonus to Intimidate skill checks.

Jinxed (DSR 1)

You cannot catch a break. If you win a waterbed in a contest it will spring a leak and flood your apartment while you are out on a case. Your girlfriend gets mono right before the romantic evening you've been planning for months when you were planning to propose to her. Your best friend blames you for the death of his villainous father. Your luck never actually gets so bad as to make your adventures more difficult or dangerous, but your bad luck just makes everything around you more complicated, twisted and generally lousy. Hopefully you're at least a happy-go-lucky, friendly, neighborhood guy to make up for this dismal luck.

Nemesis (Variable)

Like Enemy, only worse. Your enemy has an intimate understanding of your powers and abilities, and receives the Antithesis feat as a bonus feat, even if he does not meet the prerequisites. The experience award for this disadvantage is the CR of your nemesis +2 (*since your Nemesis has your number, often above and beyond the Antithesis feat*).



THE JURY

have the right to modern

Regardless of a character's minority status the player

DSR 1: Embarrassing Secret. This secret would cause one of the following to happen: for one of the character's allegiances to sever ties, for the character's reputation to become infamy (*see the Reputation rules in the*

Modern core rules for a definition of fame and infamy) or for the character's Wealth to be reduced by -2.

Example: A law and order politician is revealed to be having numerous affairs. His allegiances to people in city government are unaffected (*they likely knew of his peccadilloes to begin with*) and his Wealth is untouched. However the character is now the target of scorn and derision (*his Reputation has become infamy*).

DSR 3: Dangerous Secret. This secret would cause two of the following to happen: for one of the character's allegiances to sever ties, for the character's reputation to become infamy or for the character's Wealth to be reduced by -6.

Example: A labor leader is found to be embezzling money from his union pension fund and funneling it to the Santucci crime family. While the Santucci will quietly stand by the character (*using their influence to keep the character from doing anymore jail time than probation or community service*) the character's days as a trusted member of society are done (*Reputation becomes infamous*) and the character is reduced from being the head of a powerful union back to his former profession as a divorce attorney (-6 Wealth).

DSR 5: Explosive Secret. The kind of secret a man or woman would kill to protect. If this secret is discovered all of the character's allegiances are severed, the character's fame becomes infamy, his wealth is reduced by -10, and the character gains an Enemy at DSR 5.

Example: Archbishop Charles Dutton is a serial pedophile who uses his position and the trust it carries to prey on the innocent. If this secret were ever revealed Dutton would lose all of his friends, his political connections and his job and would be sued in civil court until he was rendered penniless. In addition the Archbishop would face a length jail term.

Shady Reputation (DSR 2)

You have some skeletons in your closet. Your reputation is always considered infamous with law-enforcement agencies, no matter how many good deeds you do (*unless you buy off the disadvantage*). This will make it much harder for you to get cooperation from the authorities. A villain with this disadvantage has something in his past linking him to the good guys, which frequently causes villains to shun him, thinking him a plant or a mole.

ORGANIZATIONS

Haven is awash with politics. The city virtually reeks of the smell of agendas. One of the easiest ways to

construct a campaign is to set two or more of these organizations at war and force the PCs to pick a side.

Each Organization listed below will have two membership levels each with varying requirements and benefits: affiliate member and veteran member.

An affiliate member is in the lowest echelons of any organization. Such individuals have no ability to requisition equipment from the organization and will only be provided what equipment and information the organization sees fit to grant them.

A veteran member has more rights within the organization, most specifically the right to requisition equipment but also more responsibilities. Veteran members also have access to the Organization Muscle and Organization Brains advanced classes, which grant access to organization specific training in the form of talents and feats.

Organization Rank

Various organization talents represent rank or influence within an organization. A character with such a talent is considered to have rank over all those without such a talent or a lesser talent and may be able to override that character in certain situations. In cases where characters have equal rank talents the character with the higher reputation prevails. In general however, regardless of rank, a character with an extremely high reputation will be given deference within his organization.

Requisitioning Manpower

A key advantage to belonging to an organization is the ability to call in backup from that organization when things don't go as planned. To requisition manpower from an organization you must make a requisition check equal to 10+ the Leadership score required have that many followers.

For example a Leadership score of 10 will provide a character with five 1st level followers. So a requisition check of 20 will allow the character to tap his organization for five affiliate members of the organization.

Followers can only be requisitioned for a specific job or task and for a maximum number of days equal to the requisitioning character's reputation. Characters who want followers at their beck and call for indefinite periods should take the Henchmen or Sidekick feats described above.



Requisitioning Information

Another key advantage of belonging to an organization is the ability to tap the knowledge base of your peers in that organization. To receive information about a certain topic, such as the whereabouts of an individual or an upcoming drug raid, a requisition check with a -10 modifier may be used in place of a Gather Information or Knowledge (*streetwise*) skill check.

Carlucci Family

A force in the Haven underworld for more than 65 years, the modern Carlucci family was born when the Carlucci and Avondondo families merged via marriage. During this time the Carlucci worked to expand their influence through both legitimate business dealings as well as brutal back-alley takeovers of smaller crime families. Currently the family is engaged in a bitter war with the Santucci Organization while seeking an alliance with the Red Wing Tong.

Affiliate Membership requirements: Allegiance (*Carlucci Family*), Knowledge (*streetwise*) 3 ranks, Speak Italian, Disadvantage: Enemy (*Santucci Family*) DSR 2

Carlucci Muscle Talent Trees

Button Man Talent Tree

Button Men (also referred to as soldiers or simply “Buttons”) are the front line of any criminal organization. These characters form a tough wall of meat between the Carlucci family and its enemies.

Button Man 1: You gain a +1 to attack rolls with firearms and a +1 bonus to all intimidate skill checks. You also gain this bonus to all level checks to resist intimidation.

Button Man 2 (prerequisite Button Man 1): You gain a +1 to attack rolls with firearms and a +1 bonus to all intimidate skill checks (*cumulative with Button Man 1 for a total bonus of +2 on these rolls*). You also gain this bonus to all level checks to resist intimidation.

Button Man 3 (prerequisite Button Man 2): You gain a +1 to attack rolls with firearms and a +1 bonus to all intimidate skill checks (*cumulative with Button Man 2 for a total bonus of +3 on these rolls*). You also gain this bonus to all level checks to resist intimidation.

Murder Inc. Talent Tree

One thing most organizations have in common is a long list of problems. To solve these problems criminal

organizations make sure to have both lawyers and assassins at their beck and call. Characters with talents in this tree are experts at solving problems with gun, ice pick, rope and a variety of other tools.

Murder Inc. 1: When given an order to kill an enemy of the Carlucci organization (*from a character with the Death Mark Brains talent*) you gain a +1 to damage rolls and Gather Information, Intimidate and Knowledge (*streetwise*) skill checks.

Murder Inc. 2 (prerequisite Murder Inc. 1): This talent provides an additional +1 bonus to damage rolls and Gather Information, Intimidate and Knowledge (*streetwise*) skill checks (*for a total bonus of +2 to these rolls*).

Murder Inc. 3 (prerequisite Murder Inc. 2): This talent provides an additional +1 bonus to damage rolls and Gather Information, Intimidate and Knowledge (*streetwise*) skill checks (*for a total bonus of +3 to these rolls*).

Murder Inc. 4 (prerequisite Murder Inc. 3): This talent provides an additional +1 bonus to damage rolls and Gather Information, Intimidate and Knowledge (*streetwise*) skill checks (*for a total bonus of +4 to these rolls*).

Family Business Talent Tree

This talent tree represents the character's rise in power among his peers in the Carlucci organization.

Capo: You receive a bonus to all requisition checks equal to your Reputation.

Strictly Business (prerequisite Capo): You receive a bonus to your Wealth equal to your Reputation.

Inside Man (prerequisite Strictly Business): You receive a bonus to all skill checks involving members of the Carlucci equal to your Reputation.

Underboss (prerequisite Inside Man): Your reputation is increased by 50% when dealing with members of the Carlucci organization. This applies to all other talents in this tree as well (*granting an immediate bonus to wealth equal to half your reputation score*).

Boss (prerequisite Underboss): Your reputation is increased by 50% when dealing with members of the Carlucci organization (*cumulative with Underboss for a total increase of 100%*). This applies to all other talents in this tree as well (*granting an immediate bonus to wealth equal to your reputation score*).

Carlucci Muscle Bonus Feats: Advanced Firearms Proficiency, Armor Proficiency (*Light*), Brawl, Confident, Double Tap, Drive-by Attack, Frightful

Presence, Improved Brawl, Point Blank Shot, Toughness, Weapon Focus

Carlucci Brains Talent Trees

Consiglieri Talent Tree

You are a trusted advisor to the upper echelons of the Carlucci organization, a position that requires you to be part lawyer, part priest and part military strategist.

Consiglieri 1: You gain a +1 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skill checks.

Consiglieri 2 (prerequisite Consiglieri 1): You gain a +1 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skill checks (*for a total bonus of +2 to these rolls*).

Consiglieri 3 (prerequisite Consiglieri 2): You gain a +1 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skill checks (*for a total bonus of +3 to these rolls*).

Death Mark (prerequisite Consiglieri 2): Once per week you may mark an individual for extermination, allowing characters with the Murder Inc. talent tree to gain the bonuses detailed in that talent tree.

Consiglieri 4 (prerequisite Consiglieri 3): You gain a +1 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skill checks (*for a total bonus of +4 to these rolls*).

Family Business Talent Tree

This talent tree represents the character's rise in power among his peers in the Carlucci organization.

Capo: You receive a bonus to all requisition checks equal to your Reputation.

Strictly Business (prerequisite Capo): You receive a bonus to your Wealth equal to your Reputation.

Inside Man (prerequisite Strictly Business): You receive a bonus to all skill checks involving members of the Carlucci equal to your Reputation.

Underboss (prerequisite Inside Man): Your reputation is increased by 50% when dealing with members of the Carlucci organization. This applies to all other talents in this tree as well (*granting an immediate bonus to wealth equal to half your reputation score*).

Boss (prerequisite Underboss): Your reputation is increased by 50% when dealing with members of the Carlucci organization (*cumulative with Underboss for a*

total increase of 100%). This applies to all other talents in this tree as well (granting an immediate bonus to wealth equal to your reputation score).

Undue Influence Talent Tree

Humans are flawed, filled with weaknesses that can be exploited by those with the will to take advantage of them. In the words of a famous mobster, “sadness accrues”, and here in the imperfect world of man it’s all about taking advantage of that sadness and turning it to your benefit. Undue Influence provides you with a contact, but one gained under duress. To gain a contact you must make a Diplomacy check coupled with a Wealth check (*for a bribe*), a Gather Information check (to discover something potentially damaging or embarrassing about the contact), an Intimidate check (*to threaten the contact or the contact’s loved ones*), or a Wealth check (*for criminal or street contacts only- to simply put a target on the payroll*). The DC of each check is listed below.

Exerting undue influence on a target always makes that target regard you with hostility, and the target will take steps to harm you, or see that harm comes to you (*in the case of a street contact being on the payroll with this ability does make the target hostile to you nor does it make the target particularly loyal resulting in an attitude of indifference*). A law-abiding target will contact the authorities, raising any law-enforcement Enemy disadvantage by one each time this is attempted and fails (*characters without the Enemy disadvantage will gain one for the DFI or other suitable organization*). Street and criminal characters will seek more direct means of revenge.

You may have a maximum number of contacts (of any level) equal to your Charisma modifier with this ability. You must release a contact before you may attempt to gain a new one if you are at your limit. Your talent simply determines the highest level contact you are allowed, not how many.

Low Level Contact: DC 15, or wealth check of 10 for a street contact.

Medium Level Contact (prerequisite Low Level Contact): DC 20, or wealth check of 15 for a street contact.

High Level Contact (prerequisite Medium Level Contact): DC 25, or wealth check of 20 for a street contact.

Carlucci Brains Bonus Feats: Combat Expertise, Deceptive, Defensive Martial Arts, Educated, Meticulous, Renown, Studious, Trustworthy, Unbalance Opponent and Windfall

Department of Federal Investigation (DFI)

The Department of Federal Investigation (DFI) does its best to investigate the most serious crimes in Haven that warrant the attention of the “boys from Washington”. Since the Haven Police Department is itself one of the most corrupt institutions in the city this often puts DFI at odds with local law-enforcement.

Affiliate Membership Requirements: Allegiance (DFI), Investigate 3 ranks, Rival (Haven Police Department) DSR 2

DFI Muscle Talent Trees

DFI Departmental Training Talent Tree

You have received specialized training in a specific area of law enforcement.

Field Office (prerequisite Home Turf feat): You have been assigned to Haven on an extended basis. Taking this talent increases your home turf bonus for one borough of Haven to attack and skill rolls by +1.

Special Operations Group (prerequisite Teamwork feat): Your bonus from the Teamwork (DFI) feat is increased to +3.

Special Agent Talent Tree

This talent tree represents a character’s rise through the ranks of DFI, granting the character the ability to requisition more aid from DFI.

Special Agent 1: You gain a bonus on Requisition checks equal to your Reputation.

Special Agent 2 (prerequisite Special Agent 1): Your Reputation is increased by 50% when dealing with DFI, including its modifier to Requisition checks.

Special Agent 3 (prerequisite Special Agent 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with DFI, including its modifier to Requisition checks.

Task Force (prerequisite Henchmen or Sidekick): You have been granted a small task force (*the Untouchables would be a real-world example of such a unit*) or a partner on a continuing basis by DFI. Each time you take this talent you add +5 to your leadership score.

You may not have a Sidekick who is higher level than you regardless of your leadership score. If you are entitled to have a higher-level sidekick than you do, he or she gains a level each time you do.

For purposes of the Henchman feat you may not have a henchman equal to your level. Leadership scores above 25 are possible as a result of this talent. At 26-30 you gain double the listed number of followers, at 31-35 triple, at 36-40 quadruple and so forth.

Inspired Leadership (*prerequisite* **Henchmen or Sidekick and Task Force**): All followers you gain through the Henchmen or Sidekick feats gain Teamwork (DFI) as a bonus feat.

Quick Response Talent Tree

DFI trains its agents to swarm targets when they are least expecting it, using surprise and an overwhelming show of force to intimidate a target into surrendering without a shot being fired.

Quick Response 1: +1 bonus to attack rolls against a flat-footed, surprised or flanked target (*in addition to any normal bonuses gained against such a target*). This talent also grants the character a +1 bonus to initiative and a +1 bonus to intimidate checks.

Quick Response 2 (*prerequisite* **Quick Response 1**): As Quick Response 1, providing an extra bonus of +1 to attack, initiative and intimidate checks for a total bonus of +2 to these rolls.

Quick Response 3 (*prerequisite* **Quick Response 2**): As Quick Response 2, providing a bonus of +3 total to attack, initiative, and intimidate checks.

Quick Response 4 (*prerequisite* **Quick Response 3**): As Quick Response 3, providing a bonus of +4 total to attack, initiative, and intimidate checks.

DFI Muscle Bonus Feats: Armor Proficiency (*light*), Attentive, Cautious, Combat Expertise, Combat Reflexes, Point Blank Shot, Improved Disarm, Point Blank Shot, Precise Shot and Renown

DFI Brains Talent Trees

Field Commander Talent Tree

You are an experienced field commander, specially trained in the disposition of forces and their use in tactical operations.

Field Commander 1 (*prerequisite* **Tactician**): You increase your Intelligence and Charisma modifiers by one for the purposes of the Tactician feat (*and only the Tactician feat*).

Field Commander 2 (*prerequisite* **Field Commander 1**): As above except your Intelligence and Charisma bonuses are increased by two.

Field Commander 3 (*prerequisite* **Field Commander 2**): As above except your Intelligence and Charisma bonuses are increased by three.

Field Commander 4 (*prerequisite* **Field Commander 3**): As above except your Intelligence and Charisma bonuses are increased by four.

Defensive Maneuvers (*prerequisite* **Field Commander 2**): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may apply your Intelligence bonus to attack, initiative or defense. This involves making the best of cover and instructing those under your command to maneuver and cover for one another in combat.

Offensive Maneuvers (*prerequisite* **Field Commander 2**): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may apply your Intelligence bonus to attack, initiative or damage. This involves timing attacks to reduce the ability of your enemies to defend themselves or through sheer motivation.

Pincer Maneuver (*prerequisite* **Field Commander 2**): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may render your opponents flat-footed for 1-4 rounds through encircling and pincer maneuvers by forces under your command. This ability requires you to spend an action point.

DFI Departmental Training Talent Tree

You have received specialized training in a specific area of law enforcement.

Bomb Squad (*prerequisite* **Cautious feat**): You add your DFI Brains class level to all Demolitions and Disable Device skill checks.

Crime Scene Investigation Unit (*prerequisite* **Meticulous feat**): You add your DFI Brains class level to all Investigate and Search skill checks.

Homicide (*prerequisite* **Attentive feat**): You add your DFI Brains class level to all Gather Information and Sense Motive skill checks made during a murder investigation.

Hostage Rescue (*prerequisite* **Trustworthy feat**): You add your DFI Brains class level to all Diplomacy and Sense Motive skill checks.

Internal Affairs (*prerequisite* **Attentive feat**): You add your DFI Brains class level to all Gather Information and Sense Motive checks made against fellow DFI officers.

Profiler (requires Attentive feat): You may make an Investigate skill check (*DC 35*) to generate an accurate profile of an UNSUB (*unknown subject*) giving you a general idea of a criminal's race and method of operation. You can make a Sense Motive skill check (*DC 35*) to determine an UNSUB's motivation and likely target. Each additional crime reduces these skill check DCs by 5 since you gain additional insight into the perpetrator's motivations.

Undercover (prerequisite Deceptive feat): You add your DFI Brains class level to all Bluff and Disguise checks.

Special Agent Talent Tree

This talent tree represents a character's rise through the ranks of DFI, granting the character the ability to requisition more aid from DFI.

Special Agent 1: You gain a bonus on Requisition checks equal to your Reputation.

Special Agent 2 (prerequisite Special Agent 1): Your Reputation is increased by 50% when dealing with DFI, including its modifier to Requisition checks.

Special Agent 3 (prerequisite Special Agent 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with DFI, including its modifier to Requisition checks.

Task Force (prerequisite Henchmen or Sidekick): You have been granted a small task force (*the Untouchables would be a real-world example of such a unit*) or a partner on a continuing basis by DFI. Each time you take this talent you add +5 to your leadership score.

You may not have a Sidekick who is higher level than you regardless of your leadership score. If you are entitled to have a higher-level sidekick than you do, he or she gains a level each time you do.

For purposes of the Henchman feat you may not have a henchman equal to your level. Leadership scores above 25 are possible as a result of this talent. At 26-30 you gain double the listed number of followers, at 31-35 triple, at 36-40 quadruple and so forth.

Inspired Leadership (prerequisite Henchmen or Sidekick and Task Force): All followers you gain through the Henchmen or Sidekick feats gain Teamwork (DFI) as a bonus feat.

DFI Brains Bonus Feats: Alertness, Armor Proficiency (*light*), Attentive, Combat Expertise, Deceptive, Improved Disarm, Meticulous, Point Blank Shot, Precise Shot and Renown

Haven Police Department

The HPD is Haven's greatest hope for a future free of crime and corruption. At the same time this organization, riddled with bad cops and good cops who hide corruption behind the "blue wall" serve as a reminder that nothing in Haven is simple or pure.

Affiliate Membership Requirements: Allegiance (*Haven PD*), Knowledge (*streetwise*) 3 ranks, Rival (*DFI*) DSR 2

Haven PD Muscle Talent Trees

Beat Cop Talent Tree

You might not understand strategy or complex politics like the Department honchos downtown but you understand the street. Having patrolled a part of the city on a daily basis for years you are capable of spotting things that don't belong some soft-clothed federal stooge would miss.

Beat Cop 1 (prerequisite Home Turf): Your home turf bonus to attack and skill checks for one borough is increased by +1.

Beat Cop 2 (prerequisite Beat Cop 1): You may increase the home turf bonus for the borough selected with Beat Cop 1 by an additional +1 (*for a total bonus of +3 to hit and +4 to the selected skill checks*) or you may apply this talent to a different borough (*requiring you to have taken an additional Home Turf feat for that borough*) increasing that feat's bonus to attack and skill checks by +1.

Beat Cop 3 (prerequisite Beat Cop 2): As Beat Cop 2. You may either apply this bonus to a third borough or increase one of your previously selected territories by an additional +1.

Beat Cop 4 (prerequisite Beat Cop 3): As Beat Cop 2. You may either apply this bonus to a third borough or increase one of your previously selected territories by an additional +1.

HPD Departmental Training Talent Tree

You have received specialized training in a specific area of law enforcement.

K-9 Unit (prerequisite Animal Affinity feat): You have a sidekick who is a specially trained police dog (*use the stats for a medium dog found in the core rulebook for this sidekick*). Your K-9 partner and you are considered to have the Teamwork feat for each other. In addition you may add your HPD Muscle class level to all Handle



Animal skill checks made with regards to training and commanding police dogs. This talent also adds Handle Animal to your permanent class list.

Special Weapons and Tactics (*prerequisite Teamwork feat*): Your bonus from the Teamwork (HPD) feat is increased to +3.

Surveillance (*prerequisite Alertness feat*): You are trained in stakeout procedures to gain information about a target or to monitor his or her movements. This talent adds Spot and Hide to your permanent class skills list. You may add your HPD Muscle class level to all Spot and Hide skill checks.

Street Smarts

Life on the streets has given you instincts and contacts that let you spot trouble before some suit ever would.

Cop Eyes: You may add your HPD muscle level to all Spot and Sense Motive skill checks.

Low Level Street Contacts: You have a street stoolie that will provide you with information on criminal activities but not willingly. You must either pay the contact (*Wealth DC 10*) or threaten him with criminal prosecution or revealing his status as a “squealer” to his fellow criminals (*Intimidate DC 15*). This contact is

either indifferent to you (*if you paid him*) or hostile to you (*if you threatened him*).

Medium Level Street Contacts (*prerequisite Low Level Street Contacts*): As above except this contact is of higher importance in the underworld and can thus provide more information. The Wealth DC for information from this contact is 15 and the Intimidate DC is 20.

High Level Street Contacts (*prerequisite Medium Level Street Contacts*): As above except this contact is an extremely important underworld figure and can provide a great deal of information. The Wealth DC for information from this contact is 20 and the Intimidate DC is 25. However a contact at this level of the underworld should not be threatened lightly.

Sergeant (*prerequisite Cop Eyes*): You gain a bonus on all requisition checks from HPD equal to your Reputation.

HPD Muscle Bonus Feats: Alertness, Armor Proficiency (*light and medium*), Dead Aim, Far Shot, Force Stop, Point Blank Shot, Precise Shot, Renown and Vehicle Expert

HPD Brains Talent Trees

HPD Departmental Training Talent Tree

You have received specialized training in a specific area of law enforcement.

Bomb Squad (prerequisite Cautious feat): This talent is identical to the DFI talent of the same name.

Crime Scene Investigation Unit (prerequisite Meticulous feat): This talent is identical to the DFI talent of the same name.

Homicide (prerequisite Attentive feat): This talent is identical to the DFI talent of the same name.

Hostage Rescue (prerequisite Trustworthy feat): This talent is identical to the DFI talent of the same name.

Internal Affairs (prerequisite Attentive feat): This talent is identical to the DFI talent of the same name.

Major Case Unit (prerequisite Squad Detective and any two other Departmental Training talents): You gain a morale bonus to all Gather Information, Intimidate, Investigate, Search and Sense Motive skill checks equal to your Reputation.

Squad Detective (any other one HPD Departmental training talent and Teamwork- HPD): Your Teamwork bonus to skill checks made while working with HPD is increased to +4.

Undercover (prerequisite Deceptive feat): This talent is identical to the DFI talent of the same name.

Street Smarts

Cop Eyes: This talent is identical to the HPD muscle talent of the same name.

Low Level Street Contacts: This talent is identical to the HPD muscle talent of the same name.

Medium Level Street Contacts (prerequisite Low Level Street Contacts): This talent is identical to the HPD muscle talent of the same name.

High Level Street Contacts (prerequisite Medium Level Street Contacts): This talent is identical to the HPD muscle talent of the same name.

Lieutenant (prerequisite Cop Eyes): You gain a bonus on all requisition checks from HPD equal to your Reputation.

Captain (prerequisite Lieutenant): Your Reputation is increased by 50% when dealing with HDP, including Requisition checks.

Inspector (prerequisite Captain): Your Reputation is increased by an additional 50% when dealing with HDP (for a total increase of 100%), including Requisition checks.

HPD Brains Bonus Feats: Alertness, Armor Proficiency (*light*), Attentive, Combat Expertise, Deceptive, Educated, Improved Disarm, Point Blank Shot, Precise Shot and Renown

Helix

Helix is an organization that views all of Haven as a target for its terrorist activities. Their attacks on various factions have in fact united some of those factions, something Helix may rue in the days to come.

Affiliate Membership: Helix has no affiliated members.

Helix Muscle Talent Trees

Armed Robbery Talent Tree

One thing Helix seems to excel in is its ability at armed robbery, striking multiple targets in a single night.

Armed Robbery 1 (prerequisite Teamwork- Helix): When engaging in a robbery your attack and skill bonuses from the Teamwork feat are both increased by a +1 bonus (for a total bonus of +3).

Armed Robbery 2 (prerequisite Armed Robbery 1): When engaging in a robbery your attack and skill bonuses from the Teamwork feat are both increased by as additional +1 bonus (for a total bonus of +4).

Armed Robbery 3 (prerequisite Armed Robbery 2): When engaging in a robbery your attack and skill bonuses from the Teamwork feat are both increased by as additional +1 bonus (for a total bonus of +5).

Blitzkrieg Talent Tree

The other hallmark of the Helix attack strategy when they attack a target is the speed and precision of their attack.

Blitzkrieg 1 (prerequisite Armed Robbery 1): You gain a +2 bonus to initiative checks. This bonus stacks with that granted by Improved Initiative.

Blitzkrieg 2 (prerequisite Blitzkrieg 1): Your initiative bonus is increased by an additional +2 (for a total increase of +4).

Blitzkrieg 3 (prerequisite Blitzkrieg 2): You inflict an extra +1d6 damage against a flat-footed target. This

damage may be lethal or nonlethal and stacks with any other bonus damage you are able to inflict on a flat-footed target.

Blitzkrieg 4 (prerequisite Blitzkrieg 3): You inflict an extra +1d6 damage against a flat-footed target (*for a total damage bonus of +2d6*).

Helix Commander

Helix seems to have a paramilitary structure along the lines of a 3rd world guerilla organization.

Helix Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Helix Commander 2 (prerequisite Helix Commander 1): Your Reputation is increased by 50% when dealing with Helix, including its modifier to Requisition checks.

Helix Commander 3 (prerequisite Helix Commander 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with Helix, including its modifier to Requisition checks.

Helix Muscle Bonus Feats: Armor Proficiency (*light and medium*), Combat Reflexes, Drive-By Attack, Improved Initiative, Knockout Punch, Quick Draw, Quick Reload, Renown and Toughness

Helix Brains Talent Trees

Demolitions Expert Talent Tree

Helix excels at using bombs in their terrorist attacks. For this purpose they employ a cadre of highly-trained demolitions experts.

Demolitions Expert 1 (prerequisite Cautious): You gain a +2 bonus on Craft (*chemical*) checks made to make explosives and Demolitions checks.

Demolitions Expert 2 (prerequisite Demolitions Expert 1): All Craft (*chemical*) checks made for making explosives take half as long for you (*minimum time to build any explosive is still one round*).

Demolitions Expert 3 (prerequisite Demolitions Expert 2): The Purchase DC of any explosive is reduced by one-half.

Demolitions Expert 4 (prerequisite Demolitions Expert 3): All explosives built by you inflict +1 damage per die.

Face in the Crowd

Helix Agents use scouts to monitor police reactions to their various activities. These scouts disguise them-

selves, blend into crowds, and watch the police work after a bombing or robbery.

Face in the crowd 1 (prerequisite Deceptive): You gain a bonus to all Disguise skill checks equal to your Helix Brains class level.

Face in the crowd 2 (prerequisite Face in the crowd 1): You gain a bonus to all Spot skill checks equal to your Helix Brains class level.

Helix Commander

This talent tree is identical to the Helix Muscle talent tree of the same name.

Helix Brains Bonus Feats: Armor Proficiency (*light*), Builder, Cautious, Combat Expertise, Combat Throw, Deceptive, Defensive Martial Arts, Improved Combat Throw, Renown, Vehicle Expert

Nubian Nation

The Nubian Nation has turned Rome Island into a virtual fiefdom for their organization. Although they exist in a state of constant warfare with the beleaguered Rome Island precinct of the Haven PD, it is a war that most observers feel the Nubian Nation is winning.

Affiliate Membership requirements: Allegiance (*Nubian Nation*), Background: Rome Island (*any neighborhood*), Enemy (*Red Wing Tong*) DSR 2.

It is very rare for the Nubian Nation to induct members who are not used to living under their rule. While it does happen this is extremely rare.

Nubian Nation Muscle Talent Trees

Rome Island

The most powerful and unique advantage of the Nubian Nation is their complete domination over Rome Island and it is an advantage they guard ferociously. Any intrusion into their home base by another organization or even the police or DFI is met with devastating force.

Rome Island 1 (prerequisite Home Turf- Rome Island): Your home turf bonus to attack and skill checks for Rome Island is increased by +1.

Rome Island 2 (prerequisite Rome Island 1): Your Home Turf bonus is increased by an additional +1.

Rome Island 3 (prerequisite Rome Island 2): Your Home Turf bonus is increased by an additional +1.

Rome Island 4 (prerequisite Rome Island 3): Your Home Turf bonus is increased by an additional +1.



Nubian Commander

The Nubian Nation is very organized, functioning like a feral tribe in the wilds of Rome Island.

Nubian Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Contraband (prerequisite Nubian Commander 1): Your Wealth bonus is increased by an amount equal to your Reputation.

Nubian Commander 2 (prerequisite Nubian Commander 1): Your Reputation is increased by 50% when dealing with the Nubian Nation, including its modifier to Requisition checks. You are also a figure of great importance in the Nubian Nation's "shadow government" over Rome Island and its inhabitants will tend to defer to you. Your Reputation is increased by 50% with any resident of Rome Island (*including all characters with a Rome Island neighborhood for their background*).

Nubian Commander 3 (prerequisite Nubian Commander 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with the Nubian Nation, including its modifier to Requisition checks. As described above your Reputation is also increased when dealing with residents of Rome Island.

Street Soldier

You have been in street fights that are closer to South Beirut than East LA.

Street Soldier 1: You gain a +1 damage bonus on all melee attacks and all Knowledge (*Streetwise*) and Intimidate skill checks.

Street Soldier 2 (prerequisite Street Soldier 1): You gain an additional +1 damage bonus on all melee attacks and all Knowledge (*Streetwise*) and Intimidate skill checks (*for a total bonus of +2*).

Street Soldier 3 (prerequisite Street Soldier 3): You gain an additional +1 damage bonus on all melee attacks and all Knowledge (*Streetwise*) and Intimidate skill checks (*for a total bonus of +3*).

Nubian Nation Muscle Bonus Feats: Armor Proficiency (*light and medium*), Brawl, Combat Reflexes, Double Tap, Drive-by Attack, Power Attack, Renown, Streetfighting and Toughness

Nubian Nation Brains Talent Trees

Field Commander Talent Tree

You are an experienced field commander, specially

trained in the disposition of forces and their use in tactical operations.

Field Commander 1 (prerequisite Tactician): You increase your Intelligence and Charisma modifiers by one for the purposes of the Tactician feat (*and only the Tactician feat*).

Field Commander 2 (prerequisite Field Commander 1): As above except your Intelligence and Charisma bonuses are increased by two.

Field Commander 3 (prerequisite Field Commander 2): As above except your Intelligence and Charisma bonuses are increased by three.

Field Commander 4 (prerequisite Field Commander 3): As above except your Intelligence and Charisma bonuses are increased by four.

Defensive Maneuvers (prerequisite Field Commander 2): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may apply your Intelligence bonus to attack, initiative or defense. This involves making the best of cover and instructing those under your command to maneuver and cover for one another in combat.

Offensive Maneuvers (prerequisite Field Commander 2): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may apply your Intelligence bonus to attack, initiative or damage. This involves timing attacks to reduce the ability of your enemies to defend themselves or through sheer motivation.

Pincer Maneuver (prerequisite Field Commander 2): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may render your opponents flat-footed for 1-4 rounds through encircling and pincer maneuvers by forces under your command. This ability requires you to spend an action point.

Nubian Commander

The Nubian Nation is very organized, functioning like a feral tribe in the wilds of Rome Island.

Nubian Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Contraband (prerequisite Nubian Commander 1): Your Wealth bonus is increased by an amount equal to your Reputation.

Nubian Commander 2 (prerequisite Nubian Commander 1): Your Reputation is increased by 50% when dealing with the Nubian Nation, including its modifier to Requisition checks. You are also a figure of

great importance in the Nubian Nation's "shadow government" over Rome Island and its inhabitants will tend to defer to you. Your Reputation is increased by 50% with any resident of Rome Island (*including all characters with a Rome Island neighborhood for their background*).

Nubian Commander 3 (prerequisite Nubian Commander 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with the Nubian Nation, including its modifier to Requisition checks. As described above your Reputation is also increased when dealing with residents of Rome Island.

Nubian Watcher

You are the eyes and ears of the Nubian Nation in Rome Island. If something happens you know about it first and make sure the appropriate steps are taken.

Nubian Watcher 1 (prerequisite Alertness): You gain a +1 bonus to Gather Information, Listen, Search and Spot

Nubian Watcher 2 (prerequisite Nubian Watcher 1): You gain an additional +1 bonus to Gather Information, Listen, Search and Spot (*for a total bonus of +2*).

Nubian Watcher 3 (prerequisite Nubian Watcher 2): You gain an additional +1 bonus to Gather Information, Listen, Search and Spot (*for a total bonus of +3*).

Nubian Watcher 4 (prerequisite Nubian Watcher 3): You gain an additional +1 bonus to Gather Information, Listen, Search and Spot (*for a total bonus of +4*).

Nubian Nation Brains Bonus Feats: Alertness, Armor Proficiency (**light**), Combat Expertise, Dead Aim, Educated, Far Shot, Meticulous, Renown, Tactician and Windfall

Red Wing Tong

Affiliate membership requirements: Allegiance (*Red Wing Tong*), Streetwise 3 ranks, Speak Chinese, Enemy (*Nubian Nation*)

Red Wing Tong Muscle Talent Trees

Armistad

The Red Wing Tong are continually trying to establish themselves in other areas of Haven. However Armistad is the center of their power base and they guard this territory jealously.

Armistad 1 (prerequisite Home Turf- Armistad): Your

home turf bonus to attack and skill checks for Armistad is increased by +1.

Armistad 2 (prerequisite Armistad 1): Your Home Turf bonus is increased by an additional +1.

Armistad 3 (prerequisite Armistad 2): Your Home Turf bonus is increased by an additional +1.

Armistad 4 (prerequisite Armistad 3): Your Home Turf bonus is increased by an additional +1.

Martial Prowess

The Red Wing Tong employs many soldiers who are proficient in one or more Eastern martial arts since this allows them to be armed at all times while passing the closest security check or police scrutiny. It is rumored that one of the initiations into full Tong membership is the killing of one of the Tong's enemies... with your bare hands.

Martial Prowess 1 (prerequisite Karate): You gain a +1 to hit on all unarmed attacks and a +2 on all Pressure Points skill checks.

Martial Prowess 2 (prerequisite Martial Prowess 1): You gain a +2 damage bonus on all unarmed attacks.

Martial Prowess 3 (prerequisite Martial Prowess 2): On a successful Pressure Points skill check you inflict +2d6 damage rather than the usual +1d6.

Tong Commander

The Red Wing Tong operates on a strict code that values loyalty and obedience above all other concerns.

Tong Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Contraband (prerequisite Tong Commander 1): Your Wealth bonus is increased by an amount equal to your Reputation.

Tong Commander 2 (prerequisite Tong Commander 1): Your Reputation is increased by 50% when dealing with the Red Wing Tong, including its modifier to Requisition checks.

Tong Commander 3 (prerequisite Tong Commander 2): Your Reputation is increased by an additional 50% (for a total increase of 100%) when dealing with the Red Wing Tong, including its modifier to Requisition checks.

Red Wing Tong Muscle bonus feats: Armor Proficiency (*light*), Circle Kick, Combat Reflexes, Dodge, Mobility, Renown, Snap Kick, Spring Attack, Stealthy and Windfall

Red Wing Tong Brains Talent Trees

Black Rain

The Tongs are infamous for their seemingly unmatched competence in the realms of double-dealing and influence peddling. The Japanese have even developed a word for it in their dealings with Triad and Yakuza criminal elements: kuroi-kiri, meaning "black mist" or "black rain". In the back alleys of Haven this rain has become a torrential downpour threatening to drown out the good and honest people of the city.

Black Rain 1: You gain a +1 bonus on all Bluff, Diplomacy, Gather Information and Intimidate skill checks.

Black Rain 2 (prerequisite Black Rain 1): You gain an additional +1 bonus on all Bluff, Diplomacy, Gather Information and Intimidate skill checks (for a total bonus of +2).

Black Rain 3 (prerequisite Black Rain 2): You gain an additional +1 bonus on all Bluff, Diplomacy, Gather Information and Intimidate skill checks (for a total bonus of +3).

Black Rain 4 (prerequisite Black Rain 3): You gain an additional +1 bonus on all Bluff, Diplomacy, Gather Information and Intimidate skill checks (for a total bonus of +4).

Tong Commander

The Red Wing Tong operates on a strict code that values loyalty and obedience above all other concerns.

Tong Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Contraband (prerequisite Tong Commander 1): Your Wealth bonus is increased by an amount equal to your Reputation.

Tong Commander 2 (prerequisite Tong Commander 1): Your Reputation is increased by 50% when dealing with the Red Wing Tong, including its modifier to Requisition checks.

Tong Commander 3 (prerequisite Tong Commander 2): Your Reputation is increased by an additional 50% (for a total increase of 100%) when dealing with the Red Wing Tong, including its modifier to Requisition checks.

Red Wing Tong Muscle bonus feats: Armor Proficiency (*light*), Circle Kick, Combat Reflexes, Dodge, Mobility, Renown, Snap Kick, Spring Attack, Stealthy and Windfall

Undue Influence Talent Tree

Humans are flawed, filled with weaknesses that can be exploited by those with the will to take advantage of them. In the words of a famous mobster, “sadness accrues”, and here in the imperfect world of man it’s all about taking advantage of that sadness and turning it to your benefit. Undue Influence provides you with a contact, but one gained under duress. To gain a contact you must make a Diplomacy check coupled with a Wealth check (*for a bribe*), a Gather Information check (to discover something potentially damaging or embarrassing about the contact), an Intimidate check (*to threaten the contact or the contact’s loved ones*), or a Wealth check (*for criminal or street contacts only- to simply put a target on the payroll*). The DC of each check is listed below.

Exerting undue influence on a target always makes that target regard you with hostility, and the target will take steps to harm you, or see that harm comes to you (*in the case of a street contact being on the payroll with this ability does make the target hostile to you nor does it make the target particularly loyal resulting in an attitude of indifference*). A law-abiding target will contact the authorities, raising any law-enforcement Enemy disadvantage by one each time this is attempted and fails (*characters without the Enemy disadvantage will gain one for the DFI or other suitable organization*). Street and criminal characters will seek more direct means of revenge.

You may have a maximum number of contacts (of any level) equal to your Charisma modifier with this ability. You must release a contact before you may attempt to gain a new one if you are at your limit. Your talent simply determines the highest level contact you are allowed, not how many.

Low Level Contact: DC 15, or wealth check of 10 for a street contact.

Medium Level Contact (*prerequisite Low Level Contact*): DC 20, or wealth check of 15 for a street contact.

High Level Contact (*prerequisite Medium Level Contact*): DC 25, or wealth check of 20 for a street contact.

Red Wing Tong Brains bonus feats: Combat Expertise, Combat Throw, Deceptive, Defensive Martial Arts, Elusive Target, Improved Disarm, Improved Trip, Renown, Trustworthy and Windfall

Sangre

The Sangre operate by the credo that knowledge is power. This organization is the keeper of many keys and those keys open doorways to Sangre power and influence in Haven.

Affiliate membership requirements: Allegiance (*Sangre*), Streetwise 3 ranks, Speak Spanish, Enemy (*Templar Knights*) DSR 2

Sangre Muscle Talent Trees

Enforcer Talent Tree

When a contact refuses to give in to the Sangre’s blackmail techniques a message is sent to others who would resist forced service to the Sangre by the Enforcers.

Enforcer 1: You gain a +1 melee damage bonus

Enforcer 2 (*prerequisite Enforcer 1*): You gain a +1 to all melee attack rolls and an additional +1 bonus to damage rolls (*for a total bonus of +2*)

Enforcer 3 (*prerequisite Enforcer 2 and Sangre Commander 1*): You gain a morale bonus to all Intimidate skill checks equal to your Reputation.

Field Commander Talent Tree

You are an experienced field commander, specially trained in the disposition of forces and their use in tactical operations.

Field Commander 1 (*prerequisite Tactician*): You increase your Intelligence and Charisma modifiers by one for the purposes of the Tactician feat (*and only the Tactician feat*).

Field Commander 2 (*prerequisite Field Commander 1*): As above except your Intelligence and Charisma bonuses are increased by two.

Field Commander 3 (*prerequisite Field Commander 2*): As above except your Intelligence and Charisma bonuses are increased by three.

Field Commander 4 (*prerequisite Field Commander 3*): As above except your Intelligence and Charisma bonuses are increased by four.

Defensive Maneuvers (*prerequisite Field Commander 2*): When you successfully make a Knowledge (*tactics skill*) you may apply your Intelligence bonus to attack, initiative or defense. This involves making the best of cover and instructing those under your command to maneuver and cover for one another in combat.

Offensive Maneuvers (prerequisite Field Commander 2): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may apply your Intelligence bonus to attack, initiative or damage. This involves timing attacks to reduce the ability of your enemies to defend themselves or through sheer motivation.

Pincer Maneuver (prerequisite Field Commander 2): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may render your opponents flat-footed for 1-4 rounds through encircling and pincer maneuvers by forces under your command. This ability requires you to spend an action point.

Sangre Commander

Sangre Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Contraband (prerequisite Sangre Commander 1): Your Wealth bonus is increased by an amount equal to your Reputation.

Sangre Commander 2 (prerequisite Sangre Commander 1): Your Reputation is increased by 50% when dealing with the Sangre, including its modifier to Requisition checks.

Sangre Commander 3 (prerequisite Sangre Commander 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with the Sangre, including its modifier to Requisition checks.

Sangre Muscle Bonus Feats: Armor Proficiency (*light and medium*), Combat Reflexes, Double Tap, Drive-by Attack, Point Blank Shot, Power Attack, Quick Draw, Renown and Toughness

Sangre Brains Talent Trees

Keeper of the Keys

You are the puppeteer managing the strings of the Sangre's various "assets". You use your information to gain cooperation and dispatch enforcers to punctuate these "requests".

Keeper of the Keys 1 (prerequisite Well Connected feat): Because of your illicit access to information you may use the well connected feat one additional time each week.

Keeper of the Keys 2 (prerequisite Keeper of the Keys 1): When you use the well connected feat to aid in Gather Information or Diplomacy skill checks for bribes

you do not need to make a Wealth check. Either the information is provided for free or a third part under your control pays the bribery for you. This talent requires you to spend an action point.

Keeper of the Keys 3 (prerequisite Keeper of the Keys 2 and Sangre Commander 2): Because you are known to have access to a great number of secrets from all over Haven you gain a morale bonus on all Bluff, Diplomacy, Gather Information and Intimidate skill checks equal to your Reputation.

Sangre Commander

Sangre Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Contraband (prerequisite Sangre Commander 1): Your Wealth bonus is increased by an amount equal to your Reputation.

Sangre Commander 2 (prerequisite Sangre Commander 1): Your Reputation is increased by 50% when dealing with the Sangre, including its modifier to Requisition checks.

Sangre Commander 3 (prerequisite Sangre Commander 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with the Sangre, including its modifier to Requisition checks.

Sangre Muscle Bonus Feats: Armor Proficiency (*light and medium*), Combat Reflexes, Double Tap, Drive-by Attack, Point Blank Shot, Power Attack, Quick Draw, Renown and Toughness

Undue Influence Talent Tree

Humans are flawed, filled with weaknesses that can be exploited by those with the will to take advantage of them. In the words of a famous mobster, "sadness accrues", and here in the imperfect world of man it's all about taking advantage of that sadness and turning it to your benefit. Undue Influence provides you with a contact, but one gained under duress. To gain a contact you must make a Diplomacy check coupled with a Wealth check (*for a bribe*), a Gather Information check (to discover something potentially damaging or embarrassing about the contact), an Intimidate check (*to threaten the contact or the contact's loved ones*), or a Wealth check (*for criminal or street contacts only- to simply put a target on the payroll*). The DC of each check is listed below.

Exerting undue influence on a target always makes that target regard you with hostility, and the target will take steps to harm you, or see that harm comes to you (*in the case of a street contact being on the payroll with this*

ability does make the target hostile to you nor does it make the target particularly loyal resulting in an attitude of indifference). A law-abiding target will contact the authorities, raising any law-enforcement Enemy disadvantage by one each time this is attempted and fails (*characters without the Enemy disadvantage will gain one for the DFI or other suitable organization*). Street and criminal characters will seek more direct means of revenge.

You may have a maximum number of contacts (of any level) equal to your Charisma modifier with this ability. You must release a contact before you may attempt to gain a new one if you are at your limit. Your talent simply determines the highest level contact you are allowed, not how many.

Low Level Contact: DC 15, or wealth check of 10 for a street contact.

Medium Level Contact (prerequisite Low Level Contact): DC 20, or wealth check of 15 for a street contact.

High Level Contact (prerequisite Medium Level Contact): DC 25, or wealth check of 20 for a street contact.

Sangre Brains Bonus Feats: Alertness, Armor Proficiency (*light*), Combat Expertise, Deceptive, Educated, Far Shot, Frightful Presence, Renown and Windfall

Santucci Family

This family is the mirror image of their hated rivals, the Carlucci. Despite the fact that these two groups share a common philosophy and would have more to gain by uniting against the rising criminal families of Haven, the Santucci and Carlucci families seem locked in a death spiral neither can escape.

Affiliate membership requirements: Allegiance (*Santucci family*), Streetwise 3 ranks, Speak Italian, Enemy (*Carlucci family*) DSR 2

Santucci Family Muscle Talent Trees

Button Man Talent Tree

Button Men (also referred to as soldiers or simply "Buttons") are the front line of any criminal organization. These characters form a tough wall of meat between the Carlucci family and its enemies.

Button Man 1: You gain a +1 to attack rolls with firearms and a +1 bonus to all intimidate skill checks.

You also gain this bonus to all level checks to resist intimidation.

Button Man 2 (prerequisite Button Man 1): You gain a +1 to attack rolls with firearms and a +1 bonus to all intimidate skill checks (*cumulative with Button Man 1 for a total bonus of +2 on these rolls*). You also gain this bonus to all level checks to resist intimidation.

Button Man 3 (prerequisite Button Man 2): You gain a +1 to attack rolls with firearms and a +1 bonus to all intimidate skill checks (*cumulative with Button Man 2 for a total bonus of +3 on these rolls*). You also gain this bonus to all level checks to resist intimidation.

Family Business Talent Tree

This talent tree represents the character's rise in power among his peers in the Carlucci organization.

Capo: You receive a bonus to all requisition checks equal to your Reputation.

Strictly Business (prerequisite Capo): You receive a bonus to your Wealth equal to your Reputation.

Inside Man (prerequisite Strictly Business): You receive a bonus to all skill checks involving members of the Carlucci equal to your Reputation.

Underboss (prerequisite Inside Man): Your reputation is increased by 50% when dealing with members of the Carlucci organization. This applies to all other talents in this tree as well (*granting an immediate bonus to wealth equal to half your reputation score*).

Boss (prerequisite Underboss): Your reputation is increased by 50% when dealing with members of the Carlucci organization (*cumulative with Underboss for a total increase of 100%*). This applies to all other talents in this tree as well (*granting an immediate bonus to wealth equal to your reputation score*).

Murder Inc. Talent Tree

One thing most organizations have in common is a long list of problems. To solve these problems criminal organizations make sure to have both lawyers and assassins at their beck and call. Characters with talents in this tree are experts at solving problems with gun, ice pick, rope and a variety of other tools.

Murder Inc. 1: When given an order to kill an enemy of the Carlucci organization (*from a character with the Death Mark Brains talent*) you gain a +1 to damage rolls and Gather Information, Intimidate and Knowledge (*streetwise*) skill checks.

Murder Inc. 2 (prerequisite Murder Inc. 1): This talent provides an additional +1 bonus to damage rolls

and Gather Information, Intimidate and Knowledge (*streetwise*) skill checks (*for a total bonus of +2 to these rolls*).

Murder Inc. 3 (*prerequisite Murder Inc. 2*): This talent provides an additional +1 bonus to damage rolls and Gather Information, Intimidate and Knowledge (*streetwise*) skill checks (*for a total bonus of +3 to these rolls*).

Murder Inc. 4 (*prerequisite Murder Inc. 3*): This talent provides an additional +1 bonus to damage rolls and Gather Information, Intimidate and Knowledge (*streetwise*) skill checks (*for a total bonus of +4 to these rolls*).

Santucci Muscle Bonus Feats: Advanced Firearms Proficiency, Armor Proficiency (*Light*), Brawl, Confident, Double Tap, Drive-by Attack, Frightful Presence, Improved Brawl, Point Blank Shot, Toughness, Weapon Focus

Santucci Family Brains Talent Trees

Consiglieri Talent Tree

You are a trusted advisor to the upper echelons of the Carlucci organization, a position that requires you to be part lawyer, part priest and part military strategist.

Consiglieri 1: You gain a +1 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skill checks.

Consiglieri 2 (*prerequisite Consiglieri 1*): You gain a +1 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skill checks (*for a total bonus of +2 to these rolls*).

Consiglieri 3 (*prerequisite Consiglieri 2*): You gain a +1 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skill checks (*for a total bonus of +3 to these rolls*).

Death Mark (*prerequisite Consiglieri 2*): Once per week you may mark an individual for extermination, allowing characters with the Murder Inc. talent tree to gain the bonuses detailed in that talent tree.

Consiglieri 4 (*prerequisite Consiglieri 3*): You gain a +1 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, Knowledge and Sense Motive skill checks (*for a total bonus of +4 to these rolls*).

Family Business Talent Tree

This talent tree represents the character's rise in power

among his peers in the Carlucci organization.

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Strictly Business (*prerequisite Capo*): You receive a bonus to your Wealth equal to your Reputation.

Inside Man (*prerequisite Strictly Business*): You receive a bonus to all skill checks involving members of the Carlucci equal to your Reputation.

Underboss (*prerequisite Inside Man*): Your reputation is increased by 50% when dealing with members of the Carlucci organization. This applies to all other talents in this tree as well (*granting an immediate bonus to wealth equal to half your reputation score*).

Boss (*prerequisite Underboss*): Your reputation is increased by 50% when dealing with members of the Carlucci organization (*cumulative with Underboss for a total increase of 100%*). This applies to all other talents in this tree as well (*granting an immediate bonus to wealth equal to your reputation score*).

Undue Influence Talent Tree

Humans are flawed, filled with weaknesses that can be exploited by those with the will to take advantage of them. In the words of a famous mobster, "sadness accrues", and here in the imperfect world of man it's all about taking advantage of that sadness and turning it to your benefit. Undue Influence provides you with a contact, but one gained under duress. To gain a contact you must make a Diplomacy check coupled with a Wealth check (*for a bribe*), a Gather Information check (to discover something potentially damaging or embarrassing about the contact), an Intimidate check (*to threaten the contact or the contact's loved ones*), or a Wealth check (*for criminal or street contacts only- to simply put a target on the payroll*). The DC of each check is listed below.

Exerting undue influence on a target always makes that target regard you with hostility, and the target will take steps to harm you, or see that harm comes to you (*in the case of a street contact being on the payroll with this ability does make the target hostile to you nor does it make the target particularly loyal resulting in an attitude of indifference*). A law-abiding target will contact the authorities, raising any law-enforcement Enemy disadvantage by one each time this is attempted and fails (*characters without the Enemy disadvantage will gain one for the DFI or other suitable organization*). Street and criminal characters will seek more direct means of revenge.

You may have a maximum number of contacts (of any level) equal to your Charisma modifier with this ability.

You must release a contact before you may attempt to gain a new one if you are at your limit. Your talent simply determines the highest level contact you are allowed, not how many.

Low Level Contact: DC 15, or wealth check of 10 for a street contact.

Medium Level Contact (prerequisite Low Level Contact): DC 20, or wealth check of 15 for a street contact.

High Level Contact (prerequisite Medium Level Contact): DC 25, or wealth check of 20 for a street contact.

Santucci Brains Bonus Feats: Combat Expertise, Deceptive, Defensive Martial Arts, Educated, Meticulous, Renown, Studious, Trustworthy, Unbalance Opponent and Windfall

Templar Knights

The Templar Knights are the ultimate dream of the mysterious white supremacist Fear. This enigmatic figure has joined all of Haven's hate groups into one organization.

Templar Knights affiliate membership requirements: Allegiance (*Templar Knights*), Intimidate 3 ranks, Code (*White Supremacy*) DSR 5

Templar Knights Muscle Talent Trees

Enforcer Talent Tree

When a contact refuses to give in to the Sangre's blackmail techniques a message is sent to others who would resist forced service to the Sangre by the Enforcers.

Enforcer 1: You gain a +1 melee damage bonus

Enforcer 2 (prerequisite Enforcer 1): You gain a +1 to all melee attack rolls and an additional +1 bonus to damage rolls (*for a total bonus of +2*)

Enforcer 3 (prerequisite Enforcer 2 and Sangre Commander 1): You gain a morale bonus to all Intimidate skill checks equal to your Reputation.

Templar Commander

Templar Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Templar Commander 2 (prerequisite Templar Commander 1): Your Reputation is increased by 50% when dealing with the Sangre, including its modifier to Requisition checks.

Templar Commander 3 (prerequisite Templar Commander 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with the Sangre, including its modifier to Requisition checks.

White Supremacy

You are the front line of the Templar Knights' attempts to cleanse Haven of racial diversity leaving only the "original" white inhabitants in positions of power.

White Supremacy 1: You gain a morale bonus to all melee damage rolls equal to the DSR of any Prejudice disadvantage possessed by your opponent.

White Supremacy 2 (prerequisite White Supremacy 1): You gain a morale bonus to all attack rolls equal to the DSR of any Prejudice disadvantage possessed by your opponent.

White Supremacy 3 (prerequisite White Supremacy 2): You gain a bonus to all Intimidate skill checks equal to your Reputation.

Templar Knights Muscle bonus feats: Antithesis, Armor Proficiency (*light and medium*), Cleave, Combat Reflexes, Enemy, Improvised Weapons, Frightful Presence, Power Attack and Renown

Templar Knights Brains Talent Trees

Field Commander Talent Tree

You are an experienced field commander, specially trained in the disposition of forces and their use in tactical operations.

Field Commander 1 (prerequisite Tactician): You increase your Intelligence and Charisma modifiers by one for the purposes of the Tactician feat (*and only the Tactician feat*).

Field Commander 2 (prerequisite Field Commander 1): As above except your Intelligence and Charisma bonuses are increased by two.

Field Commander 3 (prerequisite Field Commander 2): As above except your Intelligence and Charisma bonuses are increased by three.

Field Commander 4 (prerequisite Field Commander 3): As above except your Intelligence and Charisma bonuses are increased by four.

Defensive Maneuvers (prerequisite Field Commander 2): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may apply your Intelligence bonus to attack, initiative or defense. This involves making the best of

cover and instructing those under your command to maneuver and cover for one another in combat.

Offensive Maneuvers (prerequisite Field Commander 2): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may apply your Intelligence bonus to attack, initiative or damage. This involves timing attacks to reduce the ability of your enemies to defend themselves or through sheer motivation.

Pincer Maneuver (prerequisite Field Commander 2): When you successfully make a Knowledge (*tactics*) skill check (*skill vs. skill against your opponent's tactics skill*) you may render your opponents flat-footed for 1-4 rounds through encircling and pincer maneuvers by forces under your command. This ability requires you to spend an action point.

Templar Commander

Templar Commander 1: You gain a bonus on all requisition checks equal to your Reputation score.

Templar Commander 2 (prerequisite Templar Commander 1): Your Reputation is increased by 50% when dealing with the Sangre, including its modifier to Requisition checks.

Templar Commander 3 (prerequisite Templar Commander 2): Your Reputation is increased by an additional 50% (*for a total increase of 100%*) when dealing with the Sangre, including its modifier to Requisition checks.

Undue Influence Talent Tree

Humans are flawed, filled with weaknesses that can be exploited by those with the will to take advantage of them. In the words of a famous mobster, “sadness accrues”, and here in the imperfect world of man it’s all about taking advantage of that sadness and turning it to your benefit. Undue Influence provides you with a contact, but one gained under duress. To gain a contact you must make a Diplomacy check coupled with a Wealth check (*for a bribe*), a Gather Information check (to discover something potentially damaging or embarrassing about the contact), an Intimidate check (*to threaten the contact or the contact's loved ones*), or a Wealth check (*for criminal or street contacts only- to simply put a target on the payroll*). The DC of each check is listed below.

Exerting undue influence on a target always makes that target regard you with hostility, and the target will take steps to harm you, or see that harm comes to you (*in the case of a street contact being on the payroll with this ability does make the target hostile to you nor does it*

make the target particularly loyal resulting in an attitude of indifference). A law-abiding target will contact the authorities, raising any law-enforcement Enemy disadvantage by one each time this is attempted and fails (*characters without the Enemy disadvantage will gain one for the DFI or other suitable organization*). Street and criminal characters will seek more direct means of revenge.

You may have a maximum number of contacts (of any level) equal to your Charisma modifier with this ability. You must release a contact before you may attempt to gain a new one if you are at your limit. Your talent simply determines the highest level contact you are allowed, not how many.

Low Level Contact: DC 15, or wealth check of 10 for a street contact.

Medium Level Contact (prerequisite Low Level Contact): DC 20, or wealth check of 15 for a street contact.

High Level Contact (prerequisite Medium Level Contact): DC 25, or wealth check of 20 for a street contact.

Templar Knights Brains bonus feats: Antithesis, Armor Proficiency (light), Combat Expertise, Deceptive, Enemy, Improved Disarm, Renown, Tactician, Trustworthy and Windfall



Judge not, that ye be not judged -- Matthew 7:1

It's tough being the one in charge. You have to be part leader, part entertainer and part foolish jester. The Game Master, or GM as the illustrious position is better known, is completely responsible for anything that might go on and take place during a gaming session of Haven: City of Violence D20 Modern. This section has been created to help all GMs, from beginners to experts, reaffirm the atmosphere of the environment, the ambiance of the scene, the impression of the surroundings and the proper lack of mercy.

In the setting of Haven, the GM must always try to make the players feel as though their fictional characters are really in Haven, the city where the smell of death is on the air and trouble lurks around every darkened street corner. The imaginary conflicts and resolutions of the game must be played out in a seriously intense atmosphere of realism. You must always know how to do that, but additionally must also keep it fun and entertaining for the players.

THE GOLDEN RULES OF A GAME MASTER

There are several important rules that a GM must be aware of at all times. These "Golden Rules" are the

most important codes that can be enforced on the game. These are not so much "Rules" as sage pieces of advice that will help you keep control of the action and with a little luck, be prepared for most eventualities.

1) Know what you are doing

If you are going to be the GM, you must know the Haven: City of Violence D20 Modern game system. For some unknown reason several RPG rulebooks have become as thick as the New York City phone book and are more complex then figuring out the meaning of life. With all this you would think it would be silly for anyone to become a GM. Well, yes and no. It is good to have a good grasp of the basic concepts and rules, but certain aspects such as character creation, combat, and movement should be understood with at least solid understanding. The rules are created to provide a springboard to help you figure out your own answers and solve problems that may arise during play.

2) When in doubt, make it up

At some point when gaming, the players will do something that is not in any of the rulebooks, or perhaps something happens that will be totally new

to your game that borders on the edge of confusing. At this point, a GM should do what feels natural to them. That is right; you should make up the rules. Now don't get me wrong, you shouldn't redesign the game so that your players always win with no sacrifice on their part. The situation should be something that the people designing this game did not think about.

Rules should also be improvised with some type of logical reasoning behind it. If a player does not like the ruling of a dice roll, they should not be able to make up the roll. But, if there is some type of conflict between not understanding a rule and the players, the GM must do their best to find some way to make it work. We have said it once and we will say it again, the object of this game is to have fun.

3) Supervise Character Creation

While it is important for players to control the conception of the character creation process, it's a wise GM will oversee that process and monitor each step. This will allow the GM to supply the players with any information and tidbits that would help flesh out characters and their relationships. Supervising character creation will also give you clues to what player are interested in as well as a head start on coming up with challenges tailor made for your group's strengths ... and weaknesses. This also ensure you can catch anyone trying to cheat or abuse the rules – trust us, there is one asshole in every crowd who is going to cheat and abuse the rules.

Some players will also acquire drawbacks just to get additional benefits without any thought to the consequences of drawback. Drawbacks should be just what they are: drawbacks. They are not created to make player's lives easier, drawbacks are meant to make life harder. Make sure that the players remain true to their character. If one of the characters or, for that matter, one of the players — is a dullard or a jerk, it's to your best advantage to find out early so you can make adjustments and help refine them to be more interesting and playable. Even if the GM is working with an experienced role-playing group they trusts, it's still a good habit to be as involved as possible with players when they design characters. In fact, its best to have the whole group sit down and talk out their concept with everyone else. This cuts down on duplicate PCs as well as allow players to create bonds for their PC group.

4) Mood and Setting are everything

Some persons believe that the setting and mood of a game are not really that necessary to help with the entire gaming experience. If you are one of these people, go rent of copy of you favorite action adventure film. We

suggest John Woo's Bullet in the Head, Hard Boiled or the Killer. Now watch it during the middle of the day, adjust the television volume to mute and turn on all the lights or open the curtain to let the bright sun light stream in to the house, now watch your movie! If you don't think this destroys the atmosphere of your movie then you've rented a very bad movie, and role-playing games are just the same. Atmosphere may not be everything but it helps... a lot!

The accurate mood for Haven is created when a GM thinks about all the important aspects of the city of Haven. Haven is a soul crushing, dismal, and polluted environment for the characters. The people in Haven are not generally friendly or helpful. The sun rarely shines, or when it does its not warm, it seems to rain way to often and the sewers frequently overflow. The GM should always try to push the bleak hostile image of Haven, from the darkened rubbish cluttered alleyways with punks, shooters and chemical heads ready to take you're your life or your wallet to the pristine but no less dangerous boardrooms of Golden Heights.

5) Good Combat, Smart Combat

Who doesn't like to watch a good fight? What would you rather see, two old ladies hitting each other with handbags or Jackie Chan, Jet Li, and Bruce Lee go all out on each other with every type of kick and punch they can create or imagine. When the NPC first attacks, a solid strategy should be created for them as if they are real people who don't want to die and wouldn't brainlessly waltz through the players' kill zone. Have them use available cover, let them co-operate or use scenery against the players. Once you have created an initial combat tactic for the NPCs, just go with the flow. The following attacks by the NPCs will come natural. Remember that the NPCs will try to what ever is necessary to achieve their goals. If you really want to put the proverbial fear of God into the players have the enemy use real common sense strategy, like placing a sniper on the rooftop to cause some frustration.

6) Anyone can die at any time

This is one of the rules that keeps players always on their toes, keeps them thinking and completely aware of their surroundings. If a player thinks that there is truly a chance that their character could get killed or placed in some type of impending danger, they will think, re-think and think again all of their actions.

You must make the player feel that the character they are playing is their best friend. Anything that they do will affect the character, whether directly or indirectly. This will make all players remarkably paranoid of any of their actions. The feeling that a GM wants the

players to experience is a combination of fear, anxiety and trepidation. Fear is always great at making the player focus more on what they are doing, while the anxiety will make them more apt to make careless simple mistakes. Just don't let them slow down a fast passed scene by analyzing every conservable angle, if a player is taking too long, just move along, they'll learn to think faster next time! Nature has a solution for the slow and stupid, -its called extinction.

Now after saying all of that, I must also tell you don't go remarkably out of your way to terminate a player character. This game is NOT about the players against you, but one where the GM helps and informs the players of the events and actions.

7) Everyone has their own agenda!

If you looking for someone with a heart of gold in this little slice of hell, all you are going to get is Jack and Spit, and Jack left town two days ago. The setting of Haven is one where the people are said, "to live on the balls of their feet"; they are always expecting trouble and ready to react. Haven citizens have the street savvy and cunning of a 50 year-old veteran of living and surviving in New York City, East Los Angeles and Beirut all rolled into one.

Haven is a dangerous place and those perils exist everywhere. When you look down any street and see some of the common people, remember everyone you see has some type of story. Their story could be anything from how they may have been molested as a child and that caused them to become child molesters themselves, so PCs shouldn't be stupid or naïve.

8) Everyone must have fun

I cannot say this rule enough times. Haven: City of Violence D20 Modern is a game. It is meant to help bring people together and enjoy each other's company. This game is there to help build friendship between the players and involve the more creative side of one's personality. If the people involved with the gaming sessions are not having fun, then you as the GM must discover what the problem is and how to amend or rectify it. Otherwise, you won't have any players very quickly.

9) Keep players in character

This rule will not only make it fun for the GM but it will help involve the players with their characters even more. If the character is crazy or mentally disturbed, make the player play that out completely while gaming. You might try instructing your players to arrive dressed like their characters, and to distinguish between out of game communications with the GM and in game chatter

by changing accents. Not only is this a great way to get characters to interact with each other, it is a great way to help expand on the general atmosphere of the setting.

Another aspect that is important to the gaming session is the physical location of where the game is played. This can alter and directly boost the believability factor of the game. While a large kitchen table in the middle of the afternoon may be satisfactory to play the Haven: City of Violence D20 Modern, it would be better to wait to begin playing after dark in a small room, perhaps a basement, with very dimmed lights, but not so dark that no one can see. There should be just enough to add an additional atmosphere of dread and apprehension to the game. The GM could have a radio plying the background with the sounds of aggressive music styles from hard-core rock to progressive techno. Play whatever styles the players like and helps with the believability of the game. None of these items alone will set the tone, but combine a few and things should be well on their way.

CREATING AN ADVENTURE

The main purpose for gaming is to go on adventures. These adventures might be quick rides into the dark side that may only last a quick few hours of a gaming session. At other times, these adventures could last anywhere from a few months to a few years. This is all determined by the group of gamers, themselves, and specifically by the GM.

First, the GM must create the adventure for the players to enjoy. An adventure can consist of anything from a simple everyday event to a long and drawn out world-wide conspiracy, that is all determined by the GM. A GM can design these adventures completely from their own imagination, or use source materials like books, television, and movies to help create the adventure.

The list of items that must be answered to create an adventure is known as the five W's and the one H:

WHAT: What is the basic concept, story idea and design for this adventure? What type of adventure will this be? Will this adventure focus on a vendetta, hit men on the run or be a good old fashioned "shoot out?" What is the reason for this adventure?

WHO: Who will be directly involved with this adventure? Who will be the villain of this adventure?

WHERE: Where will this adventure take place? Will the adventure take place on land, sea or air? Will it be a specific borough in Haven or all over the city in general?

WHEN: When, in a time frame, will this adventure take place? Will the adventure take place during the day or night? What season will be in swing, will gunfights ensue on slippery ice? Will you place your game in the current timeline or further back when the Coalition was clawing itself to death?

WHY: Why are the players involved with this adventure? Will the players stay together for the reason of business or fate and why is the villain doing what he is doing?

HOW: How do these players work together to accomplish their mission? Will the players work as a team or will they work in small groups or will the group work as individuals.

Now here are some sample ideas that GMs can use as simple adventure starters:

Catching Bad Guys: The PCs must find and capture thugs, mobsters or other such criminals.

Information: The PCs must search for a particular piece of information about a person, place or thing and return to their employer with the information.

Stolen Item: The PCs are ordered or hired to locate and bring back to their employer something that has been stolen, perhaps secret plans or an invention.

Rescue Someone: The PCs must locate and rescue someone who is being held prisoner, such as a hostage, a kidnap victim or a person in prison.

These few ideas will be easy way to start off a long term gaming adventure for the PC and the GM. You may wish to even amalgamate several of these ideas and themes into one adventure. You could also create an adventure based on something discovered by the PCs in earlier gaming sessions. This will enhance the PC's enthusiasm and interest as gamers by using information and facts they have discovered in earlier adventures to solve the riddles in their current gaming sessions.

SETTINGS

The most important thing to good adventuring is setting, setting, setting! The location, or setting as it is better known, of an adventure determine the events that can take place and people the PCs are likely to encounter. Your setting can be as large or small as the GOD may wish. It is all determined by their imagination. An entire adventure could squeezed into a single room or spread across the whole city. The location created ought to have a rationale in the adventure. The PCs should complete some part of their purpose at each setting location. At each location, PCs can encounter a small clue to help move the adventure along. As you choose the

settings you should record this information including any special bits and pieces about the setting.

Just as above, the five W's and the one H need to be addressed again:

WHAT: What is the setting's function? What does the setting look like? What person will be encountered in this setting?

WHO: Who will be directly involved with this setting? Who will be the villain in this setting?

WHERE: Where will this setting take place? Will the setting take place on land, sea or air? Will it be a specific area in Haven or all over the city in general?

WHEN: When, in a time frame, will this setting take place? Will the setting take place during the day or night? Will the setting take place during the summer or winter?

WHY: Why is this setting being used?

HOW: How will the setting affect the players ability to work together to accomplish their mission?

EVENTS

Once the adventure purpose and settings for an adventure has been determined the GM must design the adventure's obstacles that the PCs will need to overcome to finish their adventure. Each of the events of the adventure will be placed in a specific setting.

When creating and crafting an adventure, events can be an impediment that the PCs need to overcome, an opportunity to gain something that will aid the characters in reaching their goal or even a simple lesson that can be learned for the PCs. Events should be stimulating or create a situational problem than must be solved before the PCs can progress further. The following are questions that should be answered to help create events:

What is the purpose of this event? Will this event be a puzzle to resolve? Will it be a chance to acquire something useful?

Determine the elements considered necessary in the event. Will the PCs encounter NPCs, animals, security systems or even other PCs.

Determine how the NPCs will respond to the PCs and measures they will take to defend or work against the PCs.

Arranging Events

Once the events in an adventure are created, the decision of their order is determined by the GM. Most

events are built in a specific order in a “step-by-step” or linear situation, but this order of events is not set in stone and can be broken. These events should be “fluid” and “flexible”. PCs should be able to reach their goal using several different methods in game play.

CREATING THE SUPPORTING CAST

After the GM has determined the events that will direct your PCs to their goal, the GOD must create the supporting cast of minor characters called Non Player Characters, or NPCs, that will interact with the PCs. All significant information is recorded for the GMs easy access. The purpose and reactions of the NPCs will be recorded by the GM. NPCs personalities can be from very peaceful and friendly to highly violent and psychotic. The NPCs will also be equipped according to their specific activity. All of these situations for the events will be determined by the GM, of course having developed the basic idea of the overall story already you should have a fair idea of the type of adversaries you want the PC's to encounter.

NPCs And Their Purpose

The often forgotten and always neglected individual of role-playing is the Non-Player Character, better known as the NPC. NPCs will often hold a significant piece of information that will make it possible for the solving of the problem or situation that is plaguing the PCs on their adventure. Often forgotten by the GM is that the NPCs' make it possible for the game to be expanded and make it more enjoyable for all involved. The players will find NPCs with more active personalities easier to interact with and easier to expanded their PCs. The main reasons for a NPC and what they do for a gaming session are as follows:

- Enhance the Gaming Ambience and Setting
- Help move the Gaming Session Forward
- Sources of Information for the Players
- Additional Services for Players and PCs

Enhance the Gaming Ambience and Setting

In this situation, a NPC will be able to give out information on the city of Haven, but they still hold back very important parts of information that will be revealed later. NPCs of this type also should not make more than one or at the most two appearances in a single gaming session. The NPC is there to relay information not “hog the stage time” of the game. Also, make the NPC fitting for the setting, if you are in Golden Heights, the type of mentoring NPC that you will run into will quite different from the NPC who you might encounter in the run down slums known as Rome Island.

Help move the Gaming Session Forward

NPCs can also be used to help, instruct, or even manipulate the PCs to accomplish the specific goals created for the group. NPCs often hold knowledge that is in need of being examined, or they may hold cryptic information that would expose jeopardy or fortune. There are several options that can be used when having an NPC as an adventure hook. The oldest, if not the best, adventure hook is an attack or kidnapping of someone close to the party. It does not matter if it is their mother, father, brother or sister, just as long as it is someone who has a direct personal connection to the PCs. Personal relations can be and should be exploited to the utmost.

Another method is to create an adversarial NPC for the PCs that they can directly interact with. If a PC is a gangster, then present an important NPC gangster from an opposing crime family that has their eye on the same prize. A character in this situation should not be revealed as a foe at first, it should take time. Ordinarily, the increased amount of time that passes between the introduction of the NPC and the divulgence of their true nature, the more climactic and exciting the end result will be. This tactic is one of the most common methods used in books and television and betrayal is a powerful motivator for PCs and most will want to get even.

The next method is to hire the PCs to undertake a very dangerous mission where there is a possibility of great wealth for the PCs. Often the local mob boss will need a little extra firepower, or some shop owner will want to stop people from robbing him every week. Using NPCs in this form often feels as if you are directly manipulating the situation and those involved with it. This method is very good, but can be easily overused and abused if used too often.

Sources of Information for the Players

The best sources of information for the PCs will normally come from a NPC. There is a good chance there is some citizen in the City of Haven that could answer just about any question the players might want to ask. In the act of creating a NPC, an important question that should be asked is, how much information will this NPC have? How can this information either help or harm the PCs? What secrets might the NPC reveal or hold back for later use? Will the information that is given out be useful at the time it is revealed or sometime down the line?

Once you know who has the information that the PCs want you should ask how are they going to obtain it? Will the PCs have to force the information out of the NPC? Will the NPC give the information willingly?

Does the NPC want to trade the information for something the PCs might have? If a NPC is giving out free information to the PCs make sure that this information is faint, almost non-existent. An off-handed comment is the best way to set something like this up. With this type of concept, hinting is king. Getting important information should be one part puzzle, one part pain and one part satisfaction.

CREATING THE "GOOD" VILLAIN

Adolf Hitler, Genghis Khan, and Rasputin the Mad, these men are the true definition of the word, villain. As the GM, it's your position to give birth to the villains your players will be speaking about for years to come. After several minor appearances of the main villain, the players should finally get to meet with this the villain and actually discover how powerful he or she is.

Who am I and what do I do

The first step in creating a memorable villain is giving him an identity. It's one thing to kill a small no name street corner drug dealer; it is totally another thing taking out Haven's most dangerous professional hit man-assassin at his home. The villain will become more realistic to players if you create a connection that makes the antagonist's motives personal to the players.

It is too easy to want to kill a person who has slaughtered hundreds of nameless crowds of individuals who have no direct connections to the players. The person who has killed a PCs best friend, brother or even their mother, however, is worse than a common killer. He has placed himself into a special category of villain. The hottest places in Hell are reserved for these types of criminals. Create this intimate bond between this important NPC and the characters, then let the players loose.

Give the arch-foe a personality and some personal goals to the adventure. All villains are not just evil for evil's sake. The villain must have some type of end goal. The end goal could be murder, assault, and just old-fashioned insanity. Sometimes the devil did make them do it, but most master criminals aspire to some type of empire or syndicate; perhaps simple material wealth is the lure or power.

Always be prepared and have a plan

Incompetent villains, even remarkably powerful ones, will try to prove themselves more powerful than the player characters. These types of villains are a dime a dozen and normally don't last more than fifteen minutes in the world of Haven. The more intelligent head villains will send their minions to strike out at the PCs

first and then increase the level of threat. This will normally continue until the villain has either no choice but to meet the PCs directly or has to escape to save him or herself.

All good heroes need to have great villains. Most people plan for the next move. Great villains plan not just for the next move, but the move after that, and the move after that, and the move after that. Planning is what makes a villain seem so powerful. The villain must always appear as if they are in complete control of each and every situation, even if they may not be. All good villains' plans are well thought out with several fallback contingencies if a problem arises. Knowing what PCs are going to do next will also make the villain able to face the PCs at any time or at any contingency. Now the villain is not going to know every little thing that the PCs are planning, but they should never say, "I have no idea what to do next."

No major villain should be weaker than the PCs. Now this may not always be in physical abilities, but a villain should always be more sly and cunning than the PCs. The first meeting should be a painful experience for the PCs and a pleasurable one for the villain. The villain will be prepared to astound and surprise the PCs and make them worry about surviving their first encounter with the villain. After the first encounter with the PCs, the villain will be focusing on the weakness and deficiencies of the PCs and discovering ways to use those weaknesses as best the villain can.

There can only be one

Sooner or later, the PCs will force the villain into direct combat, most likely to the death. The villain will wish to make the last conflict at the place of greatest strength, more often that naught, the villain's headquarters. These places are the greatest source of power and prestige for the villain. The final combat scene should be just as it says 'the final combat scene'. This is it. Either the PCs walk away alive and the villain lies defeated or dead at their feet, or the villain is victorious with the broken and battered bodies of the PCs at their feet. Somebody has to win and someone's got to lose. Ties do not really prove anything to anyone.

SPECIAL SITUATIONS AND RULES

If any of your event situations created by the GM involve special circumstances or particulars that are not covered in the game rules, you should create them based on the rules of Haven: City of Violence D20 Modern before starting an adventure. GMs may wish to create special specific rules for unusual terrain, new equipment or devices, weather or various other items and situation

that may come up. Make sure these rules are not very complex to keep the flow of game play going.

CREATING MAPS FOR GAMING USE

After you have created the adventure, you should make corresponding maps of the areas that are needed during the game. The most common types of maps that are used in gaming are traditional gaming maps as well as combat maps. Game maps show the overall layout of the area being used in the adventure. These maps will reveal the adventure on a small scale. While the details of these maps are limited, they will denote large distances that may or may not be needed to travel during the adventure. The combat map is used when PCs are involved in any type of combat. Unlike traditional gaming maps, combat maps will be quite detailed showing such items as windows, doors, statues plus any other various other items and hazards that might occur. Map should list information about important encounter areas and situations that may happen during the event of the adventure. Often PCs will wish to create their own maps for their own use. The GM should prepare these maps himself, and let the players keep them, but it is often better for the PCs to create the maps for themselves. PC maps should have the general information of the area but nothing too specific. This will help add to the suspense of the gaming experience.

REALISTIC GAMING ENVIRONMENT

When doing an action that involves the use their imagination, it would be helpful to engage items that accent this experience. Engaging all five senses help make the event more 'real' to the players. The more realistic the event feels, the more naturally the players will react to the situations you place them in.

Well-developed characters

A well developed character, whether it is a player character or non-player character helps with game play. If all you design for a character is that they are a body-guard who carries a gun, how much fun can that be? Above all else it is up to the players themselves to decide what type of character they will create. An informative GM will always help players in the most correct, most efficient way to create a positive character. Even though some of the players may be experienced in role-playing games, it is always best to have the GM around.

Strange but familiar

The more familiar an item feels, the easier it is to pervert the original image and intent of the item to a

hideous nightmare. Start it off with something that may be common to all the players like their first pet or first stuffed animal. Make the object cause the players to feel a particular way about it, make them feel that the object will provide them with support and trust. After the players believe totally in the object and trust it with no doubt, its true purpose should be revealed. The object should act in the most opposite way possible. If the childhood pet loved the player, then have it now attack the player when it sees them. Everything must seem as if it was colored white like new fallen snow but in reality it is darker than the darkest winter night.

Details

If you don't think details are important, compare the subsequent sentences describing the following person: He was a male who was tall. That was scary. Now read this one: His face was that of a grizzly scarred veteran, of several street gangs and several bloody wars with greasy jet-black hair and crimson red blood shot eyes, his body stood motionless like a granite statue rising to an enormous height. Now, of the two previous men, who are you more afraid of? A good GM will make the city of Haven come alive by closely interweaving it with everyday, common items that can be recognized by the players but slightly different.

Building Danger

In the Haven: City of Violence setting, the advent of danger does not happen all at once. Many dangers should fall like dominos one by one, increasing the intensity with each successive fall. The area of right and wrong will be blurred with every second of playing the game. Any player may start off with good intention, but may end up at the front door to hell and not even notice how they got there. GMs must remember that fear and dread must start off as a simple, almost vague sensation that will build upon itself every second of gaming and to properly cause this effect will take time and should not be rushed.

In this event of building danger, being subtle is king. Quick blood drenched scenes of violence are easy to perform, but creating a scene when the action is constantly building is truly an art form. Hidden dice rolls always help to advance the idea of tension. Wait until the game has reached a quiet part and then make sure the players are watching you. Roll the dice secretly behind a screen, and then don't even mention anything about it to the players. Just continue with the game. They will then become suspicious of what you are doing and feel as though they are going to walk into a trap.

FAMOUS LAST WORDS

There are no completely foolproof ways for being the GM in the Haven: City of Violence D20 Modern or any other role-playing game. The best that is possible is that we provide you with examples and any guidance in how to run various circumstances from the simplest back alley conversation to the bloodiest blood bath and any thing in general during the course of a campaign. Here are a few guidelines that can help all GMs in their own home grown campaigns.

Be Prepared

Players are an extremely sneaky bunch and can at any given time surprise you with something that is the last thing you would have thought of. Always plan the full adventure before the game actually starts, including contingency plans for everything that the players might do. This last bit is actually impossible, but if you know your players and how they think then you stand a chance of second-guessing how they will try to deal with certain situations. If the players throw you a curveball once in a while you must remember to be reasonable, sensible and somewhat aware of your options.

There is nothing worse than the players having to stop halfway through a game for the GM to plan the next part of an adventure. As well as being a waste of valuable gaming time, it also does not give the impression that they are playing an adventure that is of the highest quality. If the players are threatening to turn down an avenue that you had not planned for, you can subtly divert them, either with the threat of a powerful enemy or a greater reward in another direction.

Be fair to the players

This has been said before, and it applies always. The GM is in complete control of just about each and every situation involved in the game. They know what lies just ahead for the characters and what they will be running into in the very near future. Destroying the characters is not what this game is all about. It is about providing the players with a problem and giving them just enough information, like rope, where they can pull themselves out of trouble or hang themselves. Remember that the scenario is only as good as the GM and players.

No Buffaloeing

A buffalo is a player who tries to take over the game for his or her own personal spotlight on themselves. This is a game that is built on the premise of people working together for a common goal. Not that somebody should

lead all the time and not everyone else should follow all the time. It is a careful balance between give and take and the most important thing to remember is when you should give and when you should take.

Patience

Let the players make their own decision whether those decisions are good or bad. This is just like life; you have to live with the decision you make. Often in gaming there will always be a time where gamers will need to decide who will be in charge and who will follow, where they will be going, what they will be doing next. This all takes time so let the players have as much as is reasonably possible.

And most of all have fun.

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