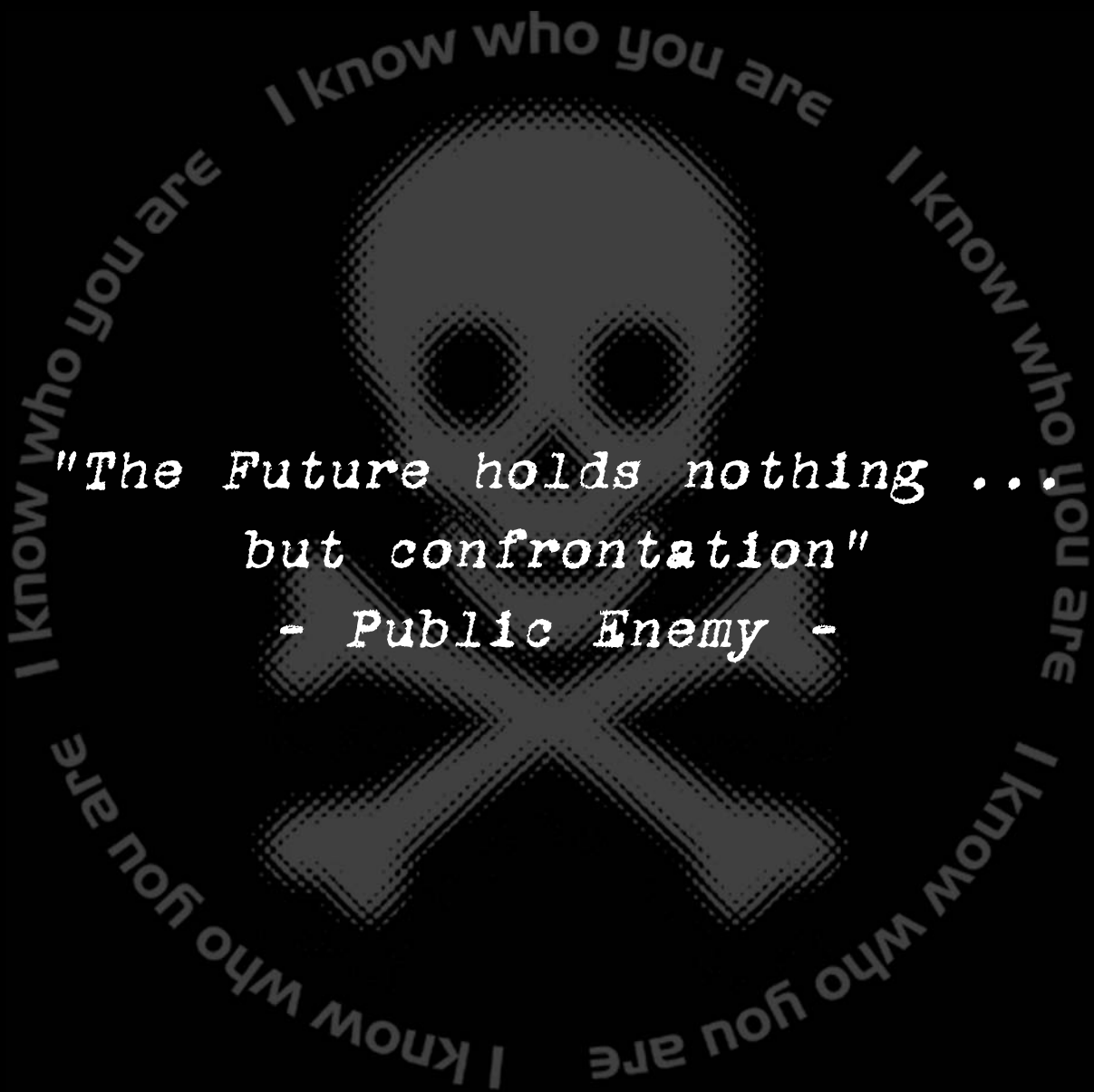


HAVEN

CITY OF VIOLENCE



A ROLE PLAYING GAME OF
MODERN VIOLENCE



"The Future holds nothing ...
but confrontation"
- Public Enemy -

HAVEN

CITY OF VIOLENCE

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



INSTANT



A ROLE-PLAYING GAME

VIOLENCE



OF MODERN VIOLENCE



.....

DID IT AGAIN

He set me up, again. I do not know why or how he did it, but he did. He did not give a fuck about me or you or what we had planned. The plan I had was perfect. In to the bank, hit the cash drawers and stay away from the vault that only burns time. Make sure all the tellers give you the cash from the right drawer; the left ones have the red dye paint bombs in them. We should have been out of there in less than a minute. With this job, we would have an enough cash to keep us happy for a few months. We could have been happy together. But he betrayed us. I should have known by the way he looked at you. He was always looking at you undressing you with his eyes. He was the best man for this job, but I should have not trusted him. He shot me in the back while we were leaving from the bank. I think he may have hit my spine, because I cannot feel my legs right now. But the wasn't the painful part of it. What really hurt is to see you looking at me after it happened. You were standing there laughing at me. Telling me what kind of fool I was. How you both had this planned from the beginning. But don't worry, I still love you and we can still be together.

Quid, qui deperit minor uno

CHAPTER: X

GETTING STARTED





WHAT THE HELL HAVE YOU GOTTEN YOURSELF INTO?

By picking up this book and opening its cover, you have commenced on an adventure of excitement, of right and wrong and the world that stands in between. All of these events will come about when discovering the power of creating a world with your imagination. You have chosen to open your mind in a new and unique way that may be the beginning of a lifetime of fun and entertainment. Welcome to the world of which we call role-playing.

Role-playing games do not require a board or pieces like many other types of traditional games you may be familiar with. Role-playing can be considered to be more like a book or story that is told by a group with everyone interacting with the story and the other storytellers. Quite often, you and your friends will take on the role of the main characters of the story, performing heroic tasks and undertaking epic quests. One of the players, however, assumes the responsibility of narrating the story, describing the scene, laying out the plot, and controlling the actions of all the other characters you will encounter during your adventures. This individual is called the Game Operation Director, G.O.D. for short. All the other people who partake in the game are known as Player Characters, PC for short. Any person in the adventure who is not controlled by a player is considered to be a Non-Player Character, or NPC for short.

In the Haven: City of Violence Role Playing Game system, or Haven: COV as it is better known, one of the participants will act as the referee or G.O.D., designing exciting events and the environments in which they will be performed. The environment may be anywhere from the general public areas, such as quiet parks or bustling malls, to deserted streets or trash strewn back alleyways. With the use of dice, information, and events from the G.O.D., players randomly determine the characteristics and actions of their characters. Players will act out the role of the character they have created. While adventuring, characters gain experience, which can be used to increase the abilities and skills of the characters. A

long running or interconnected series of such role-playing game sessions is called a campaign. Some gaming campaigns with last a few sessions of role-playing, while others can last years. The G.O.D. and players will work together to create a story, or as it is better known, an adventure. Within this adventure the players assume the roles of characters, detailed personalities with a history completely separate for each player, who can seem as real as the player who controls him. All the important information including attributes, special abilities, and skills are kept track of on a sheet of paper, which will represent the character. The number and rating of a character will often determine the character's general effectiveness in a specific action or area.

However, the character's persona does not exist solely on paper. The player defines a character's actions and thoughts themselves, while staying true to the character's background and history. The best way to describe what a player is doing is acting in a movie or play with the difference being that the script is created and developed within the minds of the players and G.O.D. In a perfect setting, all the players and G.O.D. will work together to create a story that will be fun for all.

The players determine the reasoning for a character themselves. The player character is no more or less than what the person playing brings to it. Most people in the real world would, quite sensibly, run for cover and call the police if someone was shooting at them. In this game, however, this is an extremely rare occurrence. Many times the natural reaction of the character is to return fire to those who shoot at them while some others might still run for cover. Persons who have tried other role-playing games will be familiar with this concept. Haven: COV features campaigns similar to other games. The rules provide nearly endless possibilities for adventures. The adventure can move in any direction that the G.O.D. and the players may wish it to go.

The G.O.D. is one of the most active participants in gaming due to the fact he or she must do most of the initial work before the gaming ever starts. The G.O.D. must provide the labor of completing the game environment granted. As this game takes place almost entirely within the mind, the G.O.D. should

have a good imagination with which to develop and “color” the adventure so that it will seem more realistic to the players. Being the G.O.D. requires a general sense of fair play and creativity carefully balanced with rewards for the circumstances designed. Remember the object of the game is to have fun.

All beginning characters are considered to be relatively weak and extremely inexperienced. The challenges characters will face increase in difficulty as their skill improves. The G.O.D. should plan to present fewer risks and correspondingly modest rewards at the initial start of the gaming campaigns and expand the risks and rewards as the player characters become more powerful and experienced.

The players cannot begin the game until the G.O.D. has concluded his or her design work. Once the G.O.D. has made the essential preparations, the players create their game personae, called Player Characters, or PC for short, as described under the section called Character Creation. After a player character has been established, the player is responsible for keeping records of his or her character’s attributes and possessions, as well as notes and maps concerning areas which that character has explored. Much of this information can be conveniently recorded on a photocopy of the Haven: COV character sheets provided in the back of this book.

Unlike many games, the players will not necessarily be competing against one another but often against a common enemy. While the G.O.D. must play the role of the various people, the G.O.D. should remain completely neutral. The G.O.D. is not playing against the characters, but is in charge of running the world and environment the characters live and interact in. There is no true person that will be declared a winner at the end of an adventure or campaign. Rather, anyone who survives to go on to the next adventure wins by being able to play another day!

The format of the Haven: COV allows for two different (but related) styles of play: running a pre-planned adventure from a module (a pre-created adventure) or letting the G.O.D. design his or her own scenario. It is a good idea for each G.O.D. to

play an adventure module before designing their own. Starting with a module will help the G.O.D. with the feel and play of the game. A pre-made module will provide the G.O.D. with good examples of how to run the game, how to design the environment and vital elements of play, types of non-player characters to populate the environment with, and so forth.

USING THE DICE

The reader of this book may or may not have used the polyhedral dice system before. The dice will appear strange at first, but they are actually easy to understand. Dice come in various types. The types of die that are need for Haven: COV are 4-sided, or D4; 6-sided, or D6; 8-sided, or D8; 10-sided, or D10; 12-sided, or D12; and 20-sided, or D20. These dice will be numbered one to a specific number with a number belonging to a corresponding side. So if a die has 10 numbers then it is a 10-sided die. The 10-sided die, however, is numbered 0 through 9, with 0 counting as the 10.

ADDITIONAL EQUIPMENT

The G.O.D. will find that graph paper, normally with 4 lines per inch, will be one of the most useful items in designing floor plans of buildings the characters will enter, or even a section of a city that the character must search for something. Sheet protectors for often-used maps and notebooks or briefcases to keep all important papers and records together are options the G.O.D. may want to consider. Plenty of paper and pencils should always be handy.

NUMBER OF PLAYERS

Unlike many other types of role-playing games, adventures in the Haven: COV system work best with a smaller number of players: 2 to 6 players and the G.O.D. Smaller adventuring groups emphasize more varied interaction between the players and the G.O.D.

GLOSSARY

Abilities

A broad reference to the aptitudes a character is capable of, including skills and attributes. Often abilities will be followed by a number, which ranks the character's effectiveness.

Benefits

A special ability, or quirk, that a character possesses. Assets may enhance other abilities, including an attribute, or add a totally new element to game play.

Campaign

A series of scenarios linked to each other.

Character

A created identity or persona who is controlled by a player who exists in the Haven: COV system world. Normally this refers to a player character. Also see Player Character

Character Points (CPs)

An amount given to initial characters to determine their successfulness in particular acts and endeavors.

Character Sheet

A sheet of paper to record abilities and equipment of the player character.

Combat

A situation that develops in which the characters use violence in order to resolve a problem.

Drawbacks

A disadvantage, either mental or physical, that is possessed by a character. Liabilities often make it more difficult for a character to use an attribute or skill, or in some other way hinder the character.

Experience points (XPs)

An artificial means of determining a character's level of experience. All characters begin play with a particular number of XPs, which are used to determine professions and skills. Additional XPs will be earned as the game progresses.



Game Operations Director (G.O.D.)

A person who operates and controls the game and the general outcome of actions among the player characters and non-player characters.

Game Setting

Imaginary places where all adventures and scenarios take place. In the Haven: COV system, the game world is the city of Haven.

Non-Player Character (NPC)

A character who is controlled by the Game Operations Director during the course of the game. They are treated exactly the same way as normal characters, but the game does not concentrate on them. They are just people who the normal characters can meet.

Player

The person who controls the player character.

Player Characters (PC)

A character or persona who the player uses as his or her direct interface into the gaming setting.

Primary Abilities

A general attribute that determines the level of success and which is common to all people. Basic attributes in Haven: COV are STRENGTH (STR), WILL (WILL), AGILITY (AGI), STAMINA (STA), INTELLIGENCE (INT), and PERCEPTION (PER).

Role-Playing Game (RPG)

Taking on a role, or persona, of a character set within an adventure setting. Role-playing is a lot like acting out a part in a movie or play, where a player must act, react, and think as he or she feels the character would.

Scenario

An independent adventure or specific part of a campaign adventure. The average campaign will normally last a few sessions of gaming.

Secondary Abilities

Secondary abilities are specific abilities that define the character's general health and well being.

Session

A meeting between a group of role-playing gamers to play out an adventure. Each gaming scenario or campaign typically takes several sessions to complete and play.

Skills

Inclination that characters may possess used to perform a specialized ability, such as chemistry, at a specific moment, such as identifying a chemical compound.

Special Abilities

Special abilities are specific abilities that are unique to specific characters. They can be said to be almost magical in nature. These abilities will normally defy the normal rules of play in the game.

WELCOME TO HAVEN

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

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 boast 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 worlds leading financial, commercial and cultural centers, Haven is subdivided into six boroughs that exist within the Haven City limits making it the city itself. In alphabetical order of areas 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 to it. 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 one of most common visitor of

the original “Sin City”, Las Vegas. Arcadia was created with one thing in mind, the fun and entertainment of you and all. The combination of burnt out building, abandon car production plants and the smell of decaying meat of the meat processing plant infest Armistad like a plague. Armistad is the “Detroit” of Haven. While a 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 by. 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 wealth 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 slums and the worst side of the “wrong side of the tracks” to grow up on is what Rome Island is. 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 it development of organized crime and corruption. In Haven, unlike many major metropolitan cities, criminal corruption begins at the top of the Mayor’s office and then drips its way all the way down to the back alleys and the dank city sewers. Haven can be described as New York City during a blackout, 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 a earlier more simplistic time, when criminal corruption was only held behind closed doors and not on every city street corner. The grand return to those “Old Glory Days” of Haven seem almost impossibility to most in this morally corrupted and socially bankrupt society. The only true future that is left seen for the city of Haven, is no future at all.

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 spiritually. The city government and police forces are corrupt. The organized crime syndicates control any dark dealing 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 man 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 citizen. Just about every child brings a gun or blade to settle any disputes that might arise.

THE ABILITY ROLLS

Now let’s talk about how the character is used in the game. In the role-playing situation, you are cast as your main character. You, the player, are controlling the actions and reactions of your character. Your character is limited in what he or she can do as a result of the character’s abilities. Any time you check against these abilities to see if you complete an action, you are making an ability roll. An ability roll determines the success of any action. You make an ability roll in the following fashion:

- Determine the Ability or Skill you are checking.
- Find out the modifier to the Ability or Skill.
- Roll dice to determine the success of the action.

TYPES OF ABILITY ROLLS

The following are the different types of ability rolls that can be called for during the course of the game.

Primary Ability rolls are those that rely on one of the six primary abilities: STRENGTH (STR), WILL (WILL), AGILITY (AGI), STAMINA (STA), INTELLIGENCE (INT), and PERCEPTION (PER). Skills or the existing situation may alter these rolls. Secondary Ability rolls are those that rely on one of the six Primary Abilities: INFLUENCE (INFL), MOVEMENT VALUE (MV), ACCURACY (ACC), FIGHTING VALUE (FV), SUBTERFUGE (SUB), and COUNTER MEASURES (CM). Skills or the

existing situation may alter these rolls, like Primary Abilities. Skill rolls are those that rely on the character's skills, where the skill modifies a specific ability for an ability roll.

POSSIBLE AND NEARLY IMPOSSIBLE ROLLS

The majority of the times when a character tries a particular action, there is a good chance that the character will be able to perform the action, sometimes automatically, sometimes with great difficulty and on a few occasions the action will be considered impossible. The difficulty of the action is dependant on the situation and the intensity of the character's relevant skills. No matter the situation there is always a slim margin of success or failure, a roll of a 1 on a D20 is always a success, while a 20 is always a failure.

Automatic Actions: Certain actions can be performed without any difficulty to the character. Walking, speaking, thinking, and other examples of a similar nature will not need a roll to determine their success. In general anything that the average Joe in the street can be expected to do characters should not have to test for.

Possible Actions: Certain actions can just be performed without needing some type of roll. Several of these types of actions include attacking another character, trying to influence others, and trying to discover and research new technological devices. The G.O.D. will determine the complexity of any possible actions.

Nearly Impossible Actions: Certain actions can be performed with a great amount of difficulty to the character. This may include trying to lift past a strength limit or holding your breath for hours, and other various examples.

The following is a listing of how difficult any type of actions maybe and its particular modifier. A character need only roll equal to or less than the number to succeed at the task.

Difficulty	Modifier
Automatic	0
Easy	-2
Average	-5
Hard	-9
Extreme	-14
Amazing	-19
Nearly Impossible	-25

Automatic: No thought need. Breathing and heart beating fall under this category.

Easy: Most every day items or events. Leaping over a small puddle in the middle of the walkway would fall under this rating.

Average: This category contains items or events that normally challenge a person, Solving a math problem in one's head or catching a ball.

Hard: Just like the name says this is hard. This will consist of the more difficult tasks in life. Walking a tightrope or programming a computer would fall under this ranking.

Extreme: This complexity level takes it to the limit. Catching a throwing knife from out of the air would fall under this category.

Amazing: After someone performs an event at this level you have to stand up and clap. Dodging an arrow in mid-flight would fall under this category.

Near Impossible: The one in a million shot. Catching an arrow that has been fired from a compound bow in mid flight would fall under this category

Example: *Marcus is walking when three kids armed with rocks come out of nowhere and being to throw them at him. Marcus, being in a good mood and decides to teach them all a little lesson. Marcus waits as the first kid throws and decides he wants to catch the rock. Marcus' AGI is 15 and the G.O.D. determines to catch a rock is an Average (-5) modifier, which mean he needs to roll a 10 or less on a D20. Marcus rolls a 3 and catches the rock and waits till the second boy throws.*

Marcus decides that he is going to throw his rock at the second boy's rock as it is in the air to deflect it.

The G.O.D. determines to deflect the rock is a Hard (-9) modifier, which Marcus needs a 6 or less to succeed. Marcus rolls a 5 and the second attacker's rock is deflected.

The last boy throws his rock and Marcus decides to get cute. Marcus plans to catch the rock and then ricochet it off all three of the boy's heads. Marcus' AGI is 15 and the G.O.D. determines to catch a rock is an Average (-5) modifier, which mean he needs to roll a 10 or less on a D20, which he rolls a 9. Then he suffers an Amazing (-19) modifier to his AGI to make it only possible if Marcus rolls a 1. Marcus rolls a 1 and hits all three boys. The boys scatter off feeling bitter.

TIME

Time is the one factor that no one can truly control. Time in Haven: COV is only important in very specific instances. These may include a bomb counting down to explode or finding a particular object quickly.

PHASES, ROUNDS, AND TURNS

In the Haven:COV RPG system, time is based on the conceptual grouping of six seconds of real time, into that is called a round. A round is enough time for two combatants to attack each other or have a quick conversation or greeting or walk up a flight of stairs. A phase is one second of real time. So, Six phases

are equal to one round. A turn is a ten-minute grouping of time or 120 rounds. Based on the following information, a one-minute period has 12 rounds in it; a ten-minute period has 120 rounds or 1 turn; an hour has 720 rounds or 6 turns in it. The majority of the time characters will not have to record the passage of time. The following chart shows the real time equivalence to the game time counter parts.

1 Phase	=	1 Second
1 Round	=	6 Seconds
1 Turn	=	10 minutes

MOVEMENT VALUE

Movement is simple defined as the ability to travel from one point to another. It seems extremely easy but in reality it takes many forms. The movement value is the combination of the character's STR and STA, divided by two, with all fractions rounded up. This number will determine the Movement Value (also called their MV or Move). This number will determine the distance or speed that the character can travel in one round. All movement of the character can take place before, after, or during any type of combat. The following chart lists the movement value rate and athletic feats that are normally possible within their movement value.

When using this system, a character can normally move up to one-sixth of their full movement value,

MOVEMENT VALUES

Movement Value	1 to 6	7 to 13	14 to 20	21+
Holding Breath	23 sec	64 sec	98 sec	131 sec
Rope Climb	1.5 feet	3 feet	4.5 feet	6 feet
Running	72 feet	90 feet	108 feet	126 feet
Running and Dodging	42 feet	48 feet	54 feet	60 feet
Running High Jump	1.5 feet	4 feet	6 feet	8 feet
Running Long Jump	5 feet	14.5 feet	23 feet	30 feet
Standing Broad Jump	3.5 feet	6 feet	8.5 feet	11 feet
Swimming	12 feet	18 feet	24 feet	30 feet
Walking	24 feet	30 feet	36 feet	42 feet



per phase of the round. The following example is a break down of that.

Example: *Blade Wilson his running down the street after being shot at, looking to find a spot to return fire to the assailant. Blade's movement value is 15.*

The first phase, Blade runs 18'.

The second phase, Blade runs 18'.

The third phase, Blade runs 18'.

The fourth phase, Blade runs 18'.

The fifth phase, Blade runs 18'.

The sixth phase, Blade stops, turns around, and returns fire to the assailant.

Blade ran for a total of 90' in that turn. If Blade had chosen to run and shoot instead of shoot during his last phase of the round, he would have traveled the normal 108' instead of 90'. Characters can only attain their maximum MV speeds and distances for as many rounds as their STA amount. Characters can maintain up to 25% of their maximum speed for as

many hours as their STA amount. Characters can maintain up to 50% of their maximum speed for as many minutes as their STA amount. For every round past their STA limits, characters will loses 5 Concussive HEA points until they stop, reduce their speed or fall Unconscious (see Unconsciousness).

EXPERIENCE POINTS

Experience Points, or XP as there are better known as, are considered to be the ruler by which all characters are judged and measured. The more experience a character has, the more skilled they are considered to be. In the Haven: COV, characters that gain experience points are able to convert experience points to help raise their Primary Abilities, which in turn increase their Secondary Abilities, or Skills, Benefits, and Special Abilities.

AMMUNITION TYPES

When using any type of firearm the most important

ingredient in the weapons success is the type of ammunition, whether it is armor piercing explosive rounds or whisper rounds or shotgun slugs. The following is a listing of information on the common types of ammunition in this gaming system.

Duplex (D) Rounds

This is a unique type of round; it contains two projectiles within it. When firing with a duplex round, the character subtracts an Easy (-2) modifier from the first projectile's ACC and then subtracts an Extreme (-14) modifier from the second projectile's ACC. Due to the nature of this round, if there is another person within 5' of the intended target and the second projectile has missed, there is a 1 in a D4 chance that the second projectile will hit the other target. Duplex rounds do an additional 2 points of Lethal HEA damage.

Full Metal Jacket (FMJ) Rounds

This type of bullet is the most common type of ammunition in existence. It is a full-jacketed sleeve round with a standard lead core.

Hollow Point (HP) Rounds

This bullet contains a soft hollow nose. Often the nose hole is filled with mercury and capped with a lead shot BB. This ammunition is made so that it may "tumble" in flight causing greater damage to the target. Hollow Point rounds do an additional 2 points of Lethal HEA damage.

COMBAT & SHOOTING INITIATIVE

The first action when resolving a firearm combat situation is to figure who gets to make the first attack, this is called initiative. Initiative is determined by the character's AGI, sometimes with modifiers. The character with the highest AGI, after all the modifiers have been calculated, gets to act first. The person with the second highest AGI then gets to act and so on from highest to lowest. If two or more individuals have the same initiative, then they will attack at the same time. If the two or more persons are engaged in combat and one of the persons is killed and has the same initiative, the newly deceased

person will still be able to perform their action. This is due to the actions and events occurring at the same instant in time. So it is possible for a dead man to kill his killer!

In each round of combat the character will determine initiative to find out who will proceed first in that round of combat. The holster type modifier is only used in the first round that the character draws their weapon out of their holster. If the weapon is already drawn, the character does not suffer any holster negatives to their AGI. The following chart lists the type of modifiers for holsters and weapon types.

Holster Type	Modifier
Hip	Easy (-2)
Shoulder or Waistband	Average (-5)
Neckband	Hard (-9)
Ankle	Extreme (-14)

SHOOTING DETERMINATION

When a character uses any type of firearm or projectile weapon, they have a chance to hit their intended target. Once the player has determined their character's Accuracy (ACC), they must roll a D20 to resolve whether or not they are able to hit their target. If the player's roll is higher than the character's Accuracy (ACC), they have missed their target. If the roll is lower than or equal to their character's ACC, then a successfully hit has been scored in a particular target location. This hit may or may not cause damage to the target. The character's ability to hit their target is calculated from the character's initial ACC, modified by various factors of the environment, the shooter's movement and their target's movement, for example.

No matter what the character's ACC is, as long as the target of the shot is within range of the weapon, the shooter will always have at least a 1 out of D20 chance of hitting the target. A character will never have greater than a 20 on a D20 chance to hit the target. On a rolled score of 20 on a D20, the result is a miss, misfire, or jam. Roll a D4 to determine the

results. If the character rolls a 1 on a D4, then the shot is a normal miss. If the character rolls a 2 or 3 on a D4, then the shot is a misfire. If the character rolls a 4 on a D4, then the shot is a jam. Any target that is out of the range, 2501' and greater, or has an X in the range column, does not have the 1 out of D20 hit rule. The following charts are lists of modifiers and factors that can influence the ACC of the character.

A shooter will suffer an Easy (-2) modifier to their ACC when they are shooting at a target behind soft cover, firing more than one shot per round cumulative, shooting with the wrong hand or is wounded, in gun hand or arm. A shooter will suffer an Average (-5) modifier to their ACC when they are shooting at a target behind hard cover or firing two weapons. A shooter will suffer a Hard (-9) modifier to their ACC when they are shooting at night or in complete darkness.

FIREARMS WEAPONS CHART

PB: Point blank range is from 0' - 5'

S: Short range is from 6' - 40'

M: Medium range is from 41' - 500'

L: Long range is from 501' - 2500'

Rate: The maximum number of shots that can be fired in a round

Ammo: The maximum number of shots fired before reloading

Cost: The cost of the firearm in dollars

AP: The weapon's Armor Penetration value

SUB: The change in the character's SUB when hiding the firearm. NC means that the weapon can not be concealed

CALLED SHOTS

There are times when it is necessary to hit a certain location on the target. Naturally the smaller the target area the harder it will be to hit. A called shot must be declared before the character calculates their ACC to hit. Shooting at an arm or a leg is an Average (-5) modifier; foot or hand is a Hard (-9) modifier; and a headshot is an Extreme (-14) modifier.

MISFIRES AND JAMS

In very rare instances, a character may suffer a setback in combat, if they roll a 20 on a D20, which causes either a misfire or a jam (see Shooting Determination). A misfire is when the firearm improperly chambers a round. When using an automatic pistol, such as the Beretta 92F or the Desert Eagle, the weapon jams and the magazine feed will be stopped. The shot from the firearm is considered to be a missed shot. A character must manually operate the firearm's slide for the next round to chamber the following bullet. Manual operation of the slide takes 1 round. On all other automatic, semi-

FIREARMS

Pistol	PB	S	M	L	Rate	Ammo	Cost	AP	SUB
.22 American Derringer	+2	-14	X	X	1	1	250	D10-5	2
.357 Magnum Colt Python	0	-2	-19	X	1	6	800	D10	-2
.380 Sig Saur P230	0	-2	-19	X	1	7	500	D10-1	0
.40 S&W Glock 22	0	-5	-19	X	1	17	650	D10	-2
.40 S&W H&K USP	0	-5	-14	X	1	10	650	D10	-2
.44 Colt Anaconda	0	-2	-19	X	1	6	750	D10+2	-2
.45 Colt 1991A1	0	-5	-19	X	1	8	550	D10+1	-2
.50 AE Desert Eagle	0	-5	-19	X	1	8	1250	D10+4	-3
9mm Beretta 92F	0	-2	-14	X	1	16	750	D10	-2

automatic, and non-automatic firearms when there is a misfire the shot is ruled as a missed shot.

A jammed shot occurs when a shot is lodged incorrectly inside the firearm. This event can happen to any type of firearm. When a weapon is jammed the character cannot fire from the weapon until the jam is cleared. If firing from a weapon that fires more than one shot per round, whatever shots that are fired before the jam will act as normal. Cleaning a jam from the firearm's barrel will take the round that the weapon was jammed and two additional rounds.

INJURY

If a target is hit by an opponent's shot the player must roll a D10 for the location of the shot, the amount of damage, in what direction the character is moved by the shot, and the character's reaction to being shot. If the attacker hits a location on the target that is covered by some type of hard solid protection, including a steel wall, the attack will miss even if the character had scored a successful hit. The following chart will notify the characters of their damage, body location, movement, and physical reaction to the attack. All damage in firearm combat is considered to be Lethal with the damage removed from Lethal HEA.

D10	Body Location	Damage
1	Right Leg	D8
2	Left Leg	D8
3 - 4	Abdomen	D10
5 - 7	Chest	D12
8	Right Arm/Hand	D6
9	Left Arm/Hand	D6
10	Head/Neck	D12+D8

UNCONSCIOUSNESS

The following chart is used to determine the amount of time that a character will be unconscious due to tear gas or anesthetic gas, for example. A player will roll a D10 and compare that result with the top row, and then cross-index that result against their current Lethal Health of the character to determine the amount of time, in minutes that the character will be unconscious.

KILLING CHARACTERS

If a character reaches zero Lethal HEA, they are dead. This means there are no ways of reviving or resuscitating this character. If a character is unconscious, they can be killed by anyone in one round. The attacking character may only need to state that they are killing the unconscious character and by the following round, the unconscious character is dead.

UNCONSCIOUSNESS

Lethal HEA	1	2	3	4	5	6	7	8	9	10
0 or less	20	40	60	80	100	120	140	160	180	200
1 - 2	10	20	30	40	50	60	70	80	90	100
3 - 5	9	18	27	36	45	54	63	72	81	90
6 - 8	8	16	24	32	40	48	56	64	72	80
9 - 13	7	14	21	28	35	42	49	56	63	70
14 - 16	6	12	18	24	30	36	42	48	54	60
17 - 19	5	10	15	20	25	30	35	40	45	50
20 - 22	4	8	12	16	20	24	28	32	36	40
23 - 25	3	6	9	12	15	18	21	24	27	30
26 - 28	2	4	6	8	10	12	14	16	18	20
29 or greater	1	2	3	4	5	6	7	8	9	10

HEALING

A character will normally gain one-eighth of their STA intensity in Lethal HEA per week following the last damage done, rounded up. If any additional damage is done to the character while the character is healing they must start from that last point of damage. If the character is under the care of a doctor or standard medical care, the healing rate is increased to one-quarter of the character's STA per week.

Example: Ace's starting STA was 20 and Lethal HEA was 18, but he had been in several conflicts with the wrong people and has had his Lethal HEA reduced to 10. Ace has decided to take some time off from adventuring and rest. For each week that Ace stays at home, he will gain 3 points to his Lethal HEA per week, for a total of three weeks to gain back his normal total Lethal HEA of 18. If Ace had chosen to spend this time in a hospital he would gain 5 points to his Lethal HEA per week, for a total of 2 weeks to gain back his normal total Lethal HEA.

CHANGING A MAGAZINE OR RELOADING

As players will discover when they are engaged in combat, there are many times that the player character will run out of ammunition for their firearm. The easiest most common way of handling this is to change the magazine or in the case of particular firearms, manually reload the weapon. The maximum rate at which the character can move while reloading a weapon is walking. A character cannot fire their firearm in the same round in which they reloaded it, but they can move as normal after the weapon has been reloaded. The following lists the amount of time it will take to perform the action of changing a magazine or reloading one firearm. Reloading a pistol (automatic) or (revolver with speed loaders) takes one round. Assault Rifles, Pistols (revolver with manual loading), rifles, shotguns and submachine guns take two rounds.

THROWN WEAPONS

Often it is necessary for individuals to use weapons

including throwing knives, shuriken, and throwing spikes. These types of weapons are usually thrown to be effective. When throwing a weapon, a character will use their ACC to determine if they are able to hit their target. All thrown weapons, like firearms, use modifiers to hit. But, their MV determines the distance of these types of weapons. Use the grenade toss distance (see Movement Value Chart) for the maximum distance that these objects can be thrown. Damage for these weapons is worked out exactly the same as firearm damage.

Range	Modifiers
Point Blank	Easy (-2)
Short	Average (-5)
Medium	Extreme (-14)
Long	Not Possible

Since these types of weapons are smaller, they can be used at a faster rate than other larger weapons. A character can throw a throwing knife or shuriken equal to his AGI divided by seven per round, rounded down. A character with an AGI of 16 could throw up to two of these weapons per round.

PRIMARY AND SECONDARY ABILITIES

There are six Primary Abilities that decide how well the character can perform particular acts. These are: STRENGTH (STR), WILL (WILL), AGILITY (AGI), STAMINA (STA), INTELLIGENCE (INT), and PERCEPTION (PER). The majority of Primary Abilities are normally fixed items, though they may be increased over time, but not normally in the middle of an adventure.

The Secondary Abilities include the character's current level of health, how fast they can run, and how much money they own. The Secondary Abilities consist of INFLUENCE (INFL), MOVEMENT VALUE (MV), ACCURACY (ACC), FIGHTING VALUE (FV), SUBTERFUGE (SUB), COUNTER MEASURES (CM), and HEALTH (HEA). Unlike the Primary Abilities, Secondary Abilities may change drastically during an adventure.

INTENSITY**DEFINITION****1 to 3****Low****4 to 8****Below Average****9 to 15****Average****16 to 20****Above Average****21+****Superior****PRIMARY ABILITIES****STRENGTH (STR)**

- The measure of physical power.
- The greater the intensity of this attribute the stronger the character and the more weight they can lift.

WILL (WILL)

- The measure of mental strength and ability to control one's actions.
- Decides how much resistance that character can provide against mental domination, hypnosis or mind control.

AGILITY (AGI)

- The measure of personal agility, reflexes and nimbleness.

STAMINA (STA)

- The measure of the personal endurance and physical resistance.
- This is also used to determine actions that may take a long time to accomplish a task.

INTELLIGENCE (INT)

- The total measure of one's reason, wisdom, and intuition.
- This ability is used to determine the success in building and repairing items.

PERCEPTION (PER)

- The ability to comprehend and distinguish the difference in various items and actions.



SECONDARY ABILITIES

INFLUENCE (INFL)

- The measure of the character's natural appeal and charisma.
- Can be used to acquire information from friends, get equipment from associates and general favors.

MOVEMENT VALUE (MV)

- Total distance a character can move within a six-second period (1 combat round).

ACCURACY (ACC)

- The ability to aim and shoot firearms properly and thrown items.

FIGHTING VALUE (FV)

- The measurement of the character's hand-to-hand ability and total fighting skill.
- Characters that possess a intensity level are better fighters and can make multiple attacks.

SUBTERFUGE (SUB)

- The ability to deceive others by obvious traditional methods or unusual and unconventional ways.

COUNTER MEASURES (CM)

- The ability to manipulate mechanical devices including deactivating security systems, concealed traps or snares, and concealed items.

CONCUSSIVE AND LETHAL HEALTH (HEA)

- This ability is used to measure the amount of physical damage a character can deal with before losing consciousness.

A character's HEA is divided into specific types: Concussive and Lethal. Concussive HEA is the ability to resist blunt or physical trauma of various types. Concussive attacks includes any type of attack with punches, kicks, even clubs or falls. Lethal HEA is the ability to resist immediate and fatal injury. Lethal attacks includes being shot with a firearm or arrow, stabbed or cut with a knife or sword, burned by fire or even electrocuted.

For each 15 points of Concussive HEA damage a character may suffer, they will also lose 1 point for their Lethal HEA.

If the character's Concussive HEA is reduced to zero, the character is unconscious. If the character's Concussive HEA is reduced to -10, the character dies. If the character's Lethal HEA is reduced to zero, the character dies.

SKILLS:

Skills are very common aptitudes and under normal conditions everyone will have them. Skills are normally learned or acquired through training. Everyone will have a degree of "common sense" that will get him or her out of the basic situations in life. Skills are that particular edge that can "help" when specifically needed. Skills can vary from basic everyday items including general trivia to the cutting edge of scientific understanding, such as of molecular biology and temporal mechanics. Skills can be used to modified any Primary or Secondary ability, except for Concussive and Lethal HEA.

LANGUAGES:

All characters in the Haven: COV are able to speak, read, write and understand at least one language.

BENEFITS:

Benefits are some unique abilities or advantages that give a character a particular edge on their existence. The benefit could be anything from the ability to have others follow a player character with their Leadership, to the ability to use both hands with equal proficiency with Ambidextrous.

DRAWBACKS:

Drawbacks are some special disadvantages that give a character a particular defect on their existence. The drawback could be anything from the constant battle between two foes that causes a Feud to a character that wishes everyone to know who they are with Public Identity.

SPECIAL ABILITIES:

Special Abilities are specific abilities that are unique to each individual character. These abilities are completely separate from a character's Benefits and Drawbacks. These abilities have an almost magical quality about them, from the implied power of a police officer to the supernatural quality of a body-guard able to sense danger.

CHARACTER TEMPLATES

The following pages are a list of the character prototypes that are commonly seen in the city of Haven. These prototypes can be used to base or compare one's character to the most common person in Haven. A player will determine what type of life their character will follow and activities that they may perform and pursue. All of the listed prototypes are balanced equally so they may be used to run a quick trial game so players can gain an basic understanding of the game. If a long campaign is going to be played by your group, it may be best to create your own characters.



Travis Body

STR	WILL	AGI	STA	INT	PER	HEA-C
16	11	14	15	14	14	42
INF	MV	ACC	FV	SUB	CM	HEA-L
13	16	14	15	14	14	14

SKILLS

Law Enforcement +1, Military Science +1, Streetwise +1

LANGUAGES

Native Language, Any additional two languages

BENEFITS

Area Knowledge (Haven City)

Connections (Haven Police Dept.)

Direction Sense - The character with this benefit cannot use it to help find out where they are if they are lost but they will be aware in what direction they are facing at any given time.

Eidetic Memory - The character's mind is able to record any and every thing that the character is exposed to and to can recall it with no trouble at all. The events that the character is exposed to can be items that were either studied or seen.

DRAWBACKS

Distinguishable Characteristic (Scars)

Hatred (Assassins)

Pursuing (Assassins)

Reputation (Body Guard)

Secret (Afraid of Failing)

SPECIAL ABILITIES

Anti-Hero - The character who possesses this endowment has an uncommon ability to act like both the "hero" and the "villain" in the game. Anti-Heroes are able to commit various crimes including robbery, assaults, and even to the extreme, murder, while still being able to prevent destructive crimes, conspiracies, and misdemeanor crimes.

Sixth Sense - This sixth sense will warn the character of any impending danger that might affect the character.

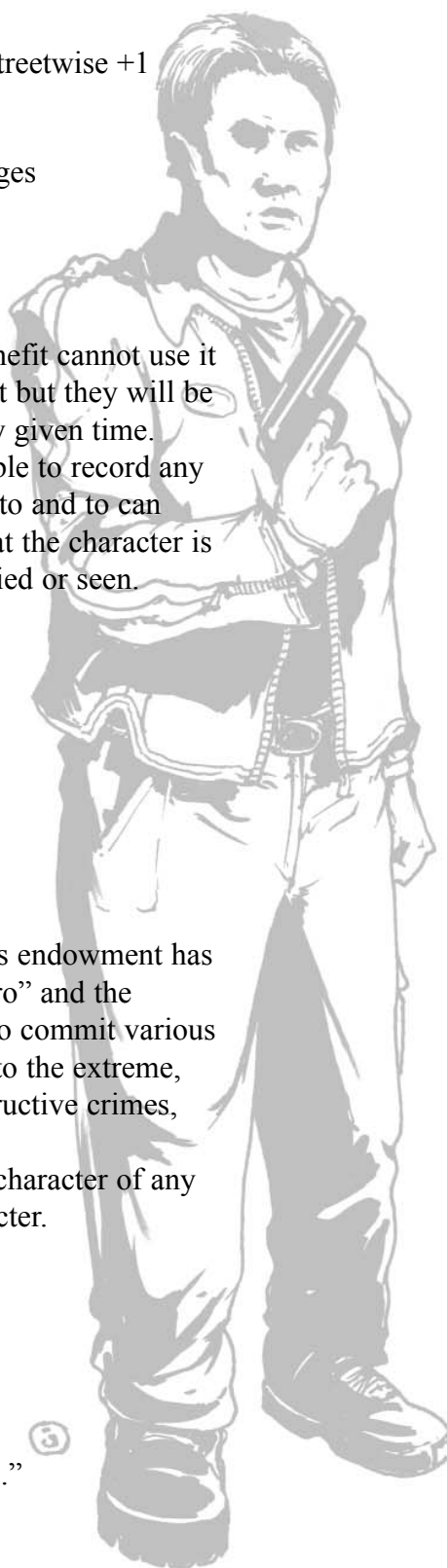
STARTING EQUIPMENT

Work Clothes

BACKGROUND

QUOTE

"You better come with me if you want to live."



STR	WILL	AGI	STA	INT	PER	HEA-C
-----	------	-----	-----	-----	-----	-------

14	14	13	15	14	14	43
----	----	----	----	----	----	----

INF	MV	ACC	FV	SUB	CM	HEA-L
-----	----	-----	----	-----	----	-------

14	15	14	14	14	14	14
----	----	----	----	----	----	----

SKILLS

Driving: Automobiles +1, Law Enforcement +1, Streetwise +3, Tracking +3

LANGUAGES

Native Language, Any additional two languages

BENEFITS

Area Knowledge (Haven City)

Connections (Haven Police Dept.)

Marksman - The character with this benefit will gain a +2 to their ACC with any type of firearm at medium or long range.

Rapid Fire - A character with this benefit is able to fire an additional shot per round to any weapon that has a rate of 1 shot per round.

DRAWBACKS

Reputation (Bounty Hunter)

Secret (Criminal Record)

SPECIAL ABILITIES

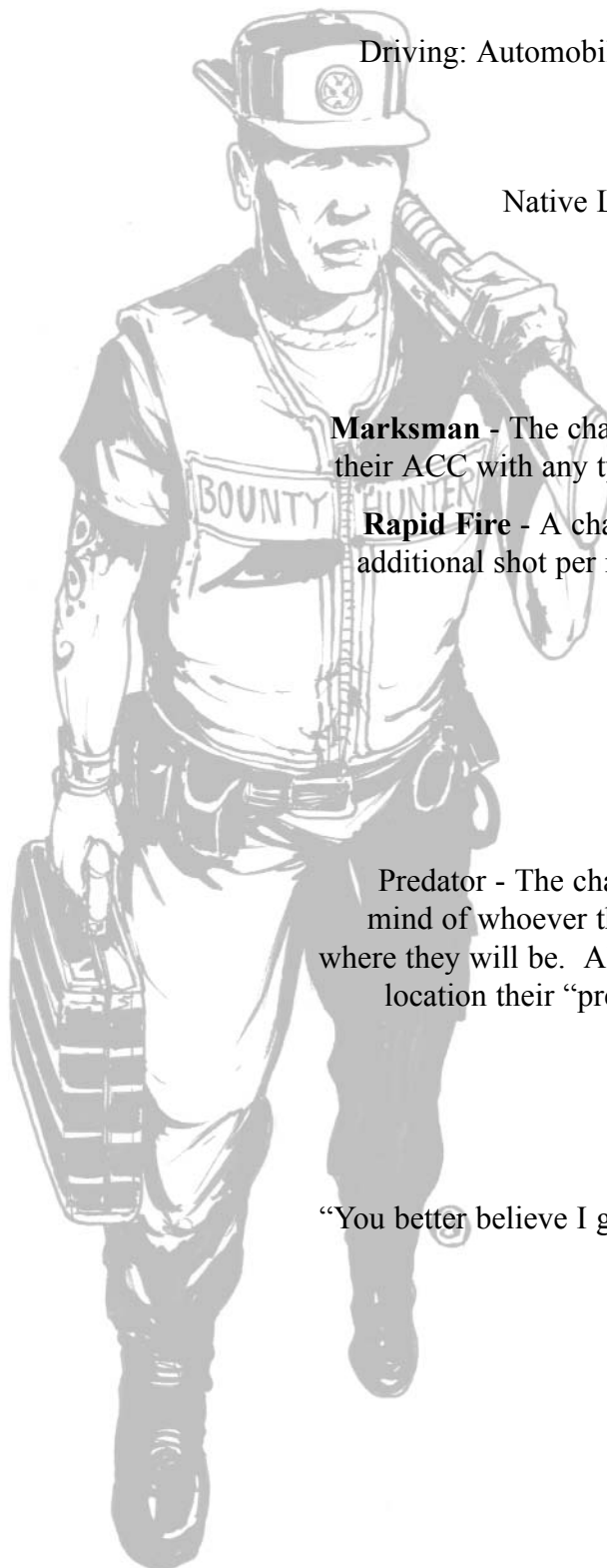
Predator - The character is able to place themselves in the mind of whoever they are after and guess the next location where they will be. All character wanting to discover the next location their "prey" might be at must make a WILL roll.

STARTING EQUIPMENT

Work Clothes

QUOTE

"You better believe I get my man. He is worth 25 grand, dead or alive."



bounty hunter

Archer

STR	WILL	AGI	STA	INT	PER	HEA-C
13	11	12	13	14	15	37
INF	MV	ACC	FV	SUB	CM	HEA-L
13	13	14	14	15	13	12

SKILLS

Military Science +2, Streetwise +3, Thievery +3

LANGUAGES

Native Language, Any additional two languages

BENEFITS

Area Knowledge (Haven City)

Connections (Organized Crime)

True Sight - The character with this benefit by some unknown reason or ability can detect if someone is being untruthful or deceptive to them in any various ways.

SPECIAL ABILITIES

Dodge - A character is able to dodge up to D6 times a day any thrown object or firearm. The character must declare to the G.O.D. that they are dodging before the attack is played out, even though the attack may miss normally.

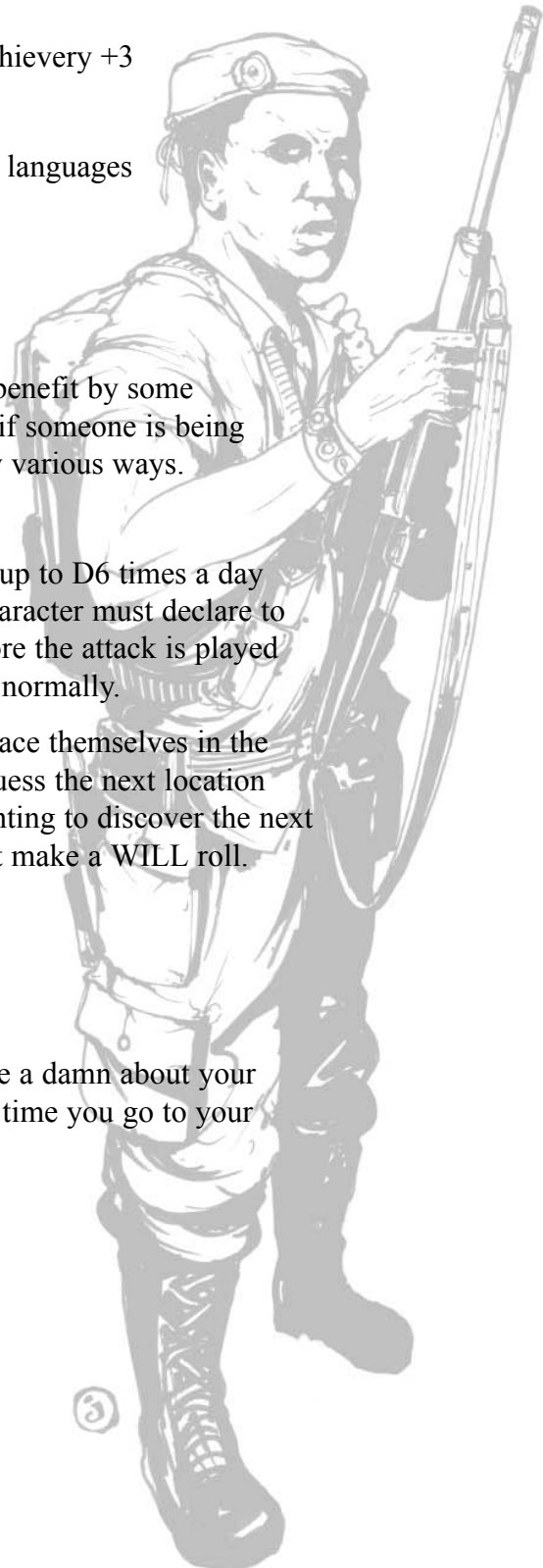
Predator - The character is able to place themselves in the mind of whoever they are after and guess the next location where they will be. All character wanting to discover the next location their "prey" might be at must make a WILL roll.

STARTING EQUIPMENT

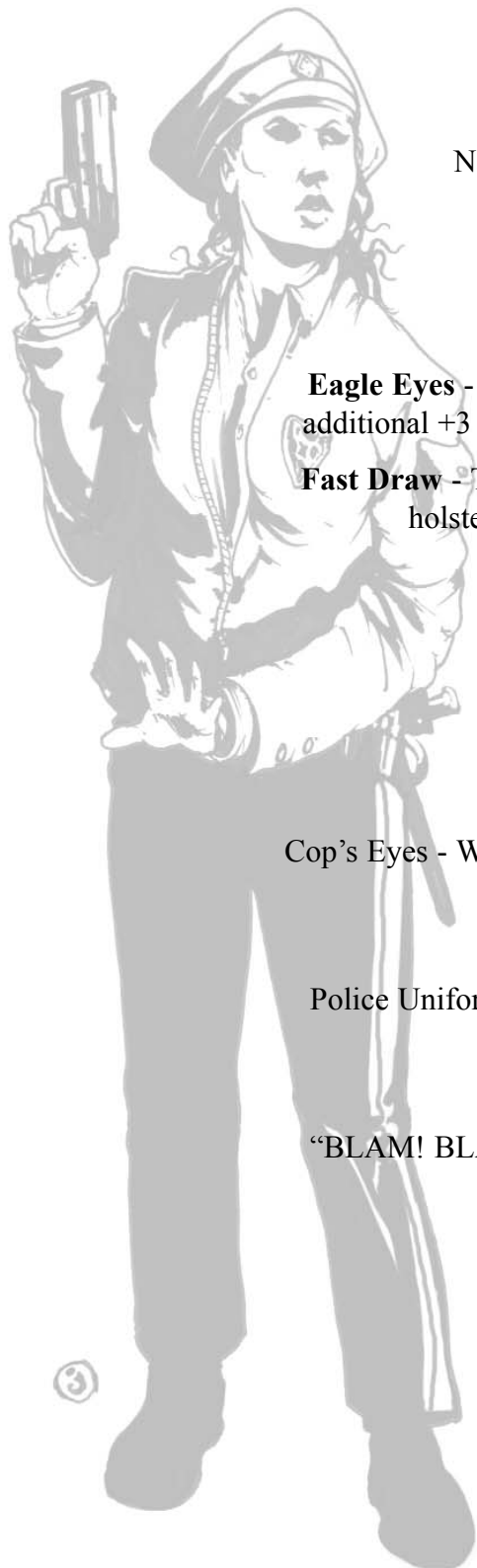
Work Clothes

QUOTE

"So I work for money and I don't give a damn about your cares ... you do the same thing every time you go to your job."



STR	WILL	AGI	STA	INT	PER	HEA-C
14	13	12	14	14	16	41
INF	MV	ACC	FV	SUB	CM	HEA-L
15	14	14	14	15	13	14



SKILLS

Law +1, Law Enforcement +2, Streetwise +2

LANGUAGES

Native Language, Any additional two languages

BENEFITS

Area Knowledge (Haven City)

Connections (Haven Police Dept.)

Eagle Eyes - The character with this benefit will receive an additional +3 to their PER score when looking or searching.

Fast Draw - The character with this benefit can ignore their holster modifier when drawing any type of weapon.

Status (Police Officer)

DRAWBACKS

Pursuing (Criminals)

Pursued (Criminals)

SPECIAL ABILITIES

Cop's Eyes - When showing or using their badge, police officers add +2 to their INFL.

STARTING EQUIPMENT

Police Uniform, 9mm Glock 19 with (3) magazines of FMJ ammunition, Night Stick, Handcuffs, Mace

QUOTE

“BLAM! BLAM! BLAM! Freeze Police! If you don't stop I'll shoot you in the other leg!”

Dot to Dot Officer

Overwatch

STR	WILL	AGI	STA	INT	PER	HEA-C
13	15	13	13	14	14	41
INF	MV	ACC	FV	SUB	CM	HEA-L
15	13	14	14	14	14	14

SKILLS

Interrogation +2, Law Enforcement +2, Streetwise +2

LANGUAGES

Native Language, Any additional two languages

BENEFITS

Area Knowledge (Haven City)

Connections (Haven Police Dept.)

Iron Will - The character receives an additional +3 to their WILL against these types of mental assaults and manipulations such as brain washing and post-hypnotic suggestion.

DRAWBACKS

Reputation (Private Investigator)

SPECIAL ABILITIES

Cop Eyes - When showing or using their badge, private investigators add +2 to their INFL.

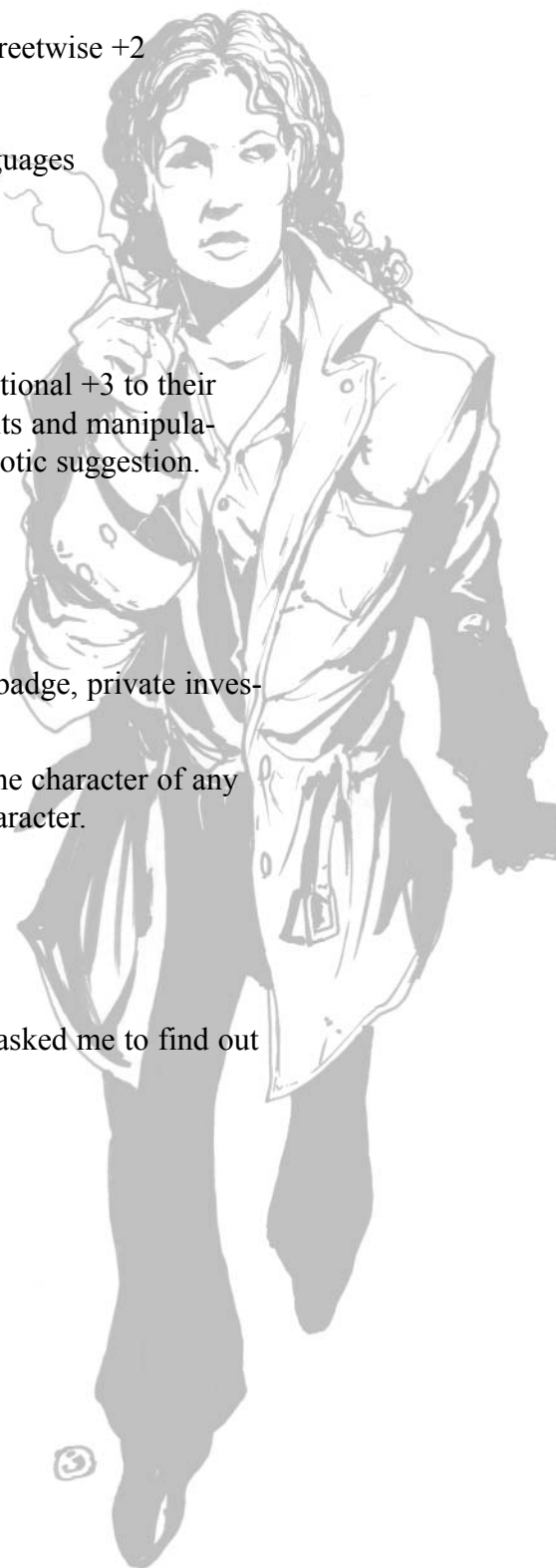
Sixth Sense - This sixth sense will warn the character of any impending danger that might affect the character.

STARTING EQUIPMENT

Work Clothes

QUOTE

"Don't kill the messenger, remember you asked me to find out if your husband was cheating."



STR	WILL	AGI	STA	INT	PER	HEA-C
9	11	9	10	14	13	30
INF	MV	ACC	FV	SUB	CM	HEA-L
12	10	11	12	14	12	10



SKILLS

Bureaucratic +2, Journalism +3, History +1

LANGUAGES

Native Language, Any additional two languages

BENEFITS

Area Knowledge (Haven City)

Connections (Haven Police Dept.)

DRAWBACKS

Reputation (Reporter)

STARTING EQUIPMENT

Work Clothes

QUOTE

"Of course I always get the right facts. Now how do you spell cover-up again?"

Reporter

THE GAME OPERATION DIRECTOR

It is very hard being the one who is in charge. You have to be part leader, part entertainer and part foolish jester. The Game Operation Director, or G.O.D. as the illustrious position is better known, is completely responsible for anything that might go on and take place during the events of play in the Haven: COV system. This section has been created to help all G.O.D.s, from beginners to experts, reaffirm the atmosphere of the environment, the ambiance of the scene and the impression of the surroundings.

In the setting of Haven, the G.O.D. must always try to make the players feel as though their characters are really there in the game, in Haven, with the smell of death in the air and trouble lurking around every darkened street corner. The imaginary conflicts and resolutions of the game must be played out in the seriously intense atmosphere of reality. A G.O.D. must always know how to do that, but also keep it fun and entertaining for the players.

THE GOLDEN RULES OF A GAME OPERATION DIRECTOR

There are several important rules that a G.O.D. 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 the G.O.D. 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 G.O.D., you must know the Haven: City of Violence game system. For some unknown reason several RPG rulebooks have become as thick as the New York City phone book and are more complex than figuring out the meaning of life. With all this you would think it would be silly for anyone to become a G.O.D. Well, yes and no. It is good to have a solid grasp of the basic concepts and rules. But certain aspects such as char-

acter creation, combat, and movement should be understood with at least solid understanding. The rules are created to help answer and solve questions and 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 and will be totally new and unique to the game itself and the setting. The player may do something that many would consider unfamiliar and border somewhat on the edge of slightly confusing. At this point, a G.O.D. should do what feels natural to them. That's right, you should make up the rules. Now don't get me wrong I don't mean redesign the game so that you players always win with no sacrifice on their part. I mean, the situation must be something that the people designing this game did not think about.

This rule should also be used 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 G.O.D. 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 for the G.O.D., who will oversee the actual events in the games, to carefully go over each step. This will allow the G.O.D. to cover any ambiguous information and other such items. The G.O.D. will determine the kind of challenges the players can and will come against. This also is to make sure that no one will cheat and abuse the rules, because in any group there is always one who will try. Though a player may be an experienced role-playing gamer, with years of experience, this is still a good idea. 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 adjust-



ments and help refine them to be more interesting and playable.

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 then go rent of copy of you favorite action adventure or horror 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 G.O.D. thinks about all the important aspects of the city of Haven. Haven is a dismal, polluted and

savage 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 over flow. The G.O.D. 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 you're your life or your wallet to the pristine but no less dangerous board-rooms of Golden Heights.

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: COV, 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 G.O.D. 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.

5) GOOD COMBAT, SMART COMBAT

Who does not like to see a good fight? But 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. Yes, it would be cool to see Bruce kick that much butt. When the NPC first attack, a solid strategy should be created for them. NPC's should be considered like real people, they are not stupid, very few of them actually want to die, so lets be honest they are not just going to walk 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.

6) ANYONE CAN DIE AT ANY TIME

This one of the rules to keep players always on their toes, keep 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.

The G.O.D. 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 G.O.D. 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 during, while the anxiety will make them more apt to make careless simple mistakes. Just don't let them slow down a fast passed scene be analyzing every conservable angle, if a player is taking to long, just move along, they'll learn to think faster next time!



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 the G.O.D., but one where the G.O.D. 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 dangers 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 with caused them to become child molesters themselves. So don't be stupid or naïve.

8) EVERYONE MUST HAVE FUN

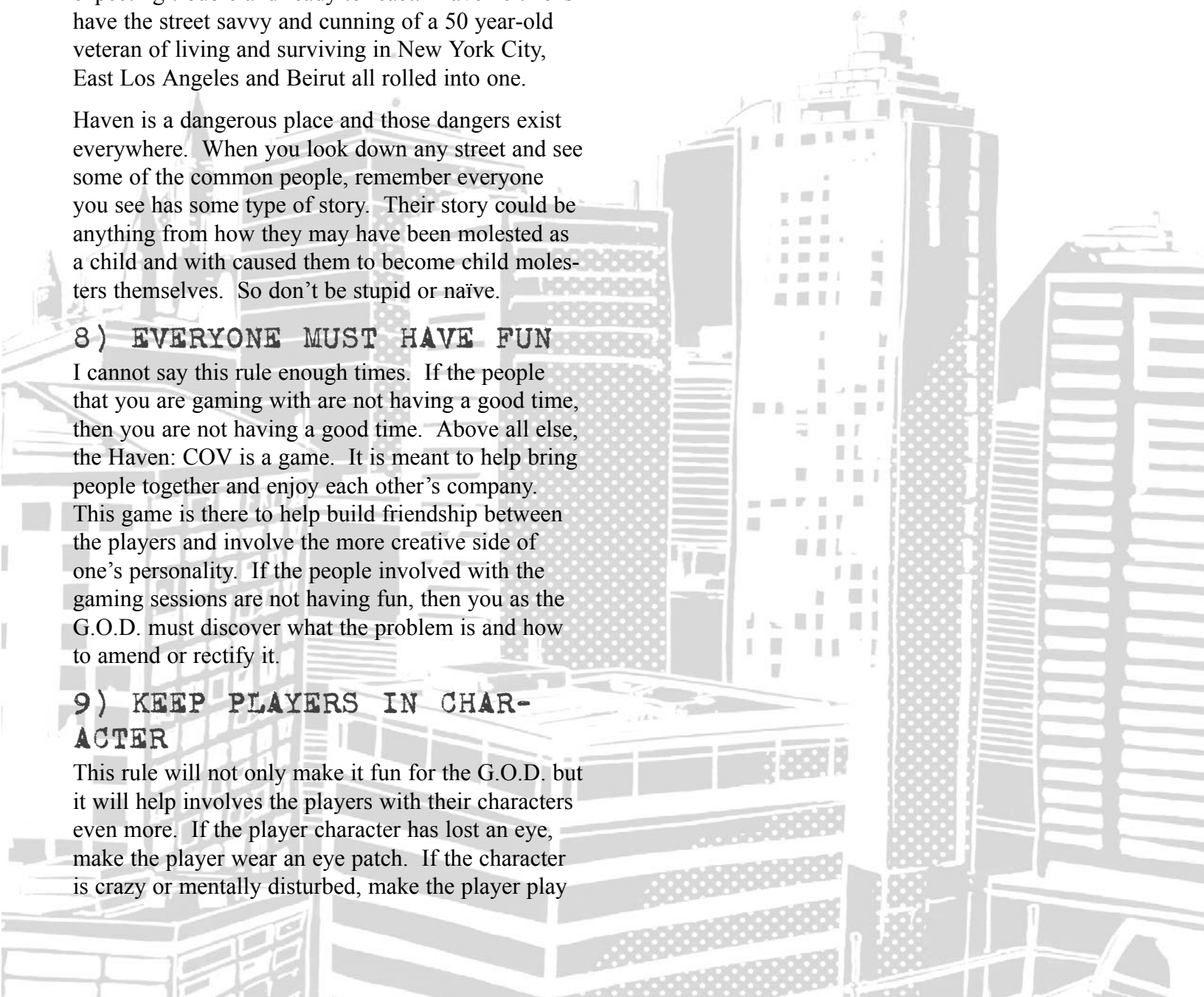
I cannot say this rule enough times. If the people that you are gaming with are not having a good time, then you are not having a good time. Above all else, the Haven: COV is a game. It is meant to help bring people together and enjoy each other's company. This game is there to help build friendship 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 G.O.D. must discover what the problem is and how to amend or rectify it.

9) KEEP PLAYERS IN CHARACTER

This rule will not only make it fun for the G.O.D. but it will help involves the players with their characters even more. If the player character has lost an eye, make the player wear an eye patch. If the character is crazy or mentally disturbed, make the player play

that out completely while gaming. Not only is this a great way to get character to interact with each other, it is a great way to help expand on the general atmosphere of the setting.

And most of all have fun.



**IF D20 MODERN IS BUFFY...
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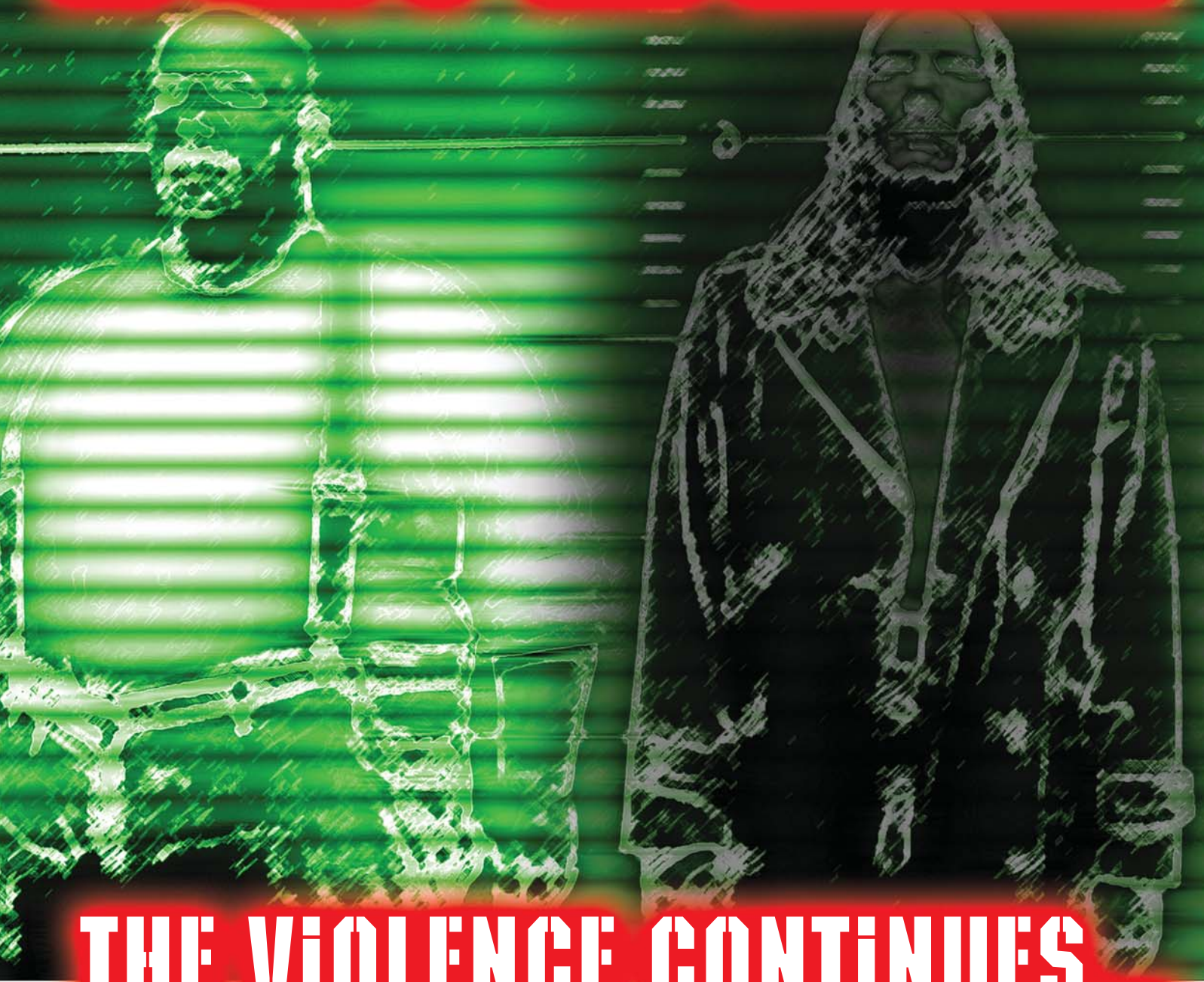
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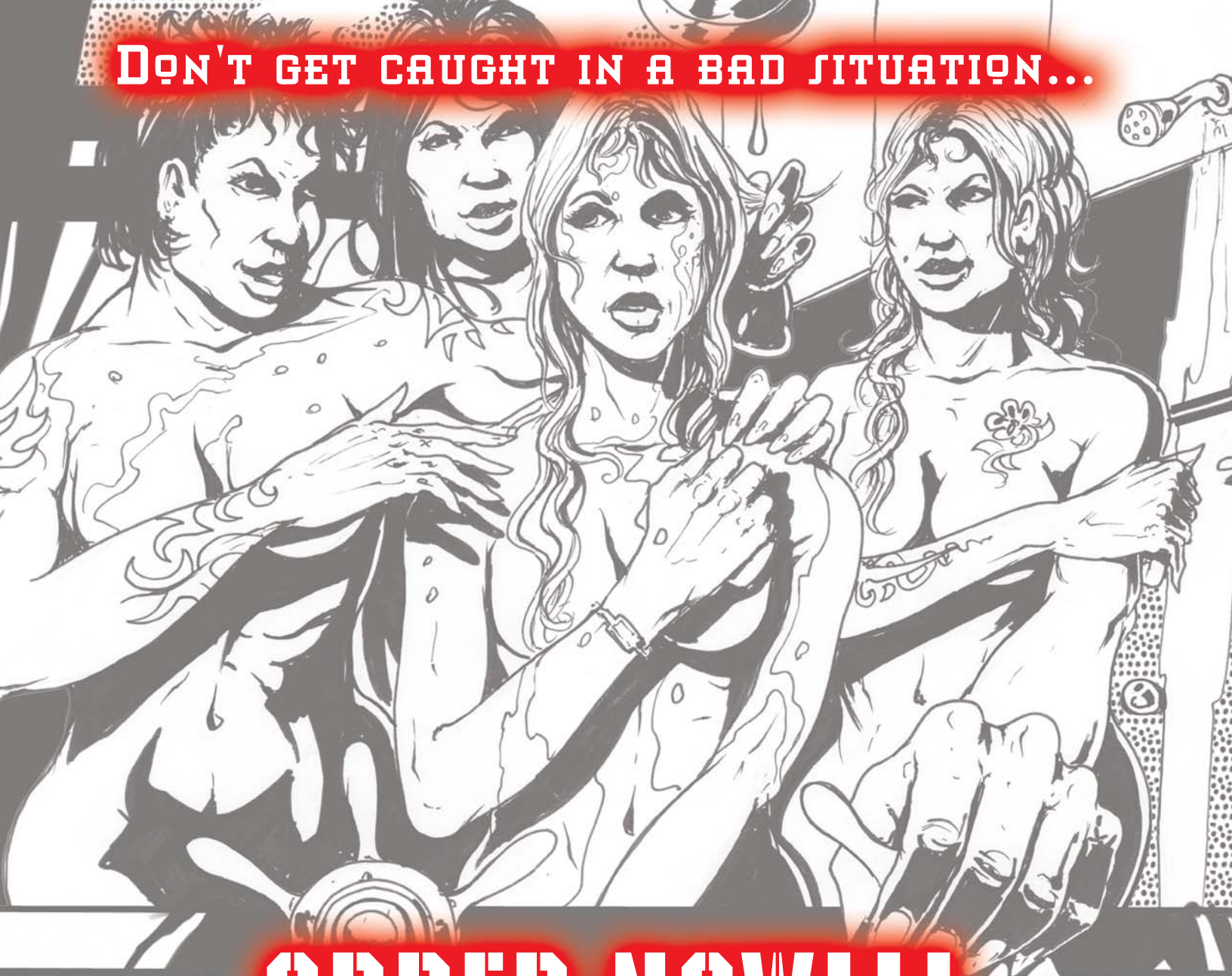
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