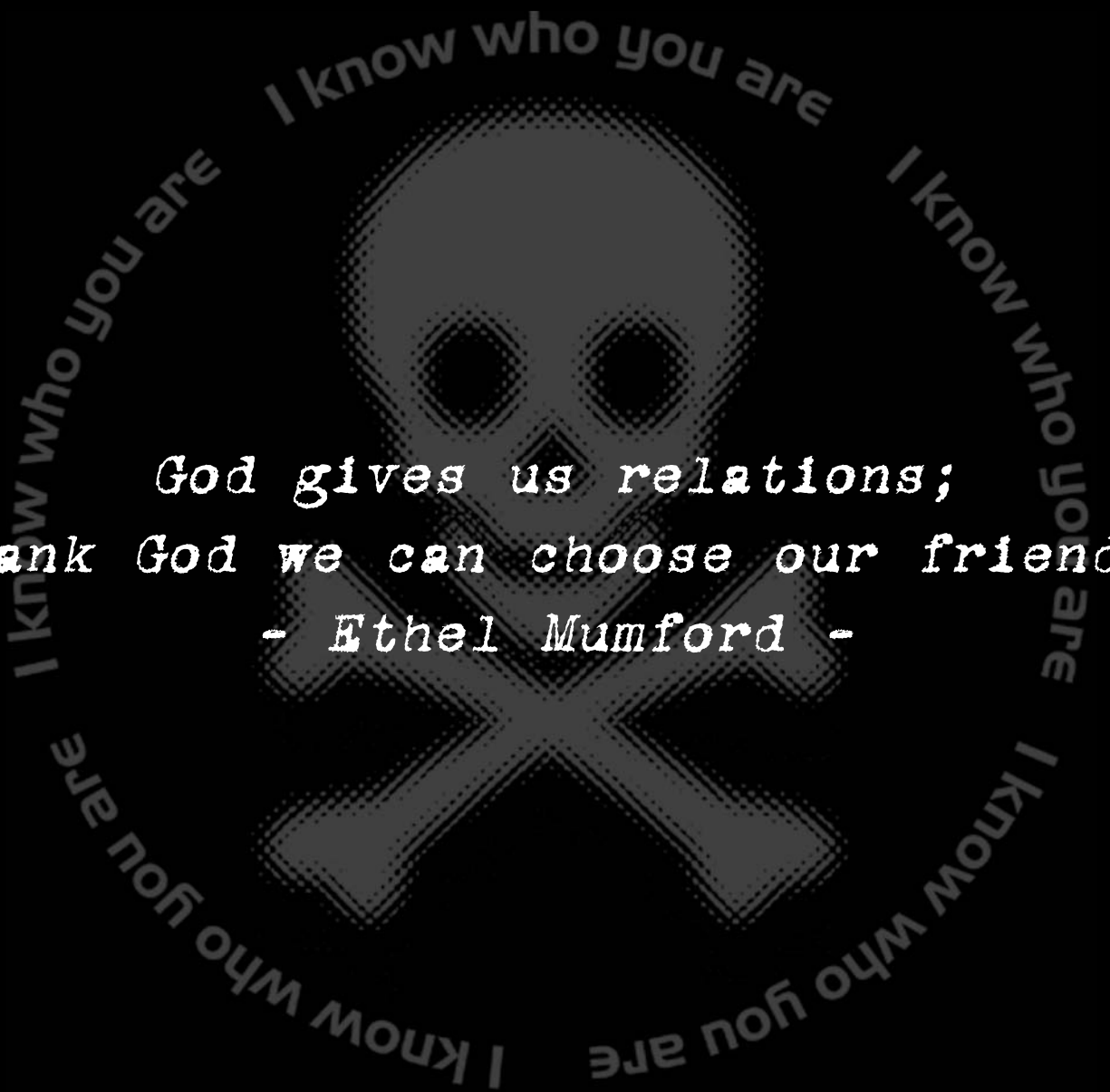


Simon Rocquette and Angus McNicholl

GANGLAND





God gives us relations;
thank God we can choose our friends.
- Ethel Mumford -

GANGLAND

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**Dedicated to: All the people that do work for Louis Porter, Jr.
Design. Without you, I would be nothing.**



GANG



A ROLE-PLAYING GAME

LAND



OF MODERN VIOLENCE



ORGANIZING CRIME: CREATING ORGANIZA- TIONS

Many people may want to join an existing organization, while others may opt to create their own for their own specialized needs. As with anything else the first part of creating your own organized group comes in the form of the concept. Have an idea of what you want your group to be, what you want them to do and a general level of involvement in the affairs of Haven. Once you are actually into the business of putting together this new force you should know a few things about how this system works. Essentially the concept that you've already formed should answer many of these questions. The Organization is broken down into a number of categories that describe various aspects of the group.

Even though the City of Haven is not a peaceful and nice place, not all organizations that you create need be evil or malevolent. Some organizations are created for peaceful purposes, while others are intended to follow a darker more vengeful agenda. Some organizations are never actually planned; they simply form out of a need or like-minded purpose. For example, the Sangre originally started out as a local need to combat the agenda of white power and hate groups in Freeman Hill, only later did this group solidify from a small number of besieged citizens into a fully fledged violent gang and criminal organization.

What this sourcebook is intended to do is to allow Haven: City of Violence PC's to build their own groups during the course of a campaign, with the G.O.D.'s approval of course. It is not really intended for the G.O.D. to make use of for building NPC groups with, that doesn't mean it can't be used to do this only that additional work will be required to add flesh to some parts of the equation that are unnecessary if the group is formed by the players on actions.

Building an organization is quite similar to building a character; the only major difference is that when building a group; characters must purchase the organization with their experience points. Each member

of a potential organization must pay equal amounts of the experience points into the organization. If five members of a group wish to create an organization, then each of the members will split the total cost of the organization by one-fifth to pay for its creation.

STEP ONE: AGENDA

Everyone has an agenda; everyone wants something, every member of a group works towards a common goal. These goals can be almost anything from racial purity to the accumulation of wealth and power or simply the altruistic desire to better the lives of others. Whatever the agenda, it represents the long-term goals of the organization, on a day-to-day basis its individual members may pursue goals that work both for and against the over all plan.

AGENDAS

Anarchy: These types of groups thrive on anger, violence and often paranoia, lashing out at everything they see as oppressive or contrary to their worldview or philosophy, in general it means powerful people and institutions are the focus of their aggression. While an anarchistic group may choose to focus their hate on one specific target, financial institutions, media propagandists, state oppression (the police), many others are unfocused simply striking at targets as they present themselves.

Discrimination: This is an extremely wide category running from the subtle promotion of one group over another to full on hatemongering and trying to commit genocide. In Haven the most obvious discriminatory groups are, of course, those involved with racial violence, the Templar Knights and even the Sangre. There are other forms of discrimination that need not center on violence. Propaganda and attempting to influence the social mind set through popular culture is as much a form of discrimination as racial violence although it is considered politically correct and accepted.

Ecology: Green awareness, protection of animal rights and curtailing the expansion of polluting industries into the untouched areas of the world. These tend to use political activism and media awareness of their cause to embarrass and expose

companies and individuals they believe are harming the environment. Of course, more extreme groups exist, some that place animal rights above human lives and a few who seem only to use environment or “green” issues as an excuse to wage war on corporate polluters.

Exhilaration: These groups exist to have fun, be it partying and drug use or extreme sports. It is the thrill that brings them and the high that binds them. These people have no political agenda. They have no particular criminal links and they are purely interested in themselves and their own experience.

Protectors: The intentions of the group are to protect an area, object or group of people from someone or something, perhaps even from themselves. Many vigilante groups would fall into this category as would neighborhood watch and police.

Wealth: Accumulation of wealth is a goal that many people aspire to. Some people are simply born to it however everyone else has to earn it by fair means or foul.

STEP TWO: METHODS

Now that you know what it is you are aiming for you have to choose how you’re going to get there. These categories are of course very general though when coupled with an agenda you should start to see your group coming to gather.

METHODS

Altruism: True altruistic groups are rare in Haven. Many groups certainly try to take the altruistic appearance or try to claim that what they are doing is in the public’s best interests; nevertheless, true altruism is simply a commitment to help other people sometimes at a cost to you.

Cyber: Internet discussion groups and virtual chat sites now possess a phenomenal ability to disseminate information and to ‘educate’ the masses. Computer crime and cyber terrorism can be almost untraceable and perpetrated by individuals in another state or country.

Criminal: These groups use illegal and legal resources or practices to move towards their agenda,

they are not necessarily violent.

Political: The vehicle for your message and vision is politics and the control of public offices.

Religion: Dedication to a set of religious ideals can give people the inner reserves of power they need to survive and achieve in these often-harsh times.

Violence: The use of violence, the expression of rage is often the chosen vessel for so many gangs in Haven.

Based on the combination of Agenda and Method calculate the cost of founding the organization.

STEP TWO

<u>Cost</u>	<u>Agenda</u>	<u>Method</u>
1	Exhilaration	Violence
2	Protector, Ecology	Cyber
3	Wealth	Criminal, Political
4	Discrimination	Religion
5	Anarchy	Altruism

STEP THREE

<u>Cost</u>	<u>Time Length</u>
1	Start Up: This type of organization has been active for 1 month to a 1 year.
2	New: This type of organization has been active for 1 year to 4 years.
3	Established: This type of organization has been active for 5 years to 10 years.
4	Accepted: This type of organization has been active for 10 years to 20 years.
5	Mature: This type of organization has been active for over 20 years.

STEP FOUR

Cost **Time Length**

- 1 Partnership: Consist of 2 to 5 members**
- 2 Small: Consist of 6 to 10 members**
- 3 Medium: Consist of 11 to 49 members**
- 4 Large: Consist of 50 to 100 members**
- 5 Colossal: Consist of 101 and more members**

STEP THREE: LENGTH OF OPERATION

The length of time that an organization has been around is usually a direct indication of its strength, influence and power. This step is included to assist the G.O.D. in creation of new groups for his Haven: City of Violence campaigns and is not truly intended for use if the players are founding a new group from scratch.

STEP FOUR: AMOUNT OF MEMBERS

The membership of an organization gives you an idea of what it can achieve when motivated. Most player created groups will usually be only a simple partnership while the G.O.D. is free to build organization of whatever size he sees fit.

STEP FIVE: CONTROLLED AND INFLUENCE AREAS

The controlled area of an organization designates how much physical territory within the City of Haven that the organization has dominion over. Organizations must constantly defend their controlled area from the ravages of other organizations, police and angry citizens. The area challenges of an organization will determine how often the organization will be in conflict with other organizations. An organization with a larger amount of controlled areas and few members may have trouble keeping it all under their control. The influence areas of an organization will determine their ability to affect other areas and situations, whatever they might be. The following is listing of the cost, controlled areas and the area challenges.

STEP SIX: ORGANIZATION LEVEL

This is one of the more important areas in the creation of an organization. An organization's Organization Level will determine the amount of money that is generated for each member, the number of bodyguards the leaders of the organization will receive, the amount of influence the organization will generate, plus any benefits and drawback a group may have. The following descriptions are broken down as follows:

Money Generated: This is the amount of money that is generated each week for each member of the organization. This money normally comes from the organization's business dealings, legal and illegal.

STEP FIVE

<u>Cost</u>	<u>Controlled Area</u>	<u>Area Challenges</u>	<u>Influence Area</u>
1	One Neighborhood	Every D4 days	Two Neighborhoods
2	Two Neighborhoods	Every D8 days	Three Neighborhoods
3	Three Neighborhoods	Every D10 days	Four Neighborhoods
4	Four Neighborhoods	Every D8 days	Five Neighborhoods
5	Five Neighborhoods	Every D6 days	One borough



Bodyguards: More powerful and influential organizations will normally hire professional bodyguards to make sure their more important members are protected from attempted assassinations and various types of attack. Bodyguards that are hired in this fashion are loyal to the organization that hired them. All bodyguards are considered to have 15 in all their Primary and Secondary abilities, with a Concussive HEA of 45 and a Lethal HEA of 15.

Organization INFL: When an organization is created the organization, it is considered an “individual entity”. Even though the organization is made up of several members, the concept of the organization as a whole can influence other individuals and groups. With Organization INFL, members of the organization can substitute the Organization INFL for their own, if the Organization INFL is higher. This can be done anytime, for as long as the individual is a member of the organization. If the individual is ever dismissed or breaks away from the organization, they will lose this benefit.

Benefits: As with, player characters, these are particular advantages that an organization may gain over time to help the organization.

Drawbacks: As with, player characters, these are particular disadvantages that an organization may gain over time to hamper, hold back and cause detriment to the organization.

ORGANIZATIONS BENEFITS

Authority Figure

The organization with this benefit is looked up to and admired by other organizations. When the organization with this benefit interacts with other organizations, depending on the organization, the individuals of the organization will receive a +3 to all their INFL rolls.

Connections

This asset provides a “contact” for an organization. These are usually a person or other organization, from which the gang can often get information,

STEP SIX

<u>Level</u>	<u>Money</u>	<u>Bodyguards</u>	<u>INFL</u>	<u>Benefits</u>	<u>Drawbacks</u>
1	\$500	None	5	—	Two
2	\$1,000	None	9	One	Three
3	\$1,500	1	14	Two	Four
4	\$2,000	2	19	Three	Five
5	\$2,500	D4+1	25	Four	Six

funding, or comfort. The connection can consist of a person or other organization from previous interactions or someone that might have helped in the past. This connection is considered an ally to the organization and is trusted for the most part. The organization cannot abuse this relationship, to the point where it might place the contact in personal danger. The Game Operation Director, will decide the type of relation possessed and the lengths and limits to this relationship.

Hidden Agenda

The truth of this organization is that it serves an agenda other than the one it appears to possess. In all likelihood, only the founders of the organization know the truth and new members are used to unwittingly fulfill some behind the scenes plan while appearing to comply with the anticipated open goals of the group. This basically permits the group to operate with two agendas one of which is not openly known about (at least outside the group) the principle advantage of this is that they be entirely over looked by authorities or other groups who might otherwise



connect the group to an action.

No Records

The organization with this benefit has no legal records of any type of their members. This means the organization members have no birth records or certificates, no social security numbers, not even simple childhood doctors and dental records. The organization members do not exist in the realm of legal identification records. In gaming terms, the organization members do not exist and any information on their background cannot be discovered by any means.

Status

The organization with this benefit is considered to hold some type of important status in the regular world and underworld, depending on the type of organization. Any time the organization interacts with a person that recognizes the status of the organization, the organization's INFL will receive a +4 to all their INFL rolls.

Wealthy

An organization that chooses this benefit has some form of additional financial resources. This can take the form of a family fortune, inheritance, or from an unknown source. For gaming purposes, this means the organization gains an additional \$1,000 per week for each of the members of the organization.

ORGANIZATION DRAWBACKS

Age

A character with this drawback is very young, 18 years old or younger. Many other organizations will have certain attitudes when it comes to organizations with this drawback. Some organizations will feel that the members are just “young punks”.

Distinguishable Characteristic

The organization has some type of physical trait that will make the organization more easily noticeable than the average organization. An example of this would be unusual eye color, such as gray eyes, a tattooed face and various others.



Hatred

Organizations that possess this drawback have an incredibly long-lasting vendetta with another organization that has caused a large number of battles to be fought. Anytime the organization meets up with their Hatred opponent, the members of the organization will attack on sight. This is with no regard to themselves, other organization members or even a mission. The organization will always choose this opponent above all else in the game, including the mission itself.

Mistrust

An organization with this drawback is generally mistrusting of others and generates an aura that makes them untrustworthy to others. If something happens to go wrong in an adventure, this organization is the first one looked upon being at fault. Many of the other organizations will not feel comfortable around this organization due to this drawback.

Pacifist

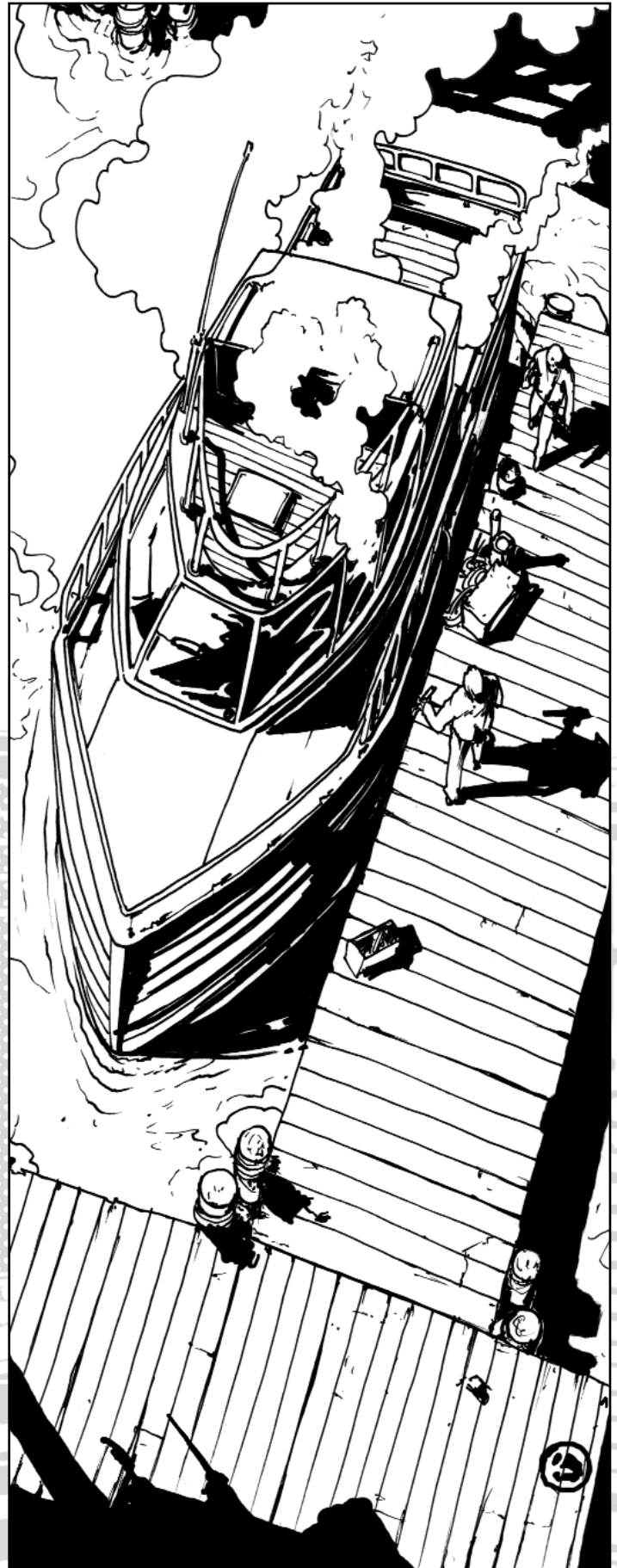
The organization with this drawback does not believe the act of violence in any way shape or form. For the setting of Haven, this is truly a dangerous drawback. In gaming terms, the organization will always try to find the most peaceful way of resolving a situation and if there is no way to resolve a situation peaceably they will only resort to violence at the last possible moment, usually when a situation has become one of self preservation.

Personal Constraint

This drawback is any type of restriction that the organization has placed upon themselves; some may even call it a "code of honor," though many times it may have nothing to do with morals. With this type of drawback, it should not be too specific; including your organization cannot attack cats wearing a black collar when the moon is full on a Monday night.

Poverty

An organization that chooses this drawback has some form of financial difficulty. This can take the form of being in debt from gambling, born into poverty, or other various ways. For gaming purposes, this means the organization only generates half the amount of money they would normally would per week.



Power Hungry

The organization with this drawback is constantly looking for ways to increase their personal power no matter its cost physically or monetarily. No risk is too much for this organization to acquire power.

Rebel

The organization with this drawback has a difficult time being a member of “mainstream” culture. They will dwell in the fringe elements of society and community, such as punk malcontents and other such persons. The organization with this drawback will never conform to the rules and regulations of any “normal” type of society in general.

Reputation

The organization that possesses this drawback has a noted history where they have performed particular actions that have gained them prominence in the general standings of organizations. For gaming purposes, this means the organization will perform the action that they are so noted for anytime the opportunity will reveal itself. The G.O.D. will determine at what time this would be opportune. The reputation could be anything from being heinous killers, being remarkably unemotional, and even occasionally another drawback listed.

Rivalry

The organization that possesses this drawback has developed a rivalry with other organizations, whether the rivalry is professional, friendly, or even to some extremes hostile. The rivalry drawback can be formed, between two organizations that are the best of friends or two that are the worst of enemies. In any situation that an organization is a rival to another, the organizations will always try out do each other in every way. The organization will also place them in a dangerous situation to out show the other person.

Secret

The organization with this drawback has some type of secret, if uncovered or discovered would be of a grand embarrassment or danger to the organization. The secret consists of anything from a member having an abused childhood, a criminal past, or even if a member of the organization was the father,

mother, son, or daughter of a particularly important person.

Vendetta

An organization with this drawback will be seeking vendetta on another character or organization for a particular action performed sometime in the past. This drawback can be a result of an organization of an old vendetta against another or the character has been dishonored in some way. Anytime the organization meets up their vendetta opponent they will try to maneuver themselves in a position where they can seek their revenge on that opponent, the organization will always choose this opponent in combat first.

STEP SEVEN: HISTORY OF AN ORGANIZATION

One of the most over looked aspects of an organization is their own history. Even organizations must have a history of how the organization was created, who was involved at the beginning, what was their initial focus and what types of conflict and problems did they have to over come. Any group of people wishing to become an organization must have a history of the organization written down on paper, with each member having a copy of it with them. The Organizational Level of the organization determines the word length of the written history of an organization.

- Organizations with an Organization Level of 1 must have a written history of a minimum of 500 words.
- Organizations with an Organization Level of 2 must have a written history of a minimum of 1,000 words.
- Organizations with an Organization Level of 3 must have a written history of a minimum of 1,500 words.
- Organizations with an Organization Level of 4 must have a written history of a minimum of 2,000 words.
- Organizations with an Organization Level of 5 must have a written history of a minimum of 3,000 words.



STEP EIGHT: TRIBAL SYMBOL OF AN ORGANIZATION

Every organization has some type of symbol that defines the ideas, concepts and beliefs of that organization. These symbols are the easiest way for one organization to identify another organization. The organization symbol can look like anything as long as the majority of the organization likes it.

STEP NINE: CALCULATING THE COST OF AN ORGANIZATION

Now the last thing to do is to calculate the final cost of the organization in the amount of experience points from the founding members of a group. The

maximum amount of founding members an organization may have is five. Any group larger than five that wishes to form an organization, only the founding five members will be considered to be the official “voice” of the organization, while other members, might become well known in the organization due to their acts or actions, those five are considered to be the leaders. The formula for the cost of an organization is as follows:

(Agenda + Method (if any) + Number of Members + Controlled and Influence Areas) multiplied by Organization Level multiplied by the amount 50 equals the Total Cost In Experience points. The total cost is split equally between the founding members.

Example:

Six petty crooks decide to get together to create their own organization.



STEP ONE

Agenda: Wealth - 3

STEP TWO

Method: Criminal - 3

STEP THREE

1
 Controlled Area One Neighborhood
 Area Challenges Every D4 days
 Influence Area Two Neighborhoods

STEP FIVE

1
 Money: \$500
 Bodyguards: None

INFL: 5
 Benefits: None
 Drawbacks: Two

STEP SIX

500 words

STEP SEVEN

Tribal Symbol

STEP EIGHT

$(3 + 2 + 1 + 2 + 1) * 1 * 50 = 450$
 90 each for the five founders

CREATING CRIMINAL ORGANIZATIONS: WORKING EXAMPLE

You have read the rules and want to create your own organization for Haven: City of Violence. The following is a step-by-step instruction on the creation of a sample organization called the Citizens for Freedom, a group that believes that government is unnecessary. We will start from the position of a character named Jake Michelsen, looking to build the organization from the ground up, with four other individuals. While it may be easier to make “criminal” or “evil” organizations, “positive” or “good” organizations may be a little more difficult. The Citizens for Freedom would be considered a “neutral” organization where they could be either positive or negative, dependant on the day of the week.

STEP ONE: AGENDA

Knowing that this group is an anarchist organization, well Anarchy fits the bill quite nicely, and hence that is the best choice for them. In the particular case of the Citizens for Freedom, the focus of their anger is the government. They believe that any government is bad for the human condition and that the only way to real freedom is to get rid of any government regardless of system.

STEP TWO: METHODS

In years past, the society used political rallies. Like most political organizations, they have found out that the World Wide Web and the Internet is an amazing tool. Hence, in recent years they have chosen to use the cyber world as their main means of recruitment. This means that your group may use other methods. In their case, demonstrations in front of city hall are still used... it is just that they are not the main way to do business. From initial choices, we have Anarchy = 5 and Cyber = 2 giving a total of seven.

STEP THREE: LENGTH OF OPERATION

Now this organization started about twenty years ago, which gives a number four.

STEP FOUR: NUMBER OF MEMBERS

Though they do have many sympathizers, its active members make it a small organization. Now that gives a total of 2.

STEP FIVE: INFLUENCE AND CHALLENGE AREA

Though the organization in its concept does not have direct influence over actual neighborhoods, it would have the equivalent of two neighborhoods in the city. This gives a total of 2.

STEP SIX: ORGANIZATION LEVEL

This is the most important step in the creation process. This will determine just how impressive the organization is. While the organization is more voice than action, they should have at least one interesting benefit. A level two is chosen, which gives the following:

\$1000, no body guards, an INFL of 9, and one benefit and two drawbacks.

The natural choice of a Benefit for the Citizens for Freedom would be No Records. Being Anarchists at heart, this is a logical choice. The Drawbacks are Mistrust and Poverty. Since the Citizens for Freedom are paranoid by nature, Mistrust was logical, while Poverty was due to their natural fear of dealing with the Government in general. This also cuts their income down to only \$500.

STEP SEVEN: HISTORY OF THE ORGANIZATION



Reviewing the work done so far, we see that our background must be at least 3,000 words. Though this may sound like a substantial effort lets see at what we have so far...

Established organization

Political in nature

Very few real actual members

Using the World Wide Web with some demonstrations from time to time in front of the city council.

CITIZENS FOR FREEDOM: A HISTORICAL PRIMER

Twenty years ago, some students met at York University to discuss the abuses of the State. They were angry that taxes were levied, however most galling was that they would have to go to the Army if they did not maintain their grades. Among them was a young Law Student by the name of Percival McDowel and a friend of his from Russia, Piotr Mitransky. That discussion at the cafeteria over cheap coffee and cheap cafeteria food moved to the dorms. It continued until the next day dawned. In the end, Percival McDowel decided that there was only one way to end the injustices of the government and that was to get rid of governments. His first step was to burn his draft card and refusal to answer the draft.

Unlike many men of his time, he did not flee although, actually filed as an objector of conscience and was one of the few to have been granted that status. Most would have stopped there nevertheless; Percival did not think that was enough. He wrote his ideas into a small handbook, "The Ills of Organized Government" which he mimeographed and gave away at political rallies. The Department of Federal Investigation arrested him several times for seditious activities. Yet, he continued undeterred.

Piotr Mitransky became his second in command, taking a lot of this material to demonstrations when Percival could not. The true patriots who hated their type booed them. Those who held similar ideas although were afraid to speak recognized them as heroic. During those heady days, they knew that they needed people. Like most organizations, the true test is recruiting. In the early years, they were very

successful.

Then one day the Federal Department of Investigation showed up at Lowell's home in Germantown. They carted him away in handcuffs; teaching him a very valuable lesson, trust nobody. He was tried, convicted, and sent to jail. The Feds thought that this would end this movement, nevertheless they were mistaken. It only drove them underground.

When Percival came out of jail, many things had changed in the city. He was given five dollars and a pat on the back the day that the bridge blew. Thankfully, the Feds could not blame him for that. Its not like he had anything to do with it, though he silently applauded the event, as a strike against the government and a preview of the Anarchy to save all.

Percival took the city bus back to German Town and felt the uneasiness that pervaded the place. He knew at that moment that the beast had only increased the tensions in the city. Though he was right to a point, his reasoning was flawed. Though that gave him all the excuse he needed to find his allies once more and begin the fight for the common man once again, though this time he would be weary of young, bushy eyed recruits. If he did not know them, he did not trust them, period. Piotr agreed with him. He spent five years in hiding and now was not willing to risk his new life on the whims of a young spy.

CITIZENS FOR FREEDOM: CYBERSPACE

Percival Howell soon found a job as a baker in German Town. He did that in the Big House. It was the only good thing they gave him, a trade. After all, they did steal his license to practice law. He did not enjoy his years on the inside, at Constantine Island State Prison but he did notice one thing. Over the years, even prisoners were increasingly using computers. Granted, they were building web pages for businesses on the outside on the contrary, computers were a tool. Once he saved enough he bought himself an old system and bought a dial up service. It was not the fanciest but good enough for him to see how much things had changed. The new

battleground was no longer in front of the old State House or the local Mayor's office. The new Battleground was in cyberspace.

He took some night classes at Freeman Hill College and learned all he could about web design and other important elements of the electronic frontier. He even read all he could about law and cyberspace. He found that the latter was a more anarchic place than anywhere else. He soon put up a web page, after rewriting his old political manifesto. He never expected it to be as successful as it was. Within a week of the site going up, he had over three hundred hits. He knew that was good. He also knew that some would print it and distribute it. What he was not prepared was the influx of membership applications. He did not trust any of these new applicants. His years on the inside taught him not to.

Piotr was ready to take some of these people in though. This was a fundamental disagreement between the two friends. Piotr realized that the revolution was near. Helix was proof to him. Soon there would be no more government ruling over them, yet they needed some of these new young believers to lead them to the Promised Land. Yet, the years on the inside scarred his friend to the point that he did not trust any body to join them. They may be radical yet not trustworthy.

THE REVOLUTION IS COMING

Two years ago, Percival Howel started his old tactics once again. He felt far safer distributing this by hand, than he did with the computer. Especially after, he came home one day and found the computer not only on, somebody going through his files. That scared him. Why would anybody do this? His only theory was that the Feds were after him once again. He organized several rallies in front of the Mayor's office where he demanded the resignation of the City Council. They went nowhere; the police did take him for a friendly conversation. They said that he should avoid these activities. That it would be healthier for all.

Percival believed that they felt threatened by him. He was but an old man, not quite broken by the Big House but not quite the firebrand he had been. They

implied that he no longer had any of the rights he once did, because of his time in the big house. They also told him that he would be sorry. At that moment, Percival believed that his fears were justified. They lived in far more of a dictatorship than they were willing to admit. He was more than just a gnat, as they claimed. The Revolution was coming.

Yet the events at the bridge made him far more of a target of their undivided attention. The Feds did not want to let go of him. They were convinced that he was the kind that should be watched. This only increased his fear of strangers. Percival's paranoia grew by orders of magnitude, as well as his elation. When the Revolution came, he would have time to relax. Until then, he would have to trust his instincts. He decided to go back to the cyber world. It was a new frontier but, with new firewalls and other security systems and a new friend of his, that should be safer than the streets.

MODERN TIMES

Percival Howell lost a lot of influence over the last year or so. His paranoia has cost the organization. A new man has risen to take his place. His name is Jake Michelsen and just like Percival, he is a young law student at York. He is convinced that the only way for the organization to win the hearts and minds of the people of Haven is to talk to them. He is willing to go to any extent to do this.

Yet, Jake is fighting Percival every step of the way. He is a "has been", nevertheless still is respected as the ideological leader of the movement. He knew that he could not just get rid of the older man. He had to use the older man. Hence he started putting out pieces on his personal website and visiting chat rooms. He was convinced that the best way to recruit people was to talk to them where they were safe. The Web was just such a place.

Months after he started this campaign a young man showed up to his class at York. Jake was not half as paranoid as Percival was. The young man identified himself only as shadow, and threw a badge on the table. Jake recognized the badge and when he turned, he saw Shadow's partner, a young blond woman in her twenties. She grinned at him. "We're with the Department. We're watching you. Don't do

anything stupid." With those words, they both left, after Shadow picked up his badge.

"I have rights and you shan't silence me." Jake said, in anger. They shook their heads while walking down the hall. This was his first and last encounter with the Department of Federal Investigation. He knew that they were indeed observing. The old man's paranoia, he was sorry to admit, was justified. He did not like that but he had no choice. Jake knew that it was time to accelerate their agenda, yet how? They did not have enough people. He decided that the best choice was to launch a cyber campaign.

THE ELECTRONIC FRONTIER

It started suddenly. The Citizens for Freedom plastered many a political site with Lowell's Freedom Manifesto. They entered many a chat room and ran cyber rallies. They warned of the impending cancellation of civil rights by a frightened government. From their point of view, this was almost here, if not already here. Jake Michelsen never used the same log on station and changed his online persona as many times as he needed to befuddle the Feds. They would not be able to chase him down.

He signed on from public libraries and cyber coffee shops. He posted on multiple sites, ranging from the ultraconservative to the ultra liberal. He did not care for the type of allies he got at this point, as long as he got allies. The story of the Feds threat played for weeks on end, with some calling him a paranoid man. Others, who had been in that situation, also told his stories. Suddenly the Department looked bad, but also knew that they could not do a thing, legally that is.

The counter attack started suddenly. Those posted posts challenging his ideas on the same sites, unknown. They came in and discredited Jake as far as they could. Though they knew that they could not fully discredit him, they knew they could seed doubt. There was not much that Jake could do to counter act these attacks. It was either get angry and lose his cool or remain silent. Either way he lost face.

Over the next few months it got increasingly ugly, as the Web became a virtual battlefield for the hearts and minds of the youth of Haven. Some of the



readers switched allegiances on a weekly basis. Some remained on one side throughout, some never participated. Suddenly one day a publisher contacted Percival Howell; they wanted to publish his life story. They wanted him to participate in it. Percival did not want to participate, due to his own paranoia. In the end, he relented and allowed that biography to be published. It detailed his life and struggle against the Feds and for the freedom of the people. He wished for a world with no government where the people did what was needed. His ideas won him few friends, but the admiration of many. It also won him spots in the morning TV shows.

OLD VERSUS YOUNG

Percival Howell liked the attention he received yet did not fully learn the lesson. The young pup was indeed a dangerous creature that had succeeded where Howell failed. Two months ago, the young pup (Our erstwhile character) took over the organization. He is now in charge, with the political guidance of the older man. The conflict between the old

and the new came to be and today the Citizens for Freedom stand at the edge of a new and glorious history... assuming the Feds do not intervene again.

STEP SEVEN: TRIBAL SYMBOL

Two crossed broadswords

Calculate the initial cost of the Organization

$(5+2+ 1 \text{ (Jake, the character)} +2 \times 2 \times 50) = 1,000$
 (now assuming you have five members) that is the maximum founding members = 250 experience points each.

**IF D20 MODERN IS BUFFY...
AND SHADOWFORCE ARCHER IS JAMES BOND...**

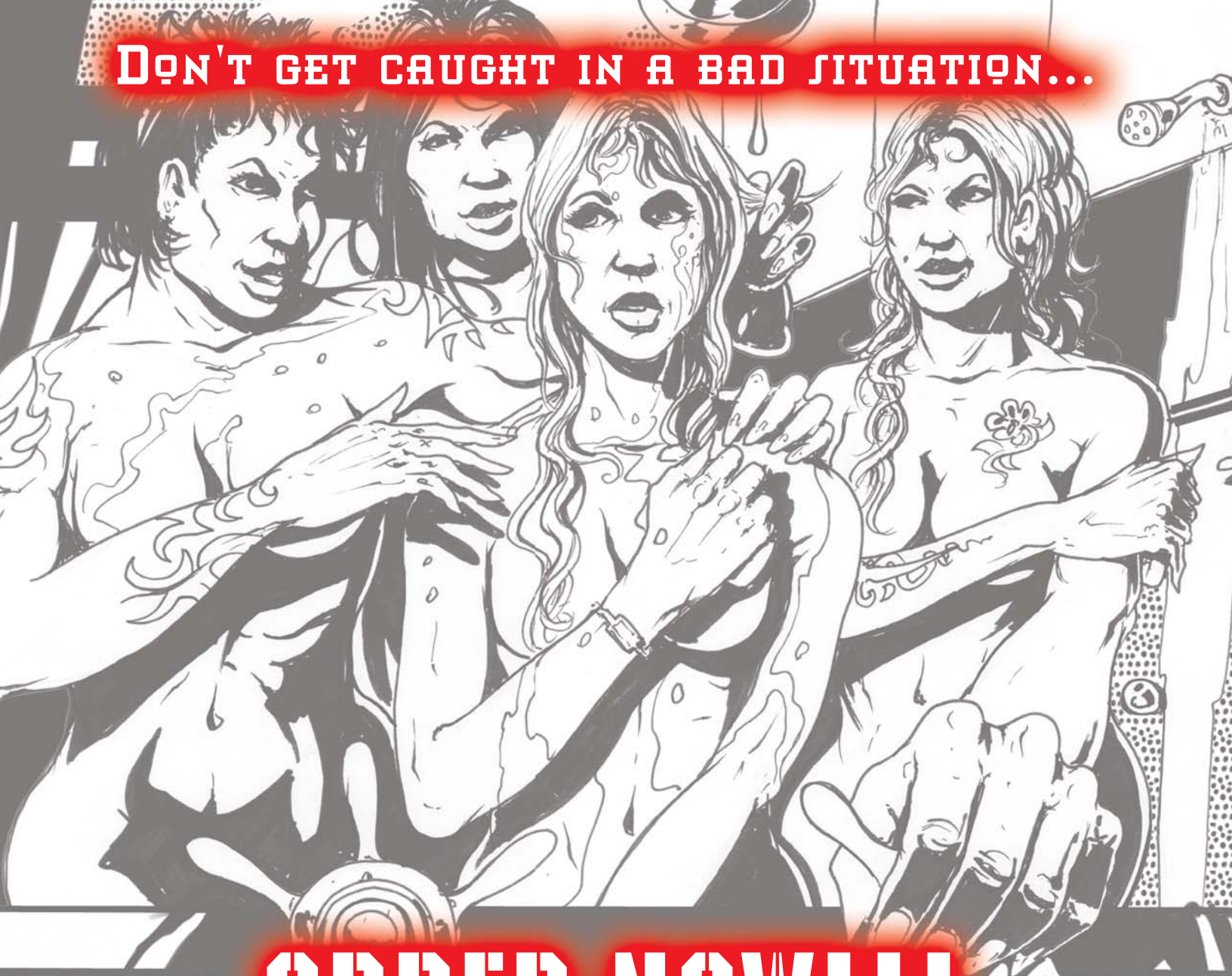


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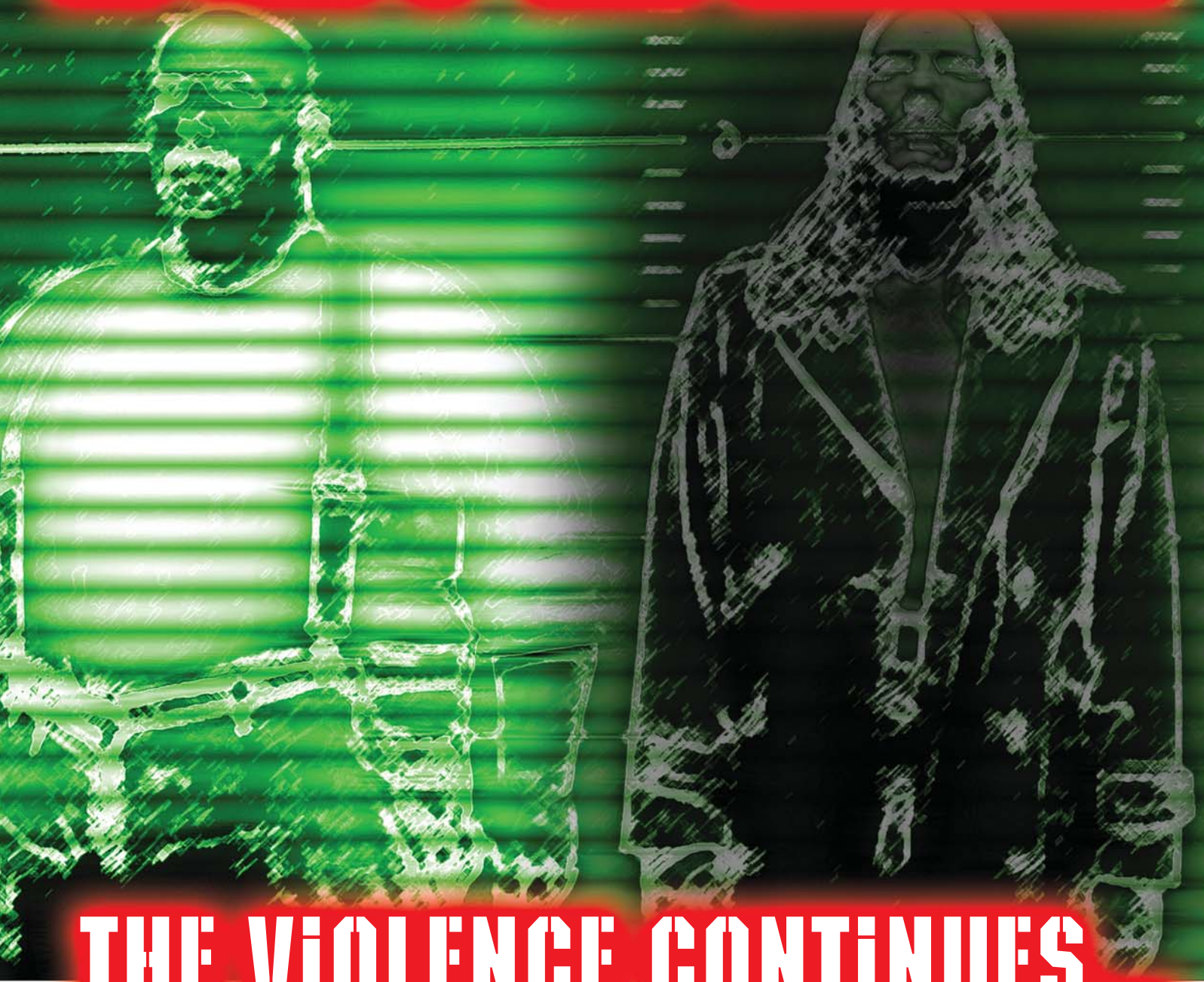


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