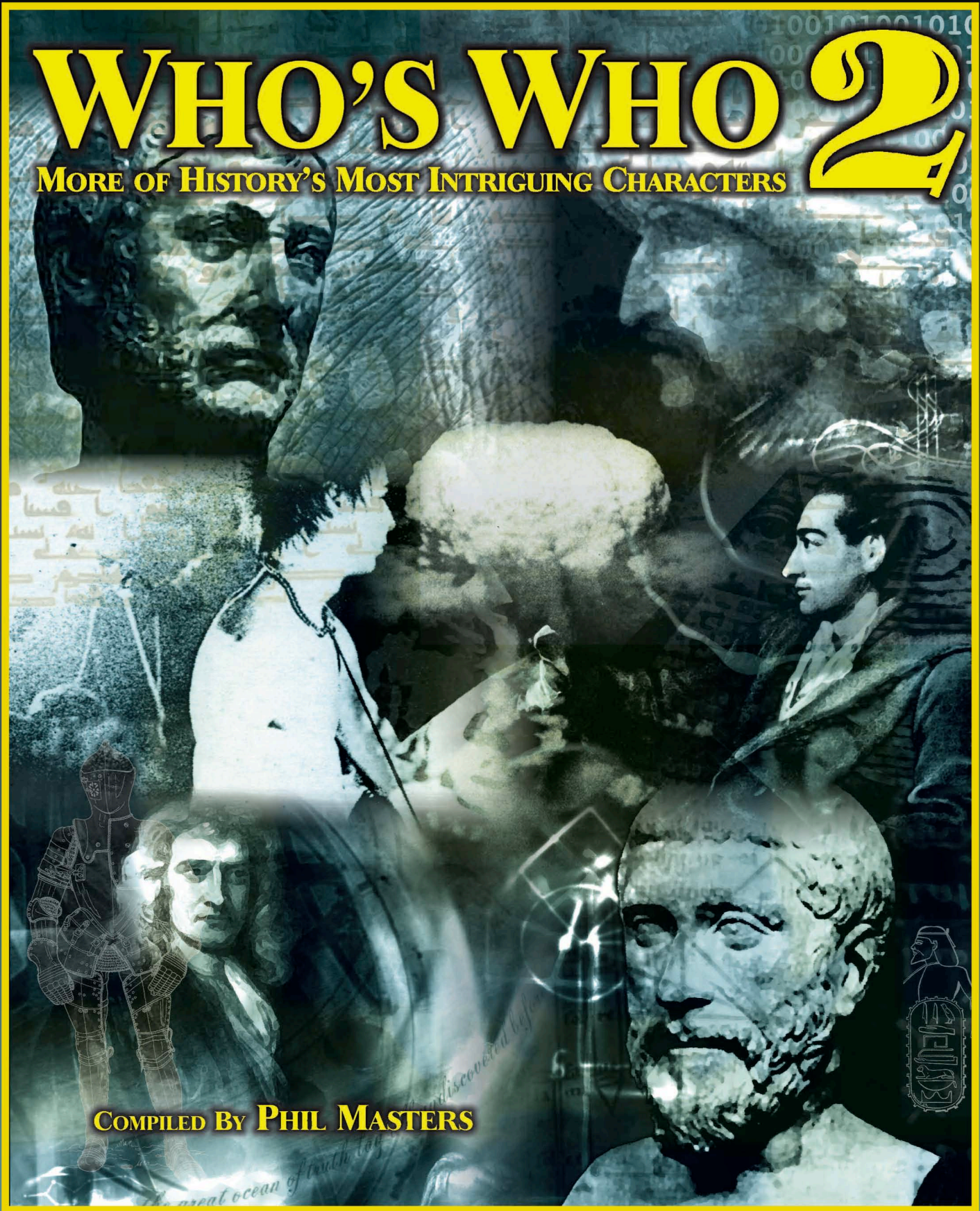


G U R P S<sup>®</sup>

# WHO'S WHO 2

MORE OF HISTORY'S MOST INTRIGUING CHARACTERS



COMPILED BY PHIL MASTERS

STEVE JACKSON GAMES



# MORE REAL CHARACTERS

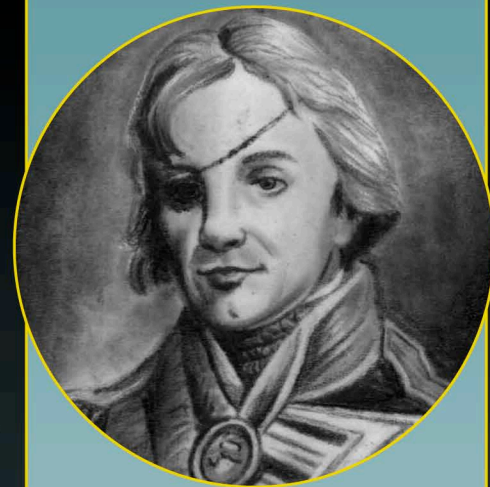
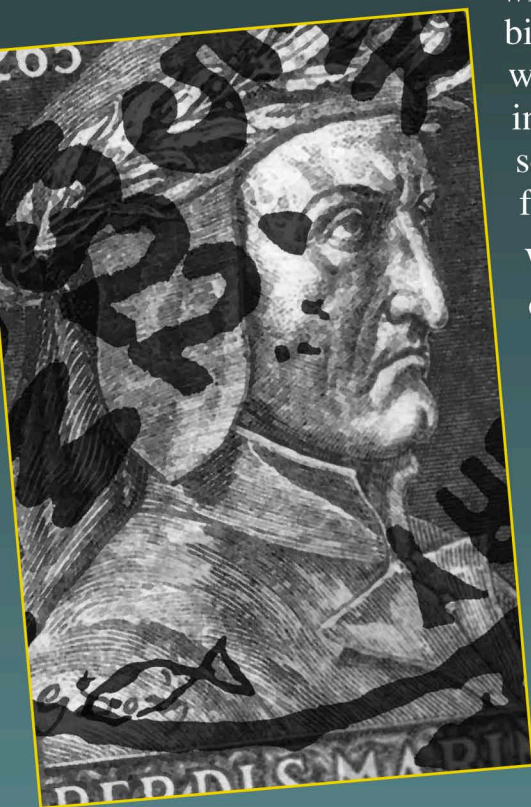
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## WHO'S WHO 2 WHO'S WHO:

Compiled and edited by  
**PHIL MASTERS**

Written by  
**PHIL MASTERS**  
and the **WHOOIGANS**

Illustrated by  
**ANDY BENNETT,**  
**ANDI JONES,**  
**JOHN LUCAS,**  
**ED NORTHCOTT,**  
**PHILIP REED,**  
and **KENNETH WATERS**

Cover art by  
**ANDI JONES**

Cover design by  
**PHIL REED**

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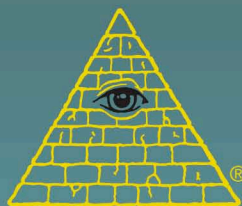
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www.sjgames.com

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# WHO'S WHO 2

MORE OF HISTORY'S MOST INTRIGUING CHARACTERS

*Compiled and edited by* **PHIL MASTERS**

*Written by* **PHIL MASTERS and the WHOOLIGANS . . .**

Michel Bélanger, Nicholas Caldwell, Nelson Cunnington,  
Peter V. Dell'Orto, Thomas Devine, Richard Gadsden, James H. Hay,  
Kenneth Hite, Alex Johnston, andi jones, Sam Lindsay-Levine,  
James Maliszewski, Phil Masters, Matt Merrill, Craig Neumeier,  
Patrick Odonnell, Gareth L. Owen, Matthew Rice, Matt Riggsby,  
Stephanie Rogers, Marcus L. Rowland, Gene Seabolt,  
Alexander Shearer, Brian C. Smithson, Joel Sparks,  
William H. Stoddard, Joe Taylor, David Thomas,  
James Upp, Andy Vetromile, S.C. Virtes, and David Walker

*Illustrated by*

**ANDY BENNETT, ANDI JONES, JOHN LUCAS,  
ED NORTHCOTT, PHILIP J. REED JR.,  
AND KENNETH WATERS**

*Cover art by* **ANDI JONES**

*Cover design by* **PHILIP REED**

**GURPS** System Design ■ **STEVE JACKSON**

Managing Editor ■ **ALAIN H. DAWSON**

**GURPS** Line Editor ■ **SEAN PUNCH**

Design ■ **JACK ELMY**

Production ■ **PHILIP J. REED JR.**

Production Assistance **ALAIN H. DAWSON**

Print Buying ■ **RUSSELL GODWIN**

Art Direction ■ **LOREN WISEMAN**

**GURPS** Errata Coordinator ■ **MICHAEL BOWMAN**

Sales Manager ■ **ROSS JEPSON**

*Playtesting and Additional Material*

Thomas Barnes, Mark Cogan, John Dallman, Chris Davies,

Peter V. Dell'Orto, Stephen Deppen, Thomas Devine,

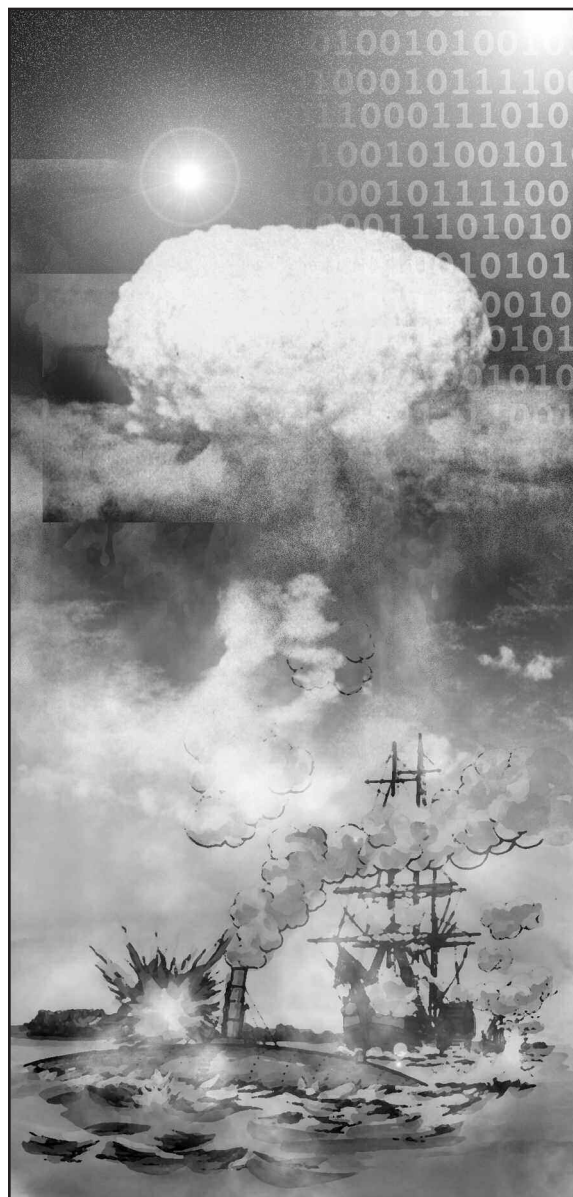
Richard Gadsden, Fabian J. Gentner, Joanna Hart, James H. Hay,

Kenneth Hite, Bob Huss, Leonardo M. Holschuh, J. Hunter Johnson,

Sam Lindsay-Levine, James Maliszewski, Matthew Michalak,

T. Carter Ross, Brian C. Smithson, Tim Stellmach,

William H. Stoddard, and David Thomas



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**STEVE JACKSON GAMES**



# CONTENTS

<b>INTRODUCTION.....</b>	<b>3</b>	<b>Dante Alighieri</b> (1265-1321) Poet of undying love, Inferno, and Paradise.....	40	<b>Allan Pinkerton</b> (1819-1884) Pioneering private detective and spymaster.....	84
About the Compiler.....	3	<b>Christopher Columbus</b> (1451-1506) In fourteen hundred and ninety-two.....	42	<b>Ulysses S. Grant</b> (1822-1885) Iron-willed victor of the American Civil War.....	86
About <i>GURPS</i> .....	3	<b>Richard III</b> (1452-1485) Brutally usurped king, or Shakespearean monster?.....	44	<b>William Walker</b> (1824-1860) “Gray-Eyed Man of Destiny”; scoundrel or “friend to the oppressed”?.....	88
<b>1. THE CHARACTER CONVERSION PROCESS.....</b>	<b>4</b>	<b>Suleyman (Suleiman) the Magnificent</b> (1494-1566) Greatest of the great Ottoman sultans.....	46	<b>George Armstrong Custer</b> (1839-1876) Much-admired glory hound and menace to his own troops.....	90
Selection Criteria.....	4	<b>Granuaile (Grace O'Malley of Connaught)</b> (1530-1603) “Grace the Gambler,” pirate queen of Connaught.....	48	<b>John Wesley Hardin</b> (1853-1895) Possibly the fastest gun in the West, with a body-count to match.....	92
Realism.....	4	<b>Oda Nobunaga</b> (1534-1582) The fiery soldier who began the unification of Japan.....	50	<b>5. THE TWENTIETH CENTURY.....</b>	<b>94</b>
Game Mechanics.....	4	<b>Matteo Ricci</b> (1552-1610) Jesuit scholar, master of the memory palace, and missionary to China.....	52	Who Might Have Been?.....	95
<b>2. THE ANCIENT WORLD AND THE DARK AGES.....</b>	<b>6</b>	<b>4. ENLIGHTENMENT AND INDUSTRY.....</b>	<b>54</b>	<b>Theodore Roosevelt</b> (1858-1919) America’s most energetic president?.....	96
Who Might Have Been?.....	7	Who Might Have Been?.....	55	<b>E.W. Barton-Wright</b> (1865-?) The get-rich-quick schemer who brought Judo to Europe.....	98
<b>Sargon II (Sharru-kín)</b> (mid-8th century B.C.-705 B.C.) Usurper of Assyria, mighty in war and stern in government.....	8	<b>Samuel de Champlain</b> (1570-1635) Noted French explorer and Father of Canada.....	56	<b>Harry Houdini</b> (1874-1926) History’s greatest escape artist.....	100
<b>Nebuchadnezzar II (Nabu-kudurri-usur)</b> (late 7th century B.C.-562 B.C.) Last of the great kings of Babylon.....	10	<b>Nzinga</b> (1582-1663) African queen, mistress of ritual and politics.....	58	<b>Sir Winston Churchill</b> (1874-1965) Soldier, writer – and Britain’s wartime leader.....	102
<b>Pythagoras</b> (c.570 B.C.-c.480 B.C.) Brilliant early mathematician – and mystic prophet of number.....	12	<b>Charles I</b> (1600-1649) Romantic loser of the English Civil War.....	60	<b>Josef Stalin</b> (1879-1953) “Man of Steel” with a crushing grip on Russia.....	104
<b>Archimedes</b> (287 B.C.-212 B.C.) Absent-minded engineering genius of the ancient world.....	14	<b>Ninon de Lanolos</b> (1623-1705) Courtesan, intellectual, and patroness of the arts.....	62	<b>Robert Goddard</b> (1882-1945) Pioneer of rocketry.....	106
<b>Hannibal</b> (247 B.C.-183 B.C.) Superb Carthaginian general, rightly feared by Rome.....	16	<b>Aphra Behn</b> (1640-1689) Spy turned first female professional English author.....	64	<b>Richard E. Byrd</b> (1888-1957) Polar explorer and pioneer aviator.....	108
<b>Cleopatra</b> (69 B.C.-30 B.C.) The Serpent of the Nile and Queen of Kings.....	18	<b>Sir Isaac Newton</b> (1642-1727) Gravity, calculus – and much more.....	66	<b>Adolph Hitler</b> (1889-1945) Presiding dark genius of the Nazi regime.....	110
<b>St. Augustine of Hippo</b> (354-430) Bishop and controversialist, father of medieval Christian thought.....	20	<b>Maria Sibylla Merian</b> (1647-1717) Innovative scientific artist and traveler.....	68	<b>Erwin Rommel</b> (1891-1944) Germany’s WWII master of tactics and strategy.....	112
<b>Attila the Hun</b> (400-453) “Scourge of God,” or overblown bandit chief?.....	22	<b>Le Comte de Saint-Germain</b> (1710-1784) Brilliant confidence trickster (or master of the uncanny?).....	70	<b>Manfred von Richthofen</b> (1892-1918) The Red Baron, Ace of Aces.....	114
<b>Shield Jaguar Lord (Its’in Balam Ahau)</b> (647-742) Taboo-twisting Mayan lord, great in war, peace, and lifespan.....	24	<b>James Cook</b> (1728-1779) Master navigator, perfectionist explorer.....	72	<b>Charles “Lucky” Luciano</b> (1897-1962) Shaper of the Syndicate, <i>capo a tutti capo</i> .....	116
<b>Li Po</b> (701-762) Noted Chinese poet and individualist.....	26	<b>Goethe</b> (1749-1832) Widely-admired intellectual – a romantic polymath.....	74	<b>Ernest Hemingway</b> (1899-1961) Man of action and honored author.....	118
<b>3. THE MIDDLE AGES AND RENAISSANCE.....</b>	<b>28</b>	<b>Horatio Nelson</b> (1758-1805) The Royal Navy’s presiding genius, victor of Trafalgar.....	76	<b>John von Neumann</b> (1903-1957) Mathematical genius of unparalleled breadth.....	120
Who Might Have Been?.....	29	<b>Jean-Baptiste Bernadotte</b> (1763-1844) Talented, unreliable Napoleonic general – and opportunist.....	78	<b>Robert E. Howard</b> (1906-1936) Master of pulp fantasy, creator of Conan.....	122
<b>Rodrigo Diaz (El Cid)</b> (1043-1099) Hero of the Spanish defense against the conquering Moors.....	30	<b>Napoleon</b> (1769-1821) Charismatic conqueror, shaper of his age.....	80	<b>Sid Vicious</b> (1957-1979) Archetypal punk, doomed by living the lifestyle.....	124
<b>Maimonides</b> (1135-1204) Doctor, philosopher, jurist, theologian.....	32	<b>Cheng Shih</b> (1775-1844) Mistress of the China Seas – history’s greatest pirate?.....	82	<b>APPENDICES.....</b>	<b>126</b>
<b>Chinggis [Genghis] Khan</b> (1162-1227) Quantitatively greatest of all world conquerors.....	34			<b>Other Significant Figures.....</b>	126
<b>Marco Polo</b> (1254-1323) The traveler who brought the East back to Europe.....	36			<b>INDEX.....</b>	<b>128</b>
<b>Roger de Flor</b> (1260-1305) Ruthless mercenary and would-be ruler.....	38				



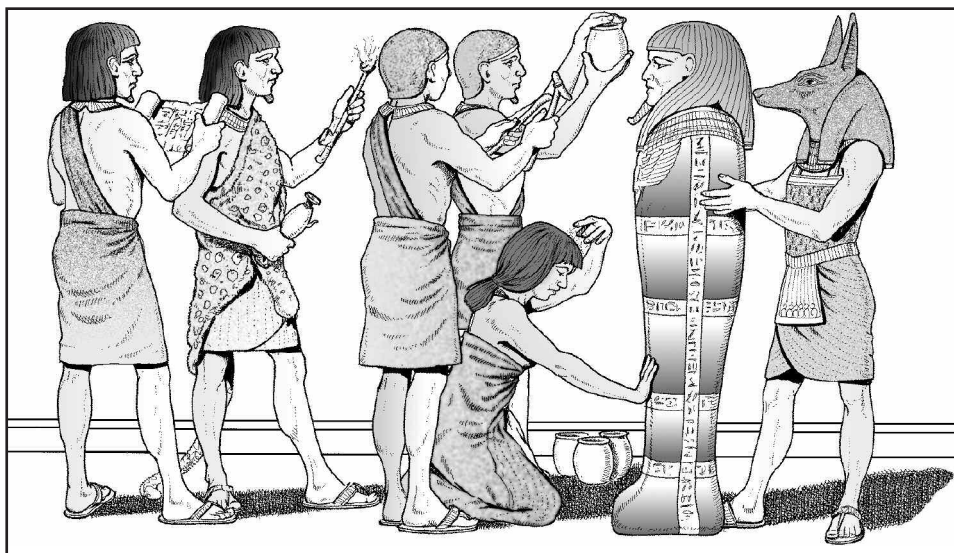
# INTRODUCTION

## ABOUT GURPS

Welcome to the second volume of *GURPS Who's Who* – books presenting noteworthy historical figures in *GURPS* terms, for use in historical and time-travel roleplaying games. Like Volume 1, this book gives two pages to each figure, providing a full character sheet, a basic biography, some ideas for game uses for the character, and pointers for anyone seeking to find out more.

And, like the first volume, this book is a joint effort. The work entailed in researching this many major figures and converting them into “game form” was huge – so we delegated it. Each entry in this volume was submitted by the authors (credited in each case) via e-mail. Actually, the work involved in each entry far exceeds the rewards that we were able to offer; all we can do is express our gratitude to all these *GURPS* fans and history buffs.

It should also be said that these contributors came up with some fascinating and unexpected material – but you can discover that for yourselves. Hopefully, you'll find as much interest in reading and using this supplement as we did in creating it.



## ABOUT THE COMPILER

Documentary evidence of Phil Masters' life and career is frustratingly patchy. His birth certificate (dated 1959), educational qualifications, marriage paperwork, tax records, driving license – all exist in the files of British government bureaucracy, certainly. But none of this gives a portrait distinct from thousands of his contemporaries. For this, we might turn to his work in the roleplaying games industry of the era.

His name first appears over an article in an issue of *White Dwarf* magazine, dated 1980. He subsequently seems to have worked for several RPG journals, before authoring his first full-scale book, *Kingdom of Champions* (copyrighted 1990). Biographical information appears in the introduction to his *GURPS Arabian Nights* (1993), and confirms the birth date, educational history and marital status found in other records.

His interests were apparently broad, as he took responsibility for volumes dealing with several themes; he was, for example, credited with the adaptation of Terry Pratchett's *Discworld* for RPG purposes in 1998. He continued to appear in RPG magazines, and also to create material which appeared on the World-Wide Web. His involvement in Steve Jackson Games' *GURPS Y2K* may or may not explain something about the way that the 20th century concluded . . .

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *Advanced Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other SJ Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

*New supplements and adventures.* *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

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*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for an online catalog, errata, updates, and hundreds of pages of information. We also have conferences on CompuServe and AOL. *GURPS* has its own Usenet group, too: [rec.games.frp.gurps](mailto:rec.games.frp.gurps).

*GURPSnet.* Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to [majordomo@io.com](mailto:majordomo@io.com) with “subscribe GURPSnet-L” in the body, or point your World Wide Web browser to: <http://gurpsnet.sjgames.com/>.

The *GURPS Who's Who 2* web page is at: [www.sjgames.com/gurps/books/whoswho2](http://www.sjgames.com/gurps/books/whoswho2).

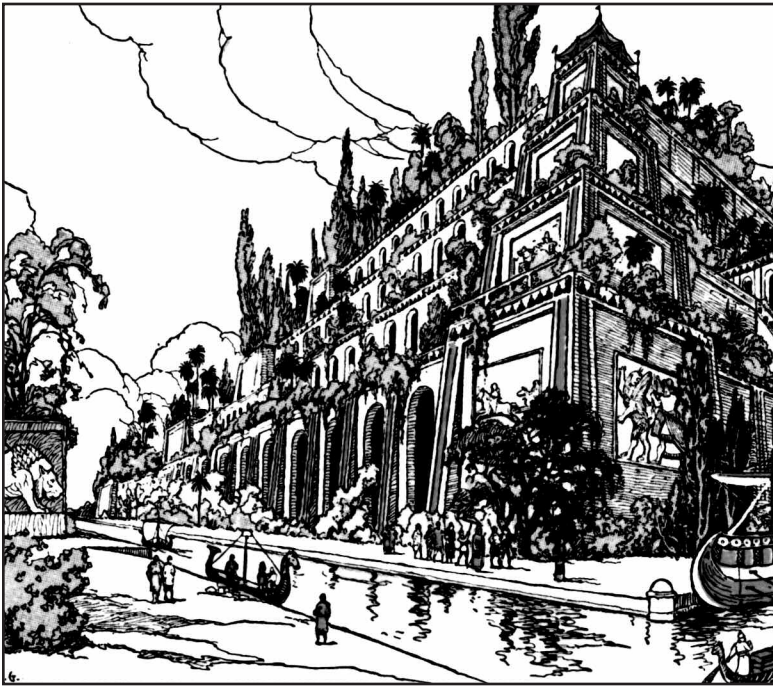
## PAGE REFERENCES

See *GURPS Compendium I*, p. 181, for a full list of abbreviations for *GURPS* titles. Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, EG refers to *Egypt*, and WWi refers to *Who's Who 1*.



# The Character Conversion Process

*GURPS Who's Who 1* contains full notes on the art of transforming historical figures into game mechanics; see that volume for more information. The following represents a brief summary of the basic rules followed in these books.



## SELECTION CRITERIA

To begin with; characters appearing here are not “the most important people in history.” In truth, they are characters who our contributors happened to want to submit, and who then proved interesting enough to run. Thus, they are figures for whom enough information existed to produce an entry that was substantially more verified fact than myth or guesswork, and who caught a *GURPS* fan’s attention. What we were looking for was figures who would be interesting for PCs to meet, who could serve as role-models, or who shaped history in such an *interesting* way that they would be naturals for inclusion in games. The only category we specifically excluded was the founders of major living religions; call it cowardice if you like, but we didn’t want to offend anyone *too* deeply – and anyway, such figures tend to be so controversial and subject to interpretation that the idea of producing a *single* character sheet would be ludicrous.

## REALISM

Next, we declared that these should be *realistic* treatments. This may mean that some of the characters seem to have surprisingly low abilities, or that point totals vary in odd ways, but life is not a point-balanced game. It’s much easier for GMs to convert a realistic treatment into a cinematic, mythical version than it is to shave away the myth to leave the reality, after all. (Note that some advantages such as Eidetic Memory are rather cinematic, and should be avoided in *most* realistic treatments, although they may occasionally be justified.)

We also declared that attributes, appearance ratings, and so on should be set relative to the character’s context. There is a good case for thinking that characters in many historical societies, having poor diet and medicine, would tend to be less healthy and weaker than a modern westerner in reasonable condition, but we chose not to open that can of worms. We *certainly* didn’t try to measure attractiveness against any kind of universal absolute.

And, for the record, the suggested rule in the *GURPS Basic Set* about pre-modern characters being shorter than their descendants is a simplification. Heights and weights in this book are often just best guesses based on hints in the records.

## GAME MECHANICS

### *Attributes and Advantages*

As part of the emphasis on realism, we preferred to avoid giving historical characters very high attributes, unless the record really justified it. Note that, where the character displayed exceptional aptitude in a narrow area, an advantage such as Mathematical Ability, Fit, Language Talent, or Manual Dexterity could serve instead.

And where such an advantage comes in multiple levels, our rule of thumb was that one level is a minor, best-in-the-neighborhood sort of edge, two is often enough to dictate career choices, three is probably the highest that most of us will ever encounter, and five is the realistic limit of mortal potential; thus, Manual Dexterity +2 might steer one into working as a jeweler, while Charisma +5 could enable one to start a religion from scratch.



*Literacy:* Whether “standard” characters in a given society were literate was determined from the relevant *GURPS* sourcebook wherever possible. In other cases, we adopted the rule of thumb that characters up to about 1450 A.D. (mostly at Tech Levels 0-3) were illiterate by default, characters between 1450 and 1700 (TL4) were generally semi-literate, and later societies tended to produce full literacy.

*Rank and Status:* The relationship between Rank (Military, Religious, or Administrative) and Status can vary from game to game; for simplicity, we used the rule that three levels of Rank (apart from Courtesy Rank, which is too trivial) grants one level of Status (rounding off to the nearest level), except in one or two specifically noted cases where a particular Rank system was not much acknowledged in the local society.

Note also that high Rank or Status often has other “advantages” built in, perhaps with constraints. We did not give medieval kings Legal Enforcement Powers, Military Rank, and Diplomatic Immunity, although their position arguably implied all three in a way. Also, bodyguards, etc., were only included as Allies or Ally Groups where they displayed a strong *personal* loyalty to the character.

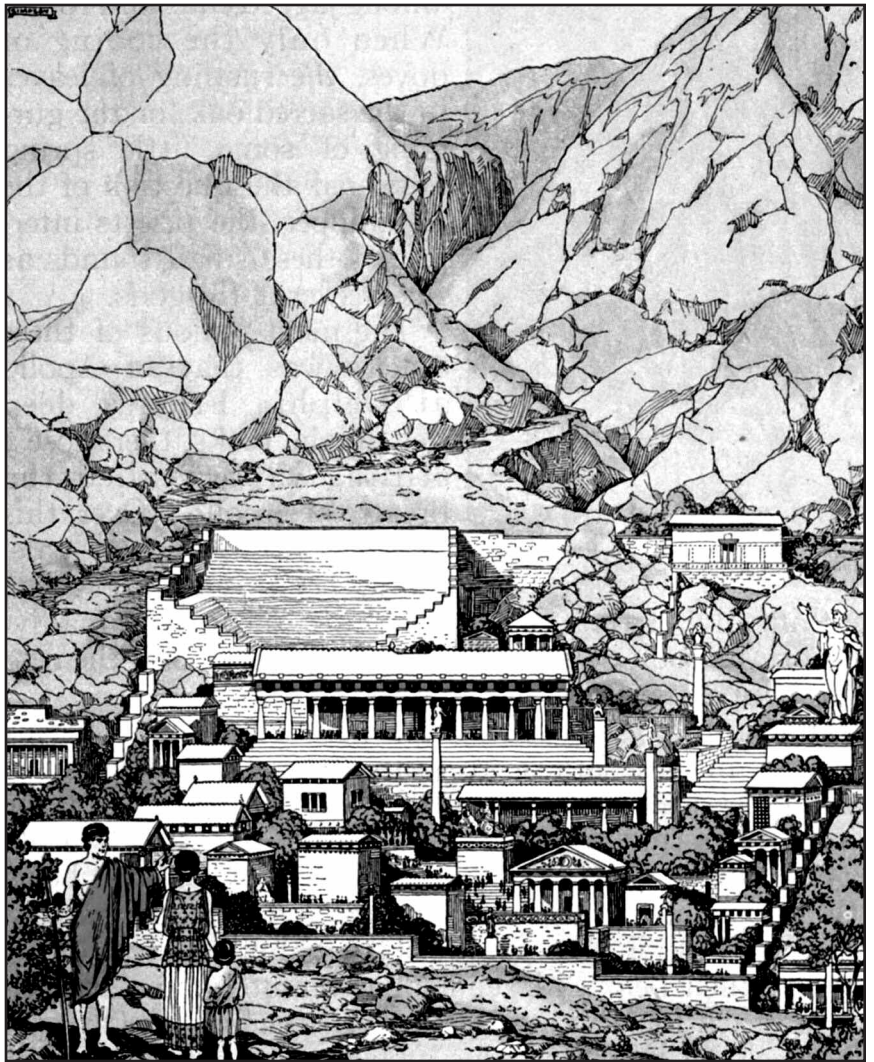
### ***Disadvantages and Quirks***

*GURPS* Disadvantages represent extremes; although many historical figures had noteworthy foibles, these would often be at the quirk level only, else the characters would have been too restricted to achieve the historical standing they did. On the other hand, some are noted for *surpassing* their own failings. Characters in this book are presented as at the peaks of their careers, which occasionally implied the Age disadvantage.

(Where aging had led to reduced attributes, this could mean that point values are technically incorrect, as the character received points for both the age and the reduced values. Still, these characters are intended to serve primarily as NPCs, not PCs.)

We attempted to limit the Enemies disadvantage to cases where the character had a *personal* foe, not simply someone who opposed them in their office as a leader or whatever, and Dependents to relatives and friends whose security represented a significant problem for the character, at least in clear potential. In other cases, characters might be given a Sense of Duty to “absent” family or friends, representing minor but serious concerns for “off stage” nearest and dearest.

It is often easy to generate a long list of possible quirks for historical characters; really interesting figures tend to have particularly numerous mental oddities. To keep things under control, characters in this book have no more than five quirks each, which were required to be noteworthy psychological foibles that directly and noticeably affect the way that the character should be roleplayed.



### ***Skills***

As a working rule, we assumed that a character who was “the best in history” at a particular skill should have it at level 20-24; more is simply unrealistic. The best in his time might have a 19-20 rating; 16-18 is highly respectable, 15 is very good but possibly within the range of a very determined character of no special flair, and 12 is usually just about enough to hold down a job. Real-life experts tend to be noted for breadth as much as depth (see pp. CI114-115), and may rate a high IQ (or maybe DX) to reflect aptitude in a range of linked abilities. Note also that historical figures aren’t starting PCs, and hence may always spend more than twice their age in points on skills; this may reflect intensive training, natural talent, etc.

*Cyphering:* In accordance with the rule on p. CI156, characters from societies where illiteracy is the default must purchase Cyphering before they take any other mathematically-based skills. (Note that this was handled incorrectly with some characters in *GURPS Who’s Who 1*; check for errata at <http://www.sjgames.com/errata/gurps/whos-who-1.html>.) However, illiterate characters in literate societies do not have to purchase Cyphering; if they also lack any kind of arithmetical ability, they take the Innumerate disadvantage (p. CI91) instead.



# The Ancient World and the Dark Ages





This chapter includes characters from the earliest days of recorded history through to the end of the “Dark Ages” (defined, for practical purposes, as the year 1000). As it is conquerors and kings who print their names on history in the largest letters, and we are looking at these eras from far away, most of these figures are monarchs and generals. However, there are also a couple of thinkers, and the arts are not entirely unrepresented.

## WHO MIGHT HAVE BEEN?

This book deals with historical figures. However, time-travel and alternate-history games should logically also pay attention to characters who didn’t exist in our history, but who would have changed things if they had; thus, each chapter in this book begins with a trio of such.

### *Amidorus of Miletus*

Amidorus of Miletus (340?-258 B.C.) was a student of Apelles, the greatest of Greek painters and court portraitist to Alexander the Great, and himself a gifted painter (see his surviving frescoes in Memphis, especially *Alexander Parting The Red Sea*), but his true talents lay in mathematics and architecture. He was a contemporary of Euclid, and his *Elements of Perspective* were based on his colleague’s geometrical works. Whether Amidorus, or his and Euclid’s pupil Theacles, deserves the credit for introducing Indian numerals to the West, remains unclear, as Alexandrian scholars ascribe every great development from notational algebra to anatomical drawing to him.

The Heronian Academy took Amidorus’ prescription “If you would see something, see that thing as it is” as its motto. Mark Antony carried many of Amidorus’ paintings to Rome, but only inferior copies survive. His Temple of Hermes formed the basilica of St. Mark’s Cathedral in Alexandria; although tradition ascribes the dome to him, it was probably added in the 1st century A.D. The galleries are a pastiche, built under the Aioubii in the 1100s.

– Kenneth Hite

### *Felix Nauticus*

Felix Nauticus was born in a Roman trading colony in India. He traveled widely in India, Persia, and Bactria, and to the south and east. Along the way, he became a devout Buddhist. In 38 A.D., he visited Rome.

The curiosity of the Emperor Caligula was piqued by this exotic philosopher, and something in his speeches broke through and gave Caligula a stability he had never known before. The Emperor’s sincere conversion inspired many less sincere. By 198 A.D., a form of Mahayana Buddhism (mixed with Neoplatonism) was the dominant faith in the Roman world. Moral ideas were added from Judaism and messianic cults such as those of Apollonius of Tyana and Jesus of Nazareth, while Buddhist monasteries educated upper-class youths, setting the philosophical-ethical tone of the Empire.

– Thomas Devine

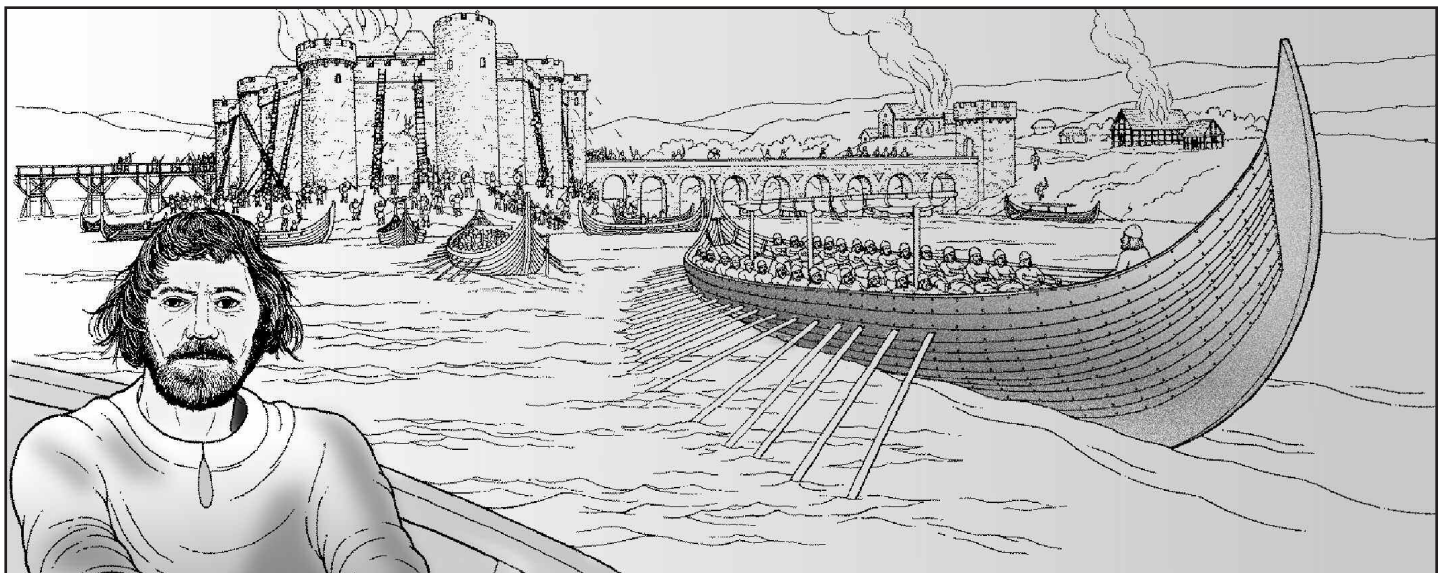
### *“Dyer Bane”*

Dwyer O’ Bannon was born in 825 A.D., the son of an Irish clan elder. His quiet, empathetic manner and quick wit often smoothed over disagreements amongst his clansmen. He knew little of killing until the autumn festival day when the Norse raiders fell upon the family of farmers. Dwyer was beaten and made to watch as dozens of O’ Bannons were butchered amidst the raiders’ dark jokes. By force of will and the mercies of a stranger, he survived, despite being staked out to die.

When he recovered, he went forth and enlisted as a mercenary. His determined study of the disciplines of war dumbfounded his fellows; they named him “Dyer Bane,” but never in his presence. Over time, he gained a loyal following.

In 858 A.D., he led a mercenary fleet against the Norsemen, dealing them a devastating defeat. The few he spared were sent home bearing the message, “Weep, oh daughters of Thule, for desolation is coming upon you.” Dwyer went on to found the First Irish Empire, and saw to the destruction of every Norseman he could reach.

– Patrick O’Donnell



Born mid-8th century B.C.; died 705 B.C.

Age 35-50; 5'9"; 170 lbs. A strong man with large ears and a proud, curving nose. His thick neck is usually hidden by a substantial beard and long, dark hair. When not in the field, he wears a patterned robe, bracers, ear rings and a conical crown.

<b>ST:</b> 12 [20]	<b>DX:</b> 12 [20]	<b>Speed:</b> 5.75
<b>IQ:</b> 12 [20]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 6	<b>Parry:</b> 8	<b>Block:</b> 7

## Advantages

Combat Reflexes [15]; Literacy [10]; Filthy Rich with Multimillionaire x2 [100]; Status 8\* [25]; Strong Will +2 [8].

\*Includes +3 from Wealth.

## Disadvantages

Duty (to Greater Assyria, 15-) [-15]; Reputation -2 (outside of Assyria, as a bloodthirsty conqueror) [-5].



## Quirks

Emphasizes his links to Sargon of Agade; Prefers receiving official dispatches in Assyrian; Has a special concern for war widows; Worries about his legacy; Enjoys hunting. [-5]

## Skills

Administration-12 [2]; Area Knowledge (Assyria)-12 [1]; Axe/Mace-11 [1], Bow-11 [2]; Brawling-12 [1]; Calligraphy-11 [1]; Cyphering-12 [1]; Diplomacy-12 [4]; Leadership-14 [6]; Riding (Horse, Stirrupless)-13 [4]; Savoir-Faire-14 [0]; Shield-12 [1]; Shortsword-14 [8]; Spear-12 [2]; Strategy-15 [10]; Survival (Desert)-10 [½]; Tactics-12 [3 ½]; Teamster (Horses)-11 [0]; Tracking-13 [4].

## Languages

Assyrian (native)-12 [0], Aramaic-10 [½].

This represents Sargon after many years as king; his Duty reflects the fact that a monarch of this period had to attend to practical and religious matters regularly or face usurpation or revolt. Sooner after he takes the throne, his skills would probably be lower, especially Administration and Diplomacy, and he would have one lower Status and no Reputation. Before taking the throne, Sargon's Status should be much lower, as should his Wealth.

## BIOGRAPHY

In 722 B.C., a virtual nobody calling himself Sargon usurped the Assyrian throne and began the last great Assyrian dynasty. While his origins are still shrouded in mystery, it's evident that Sargon secured his throne after Shalmaneser IV made the unfortunate mistake of taxing the sacred cities of Assur and Harran. Probably with the full backing of the priesthood, Sargon killed the old king and took his place on the throne.

As the first king of common origin in centuries, Sargon had a great interest in demonstrating the legitimacy of his rule. He worked closely with the priesthood, to whom he apparently owed much of his initial good reception by the populace. Outside of this priestly aid, the new monarch put a great deal of effort into reviving the memory of Sargon of Agade, the near-legendary founder of the first Akkadian kingdom (c.2300 B.C.).

Not only did his chosen namesake's common origins mirror his own, the resurrected legends of Sargon referred to his *arku*, meaning "second" or "successor," a term quickly taken as an epithet for Sargon II. Perhaps as a means of establishing his lineage, Sargon boasted of the 350 kings of Assyria before him. His son would take this even further, tracing his lineage back to Gilgamesh himself (see p.WWi124).

Sargon had won the throne of a nation awash in enemies. Egypt, Elam and Haldia (Urartia) allied to oppose hated Assyria at every turn. Within the state, disorder ceased only



## TWO ROADS TO WALK

There are two approaches to removing Sargon from history. One edits him out before he has a chance to grasp the throne of Assyria. This is a difficult task for any time travelers limited to a single shot, since Sargon's proper name and position prior to his kingship are unknown. If he could be taken out in this fashion, it's likely that some other would-be king would accept the priesthood's help and oust Shalmaneser. Past this point, it all depends on how good the new man is.

The other option eliminates Sargon soon after he takes the throne; most plausible is a fatal failure in his first battles against Marduk-apal-iddina, perhaps due to unanticipated Elamite reinforcements cutting off and eliminating the army. Certainly, someone would then attempt to take his throne, with the resulting chaos giving the Elamites, Egyptians, Haldians and Medes a good opportunity to move in and carve up Assyria. Deprived of a good buffer against central Asia, Mesopotamia would fall under Persian influence centuries earlier than it actually did, creating a new imperial power to threaten the western cultures and spread Indo-European beliefs across the known world with only limited opposition.

### DUR-SHARRUKIN WASN'T BUILT IN A DAY . . .

. . . But it *was* a tremendous construction project completed in a remarkably short time. While finding labor was no problem, one can imagine the stress inherent in overseeing the building. Constantly receiving threats of gruesome death, the managers must secure materials from distant lands while explaining their delays and expenditures to the king their lord, whose very son is dropping hints that dad might not be long for this world and it's better not to be too entangled with his pet project. What's a good Assyrian to do?

### ARKU SHA SHARRU-KIN

Two kings, both of common stock. One defeated the ancient land of Sumer and subjugated its gods; the other did the same to the Babylonians and Haldians. Both were conquerors, with grand empires that succumbed to outsiders after their deaths. Historians say Sargon II simply followed the image of his idol, but what if the truth is stranger? Rescued from the underworld by the god Ashur in a time of need, resurrected as an Assyrian military officer, Sargon has returned to create a new empire in the land between the rivers . . .

---

**“Get together your prefects plus the horses of your cavalry collection points immediately! Whoever is late will be impaled in the middle of his house, and whoever changes the [... of] the city will also be impaled in the middle of his house, and his sons and daughters will be slaughtered by his own order.”**

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**– Edict of Sargon II**

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when he relented and ended Shalmaneser's unpleasant tax and draft policies. With internal dissent quelled, Sargon began a reign of continuous warfare, starting with Marduk-apal-iddina (the Biblical Merodach-Baladan), a Chaldean usurper receiving Elamite aid in Babylon. Assyrian claims of victory aside, Babylon remained unbowed for the next decade after this assault, even as Sargon moved on to face the Haldians under Rusash I. After a few dramatic victories and some impressive tactical maneuvering, Sargon declared this battle won and Rusash dead. This proved to be another case of Assyrian propaganda, as Rusash's own records show this as a short-term success for him as well. Neither affair was truly settled until many years later. Sargon “took the hands of Bel” himself, finally reconquering Babylon in 710. In the next few years following that, a Haldia already weakened by the Assyrian wars fell to the neighboring Cimmerians, an event written about with no end of glee by Sargon's son, Sennacherib (Sin-ahhé-eriba).

While he spent most of his time out on campaign, against either the major powers mentioned already or marauding Medes, rebellious Syrians and any number of minor nations, Sargon also built a grand legacy in Assyria. He made use of huge slave-labor forces won during past conquests to build temples, palaces and even a new city, Dur-Sharrukín. Near Nineveh, this grand city was built within the span of a decade, a prodigious feat for the workmen of the period. Great as it was, it was only occupied for most of a year before abandonment after Sargon's death in 705. At the time of his death, in battle of course, the Assyrian empire was at its apex, spanning much of the Near East and ready for great success or failure.

### Encountered

Assyrian kings were always dangerous to be around; Sargon is no exception. While not as bloody as some of his immediate predecessors, he is still perfectly willing to order impaling or other grotesque executions for perceived failures. Many of his commands to underlings – even simple ones covering farming, or the mustering of small contingents of soldiers – are punctuated with a death threat. While there is no indication that Sargon kills for pleasure or in a capricious fashion, he certainly has a usurper's eye for disloyalty among his subjects.

Despite this sanguinary treatment of his servants, Sargon's missives show him as a contemplative ruler with some hints of compassion. He is perfectly willing to discuss things with his subordinates, and often congratulates them on good decisions or explains why he prefers a different course of action. His letters sound almost conversational, which makes the execution orders all the more disturbing.

It would seem that, to a fellow Assyrian, Sargon is simply a competent, normal monarch who expects that his will shall be done, and who has every right to punish bad service with traditional extremity if he judges it necessary. To outsiders, he might seem like an extremely dangerous, unpredictable despot – which is half right, at least.

– Alexander Shearer

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### Further Reading:

Olmstead, Albert *Western Asia in the Days of Sargon of Assyria*.  
Parpola, et al. *State Archives of Assyria, vol. I and V*.  
Roux, Georges *Ancient Iraq*.

# Nebuchadnezzar III (Nabu-kudurri-usur) | Total Points: 219½

Born late 7th century B.C.; died 562 B.C.

Age 30-40; 5'7"; 150 lbs. A fit middle-aged man with a substantial beard and short hair. Most of the time he will be wearing his circlet and royal robes. In the field, he prefers more appropriate garb; specifics depend on the region and the closeness of combat.

<b>ST:</b> 11 [10]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.5
<b>IQ:</b> 12 [20]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 6	<b>Parry:</b> 7	<b>Block:</b> 6

## Advantages

Charisma +2 [10]; Combat Reflexes [15]; Literacy [10]; Filthy Rich with Multimillionaire x2 [100]; Status 7\* [20].

\*Includes +3 from Wealth.

## Disadvantages

Duty (to Babylon, 15-) [-15]; Obsession (rebuild and increase the glory of Babylon) [-15].



## Quirks

Promotes the image of a just and law-abiding king; Emphasizes his Babylonian background, despite foreign roots. [-2]

## Skills

Administration-12 [2]; Animal Handling-12 [4]; Area Knowledge (Babylonian Empire)-12 [1]; Area Knowledge (City of Babylon)-12 [1]; Bard-12 [½]; Bow-11 [4]; Calligraphy-10 [1]; Cyphering-12 [1]; Diplomacy-13 [6]; History-11 [2]; Leadership-16 [6]; Riding (Horse, Stirrupless)-11 [2]; Savoir-Faire-14 [0]; Shield-11 [1]; Shortsword-12 [4]; Strategy-14 [8]; Teamster (Horses)-11 [1].

## Languages

Akkadian (native)-12 [0], Aramaic-12 [2].

This is Nebuchadnezzar during the midst of his reign. For a young Nebuchadnezzar leading armies for his father, eliminate some Status and Wealth, and add Heir. The Biblical “Nebuchadnezzar” has largely the same characteristics, save for a brief period of full-blown Severe Delusions, or possibly simple mourning. As with Sargon II, his Duty reflects the fact that, for him, kingship is a full-time job that it would be seriously dangerous to neglect.

## BIOGRAPHY

The king of the last and greatest independent Babylonian states was only the second in the brief Chaldean dynasty initiated during the fall of the Assyrian empire. His father, Nabu-apla-usur (Nabopolassar), led a rebellion in southern Iraq, eventually placing himself on the Babylonian throne in 626. No records have been recovered revealing Nebuchadnezzar’s birth, and all we know of his childhood is his presence at a temple dedication a few years into his father’s reign. In 607 he was named crown prince and began his military career in his father’s service, marching east while the main army was tied up elsewhere.

For the next several years, Nebuchadnezzar served as the general of the Babylonian field army. Most of the time was spent fighting in the western lands, especially against the Egyptian Pharaoh Nekau (p. EG61) and his Greek mercenaries. He had just administered a crushing defeat to the Egyptian army when he heard of his father’s death back in Babylon. Rather than leave the accession to chance, Nebuchadnezzar took the best of his troops and made record time back to the city, covering nearly 500 miles in as little as 14 days. Once there, everything went smoothly, and the reign of Nebuchadnezzar began.



## A BRIEF DYNASTY

It's hard to guess what might have happened without Nebuchadnezzar; for all we know, one of his younger siblings *might* have stepped in and acted exactly as he did. If, however, the nascent Chaldean dynasty had ended with the death of Nabu-apla-usur, the face of the Near East would be markedly different. There would be no Jewish exile, removing a whole body of Jewish and later Christian stories and ideas, and drastically changing the future of monotheism. Egypt could have had a second chance at conquering Syria, and the opportunistic Medes would not have pulled back after the destruction of Assyria. One might imagine decades of Egyptian-Median war across the Fertile Crescent.

## FAMILY BUSINESS

Nebuchadnezzar was well aware of the potential shakiness of his succession, and made a dramatic effort to return home before problems could arise. All indications are that his relatives back at home were content to wait for him to claim the throne. If, however, a younger brother had decided he might make a better king, things would quickly become rather interesting. Assuming he escaped ambush on returning to the city, Nebuchadnezzar would resume command of a large, experienced field army, presumably ready to back him in the impending siege of Babylon.

## HONORED GUESTS

Royalty from many nations and of all ages spent years in Babylon, as "guests" of the king. We know some of them rebelled when they returned to their native lands; whether any of them conspired while in Babylon is unknown. Certainly, groups of rulers from conquered lands, housed and schooled together, represent fertile ground for plotting, dark deeds and agitation.

## BABYLON, CITY OF THE GODS

It is a known fact that Nebuchadnezzar put a great deal of effort into rebuilding the temples of Babylon, making a painfully accurate reconstruction of the great ziggurat and collecting gods and relics (such as the temple instruments of the Jews). Maybe he made a deal of a more supernatural sort, building up the power of Marduk and the gods of Babylon as he increased his own. (One may note that, by contrast, the dedicated monotheist Nabu Na'id ruled over the downfall of the Babylonian empire.) Alternatively, one might wonder why such care was put into exactly recreating the ziggurat. Maybe the aliens require such precision for their matter transmission systems . . .

The bulk of Nebuchadnezzar's effort as king was split between restoring Babylon the city and Babylon the empire. He was repeatedly obliged to show force throughout his kingdom, besieging Syrian cities and suppressing Arab raiders along key trade routes. One key western city was Jerusalem, which created such problems for Nebuchadnezzar that he finally moved against it and conquered it in 597. Here, as elsewhere, he continued his father's policy of deporting large numbers of artisans and upper-tier citizens back to Babylon. Though war was not constant, Nebuchadnezzar frequently had to act against rebellious provinces on all sides of his empire, including spot insurrections backed by the Egyptians. Zedekiah, a king chosen for Jerusalem by Nebuchadnezzar, rebelled one last time in 588, resulting in the crushing conquest of his city.

Nebuchadnezzar had great plans for the city of Babylon (Babilim), many of which came to fruition in his lifetime. His father had started repairing the damage caused by the Assyrians years before; Nebuchadnezzar directed a massive portion of Babylon's resources toward rebuilding the city and making it the definite center of the empire. He had the canals and moats cleaned and rebuilt, restoring the city's defenses. The temple districts were entirely refurbished, including the incredible job of reconstructing the famous ziggurat, badly damaged by intentional flooding earlier. Various deportees, ranging from Jews to Elamites, worked on the temples, walls, canals and gardens of the city.

The political health of the empire was a pressing concern as well. Nebuchadnezzar was the first king in recent history actually to live in Babylon, rather than some nearby city. He also collected the youthful heirs to the many vassal kingdoms under his rule, in hopes of indoctrinating them before they returned to succeed to their thrones. Unfortunately, he was unable to ensure the competence of his own son, who ruled a bare few years after Nebuchadnezzar's death in 562.

*The Biblical Account*

As the main figure responsible for the Exile, it is unsurprising that Nebuchadnezzar is mentioned often in the Old Testament (as "Nebuchadnezzar"). The accounts in 2 Kings, 2 Chronicles and elsewhere are largely historical in nature and match well with the Babylonian chronicle that recorded much of Nebuchadnezzar's reign. His role, and that of Babylon, in destroying Jerusalem certainly earned Babylon its place in Jewish and later Christian apocalyptic writings. The account of Nebuchadnezzar in Daniel is much shakier, since it contradicts both known history and the prior Old Testament accounts. The Babylonian monarch presented may actually be Nabu Na'id (Nabonidus), the would-be monotheist who spent seven years in exile and was the last king of independent Babylon.

*Encountered*

An imposing man used to campaigning and kingship, Nebuchadnezzar is still open to advice, assuming he can use it to meet his goals. He wants a just government and an orderly empire, but he's willing to go to war and kill or deport quite a few people to reach those goals. While he treats what are functionally royal hostages as honored guests, putting the younger ones through scribal school in hopes of advancing the empire, he can be brutal to those who unwisely oppose him.

— Alexander Shearer

*Further Reading:*

Roux, Georges *Ancient Iraq*.

Wiseman, D.J., *Nebuchadnezzar and Babylon*.

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**“Flee, get you far off, dwell deep, O ye inhabitants of Hazor, saith the LORD; for Nebuchadnezzar king of Babylon hath taken counsel against you, and hath conceived a purpose against you.”**

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— *Jeremiah 49:30*

Born c.570 B.C.; died c.480 B.C.

Age 60; 5'7"; 150 lbs. An old Greek with a beard and mustache and a striking birthmark on one thigh.

<b>ST:</b> 10 [-]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.5
<b>IQ:</b> 14 [45]	<b>HT:</b> 11 [10]	<b>Move:</b> 6
<b>Dodge:</b> 5		

## Advantages

Ally Group (Pythagorean school; medium-sized group, 12-) [40]; Comfortable Wealth [10]; Literacy\* [0]; Longevity [5]; Mathematical Ability [10]; Reputation +4 (among devotees of his ideas, as an almost-mythic figure) [7]; Status 1 [5].

\*Free from Status; see p. GR72.

## Disadvantages

Disciplines of Faith (Pythagorean vows – see below) [-10]; Reputation -2 (among rivals, local nobles, and many citizens of Croton, as a crazy elitist) [-5].

## Quirks

Abstains from beans; Accepts women into his school; Believes that “All is Number”; Humble, and disdains honors; “Remembers” facts from past lives. [-5]

## Skills

Area Knowledge (Croton)-13 [½]; Area Knowledge (Samos)-13 [½]; Astrology-12 [1]; Bard-12 [½]; Cyphering-17 [1]; History-12 [1]; Leadership-14 [2]; Literature-12 [1]; Mathematics-18 [6]; Musical Instrument (lyre)-13 [2]; Naturalist-11 [½]; Philosophy (Pythagorean)-16 [8]; Poetry-13 [1]; Research-12 [½]; Riding (Horse, Stirrupless)-10 [1]; Running-10 [2]; Savoir-Faire-16 [0]; Teaching-14 [2]; Theology-12 [1] Wrestling-10 [1]; Writing-12 [½].

## Languages

Greek (native)-14 [0]; Egyptian-13 [1]; Persian-12 [½]; Aramaic-12 [½].



The historical evidence on Pythagoras is sketchy. He left no writings that survive today, and many reports of him are contradictory. Many of his followers wrote worshipfully of him: there are some that claim he invented the lyre, walked on water, and ascended bodily into

heaven, among other deeds. Although Aristotle wrote a biography of Pythagoras, it has since been lost. Due to these uncertainties, historians disagree on even such facts as his dates of birth and death by up to 20 years.

Pythagoras was said to have been a champion athlete as a child and young man; his athletic skills and physical abilities would certainly have been higher then, but will have deteriorated through disuse. His school verged on a religious order; he might arguably almost qualify for Religious Rank. He is said to have avoided eating beans because the juice they gave off when cooked resembled blood, and hence he equated them to meat; it has also been suggested that he may have been allergic to them.

## BIOGRAPHY

Pythagoras was born in Samos, Greece, the son of a successful merchant from Tyre. As a child, he and his father, Mnesarchus, traveled widely. Pythagoras was very well educated, and was taught by the philosophers Pherekydes, Thales, and Anaximander, from whom he picked up an interest in mathematics and astronomy.

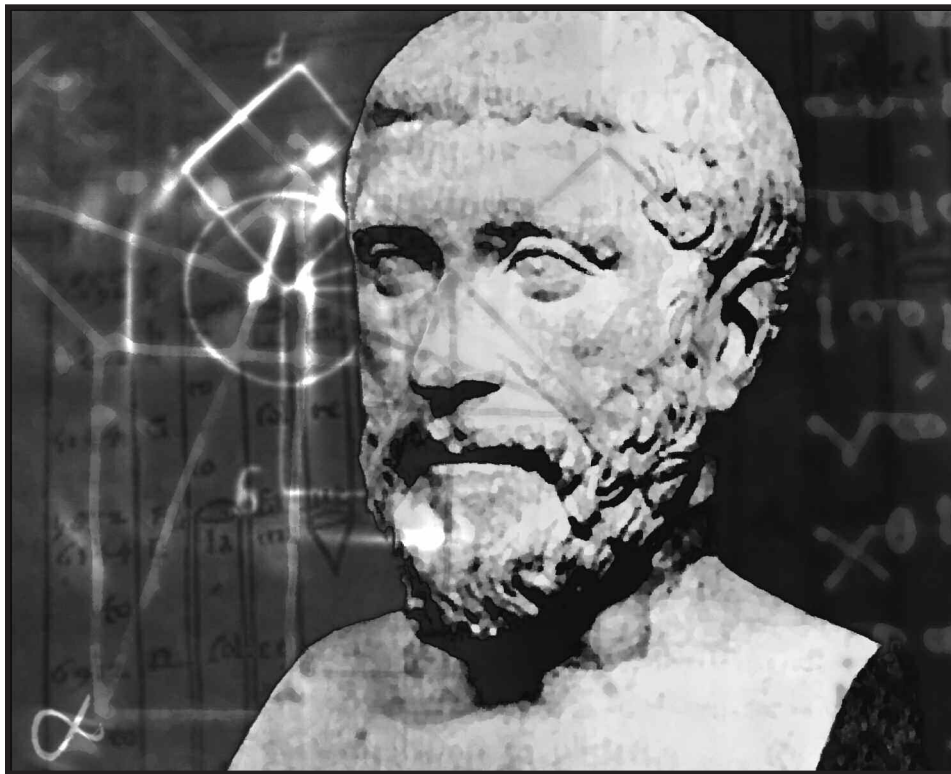
Around 535 B.C., Pythagoras left Samos when Polycrates seized control of the city. He moved to Egypt, where he was accepted into the Egyptian priesthood. Here he not only learned Egyptian mathematics, philosophy, and astronomy, but also adopted many customs from the Egyptian priests (such as a desire for purity and secrecy and a refusal to wear animal skins) that he would later adopt in his own school.

In 525 B.C., Cambyses II, the king of Persia, invaded Egypt with the aid of Polycrates. Pythagoras was taken prisoner and brought to Babylon, where he mastered the advanced Babylonian mathematics.

It is unclear how, but Pythagoras somehow obtained his freedom, and returned to Samos for a period of two years before moving to southern Italy in 518 B.C. There, in a city called Croton, he created a school that obtained almost 600 followers. The students had to follow strict rules. They were required to become vegetarians (due to Pythagoras' belief in reincarnation), had to take a vow of silence for the first five years of their membership as well as a vow of loyalty and secrecy, and took no credit for their work, giving all the prestige to the group. Sobriety and temperance were firmly stressed. On the other hand, the Pythagorean school was the first institute of higher learning to accept women as students or instructors. Several female Pythagoreans later became notable philosophers.

The Pythagoreans believed strongly in the importance of numbers, and assigned each number certain characteristics. Odd numbers were considered male and even ones female. 1 stood for unity, harmony, and purity. 4 represented justice, and 10 was the holiest number and the sum of all nature because 10 equals 1+2+3+4 (the point, line, plane, and solid, according to the Pythagoreans). Pythagoras' discovery of





## WHAT IF?

Despite his intelligence, Pythagoras was ignored by many of his contemporaries. His vegetarianism and the moral code of his school were denounced by many. For this reason, preventing him from creating his school would not have a large effect on ancient history, although it might slow mathematical research later on.

(Most of Pythagoras' ideas were at least true in a way; material structures do often have resonant frequencies, analogies to such concepts might be identified in atomic physics, and the orbits of the planets do have regular periods. All is indeed Number, perhaps – but on scales that Pythagoras could never have imagined. How far he actually influenced later science is another matter.)

Anyway, it would be fairly easy for a determined time-traveler to eliminate Pythagoras. War is a risky business. If he had been killed during Cambyses' invasion of Egypt, Persia would simply have had one less prisoner.

### MATHEMATICAL MAGERY

The Pythagoreans thought that they could control the universe through the numbers that it was based upon. What if they were right? Historically, they managed to conceal the existence of irrational numbers for many years, going so far as to kill one Pythagorean, Hippasus, because he threatened to reveal the secret. It's not much of a leap from there to assume that they could conceal their magical knowledge from an unsuspecting world. Their lore may lie at the secret intersection of physics, philosophy, and Hermetic magic.

Try to find any elementary geometry textbook without the Pythagorean Theorem and you will understand how far Pythagoras' influence reaches. The Pythagoreans created the theory of the counter-earth (a planet out of sight behind the back side of the Earth – Aristotle accused them of inventing it to bring the number of celestial bodies to exactly ten), their badge was the pentacle, and nobody is exactly sure how Pythagoras died. Sound suspicious? Alternatively, Pythagoras might provide the branch-point for an alternate universe in which a mathematical-mystical magic becomes publicly known and eventually commonplace (and irrational numbers are symbols of diabolical evil).

In a universe where Pythagorean magic exists, music would certainly have special powers as well. Each chord would have a certain magical aspect; the Greeks held that certain tetrachords were associated such things as virility, grief, or despair. Hidden subliminal messages in a song are the least of your worries when musical notes themselves can alter reality!

the mathematics behind the musical scale and the ratios between the lengths of the strings on a lyre further strengthened the Pythagorean belief that all things are numbers.

Pythagoras made several other advances in mathematics and science – in fact, it was he who first coined the words *mathematics* (that which is learned) and *philosophy* (the love of wisdom). The Pythagorean Theorem relating the side lengths of a right triangle still bears his name and is omnipresent in geometry. This theorem also led to the discovery of irrational numbers, which the Pythagoreans suppressed as being symbolic of the unspeakable.

Pythagoras was also the first to declare the Earth to be a sphere. He is claimed to have discovered this by seeing the Earth's shadow on the moon during a lunar eclipse. However, he still believed strongly in a geocentric universe. He also applied his discoveries in music to his astronomical theories. This was the source of his idea of the "Music of the Spheres." This theory proposed that the crystal spheres in which the planets were imbedded slowly moved and that their friction produced an exquisite, ethereal harmony too beautiful for humans to hear.

Around 508 B.C., a noble from Croton led a purge of the Pythagorean school after its members fell under attack for being elitists who considered themselves above the populace. Pythagoras was forced to flee to Metapontium, where he died at almost 100 years of age. Historians disagree as to the time and cause of his death; one theory is that he committed suicide because of the attack on his school.

### Encountered

Pythagoras, although very intelligent, is also very mystical. His beliefs might be disconcerting or even irritating to those who do not agree with his views. Still, he is said to be honest and friendly, even toward strangers. He is always very kind to animals, in case the animal possesses the soul of a deceased friend.

– Sam Lindsay-Levine

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#### Further Reading:

Gorman, Peter. *Pythagoras: A Life*.

Valens, Evans. *The Number of Things*.



# Archimedes

Total Points: 84

Born 287 B.C.; died 212 B.C.

Age 70; 5'8"; 150 lbs. An elderly man with a beard and long but receding hair, once dark but whitened by age, and a pre-occupied expression, dressed in good-quality Greek clothing.

<b>ST:</b> 8 [-15]	<b>DX:</b> 10 [-]	<b>Speed:</b> 4.5
<b>IQ:</b> 16 [80]	<b>HT:</b> 8 [-15]	<b>Move:</b> 4
<b>Dodge:</b> 4	<b>Parry:</b> 5	<b>Block:</b> 5

## Advantages

Comfortable Wealth [10]; Literacy\* [0]; Mathematical Ability [10]; Patron (Hieron of Syracuse, 12-) [30]; Reputation +1 (brilliant artificer) [5]; Reputation +2 (peerless mathematician, among intellectuals) [5]; Single-Minded [5]; Status 3 [15].

\*Free from Status; see p. GR72.

## Disadvantages

Absent-Mindedness [-15]; Age (70) [-60]; Code of Honor (Greek gentleman) [-10].

## Quirks

Doesn't value his own inventions highly; Draws diagrams everywhere. [-2]

## Skills

Armoury (specialized in siege engines)-15/21 [2]; Astrology-15 [2]; Cyphering-20 [2]; Engineer (primitive machines)-20 [12]; Mathematics-22 [10]; Mechanic (primitive machines)-16 [0]; Physics-18 [8]; Savoir-Faire-18 [0]; Shield-10 [1]; Spear-10 [2]; Teaching-15 [1]; Writing-15 [1].

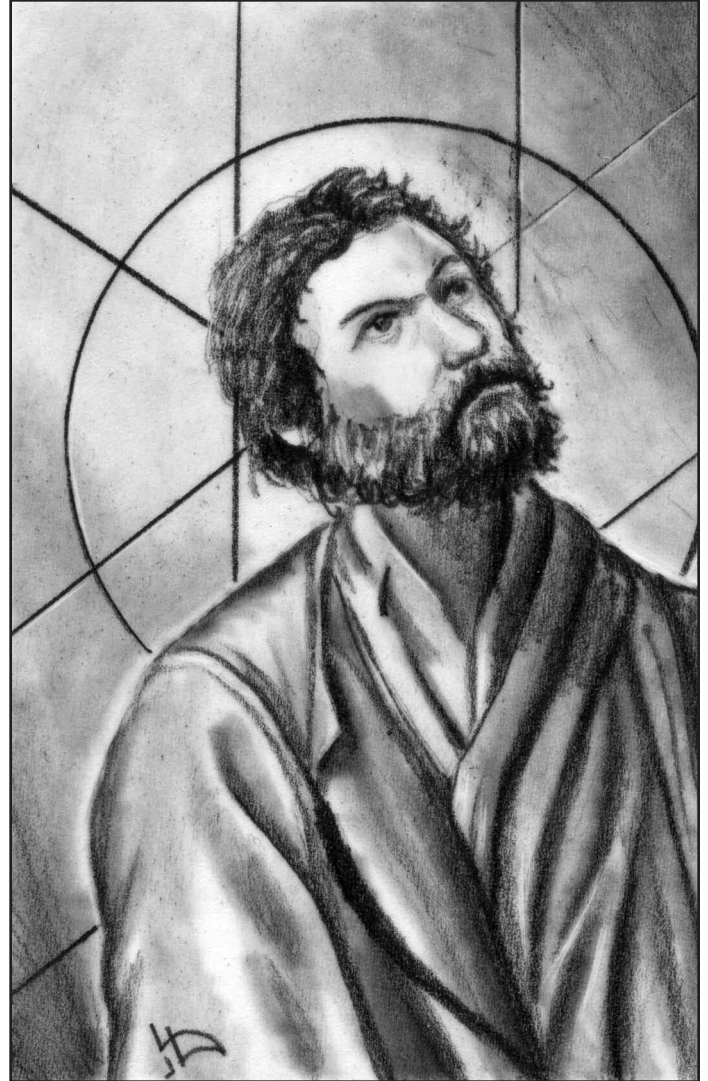
(All skills are learned at TL2 where appropriate.)

## Languages

Greek-16 (native) [0].

A first note; if the GM considers that Gadgeteer is a "realistic" advantage, it *must* be applied to Archimedes; few other historical characters merit it more.

The above is Archimedes near the end of his life, one year before Hieron's death (which will replace his Patron with other Syracusan rulers, but with lower frequency) and five years before his own; his ST and HT have been reduced by age. This version is actually somewhat conservative; a cinematic Archimedes might have Gadgeteer at 50 points, Lightning Calculator, and a level of Manual Dexterity. Such a version of Archimedes might actually be capable of the extraordinary feats attributed to him in legend, such as assembling men with polished shields on the walls of Syracuse to set fire to a Roman fleet. Stories from Arabic sources of his regulating the flow of the Nile during his



studies in Egypt might be true as well. A cinematic Archimedes might be capable of building nearly any device that characters in a Greek or Roman campaign could reasonably envision. A more extreme version might also have High Technology.

## BIOGRAPHY

Archimedes was the son of Phidias of Syracuse, an astronomer, and was related to Hieron II, who became the tyrant of Syracuse in 270 B.C. after a military victory. During his youth, Archimedes studied mathematics in Alexandria, Egypt, and he always remained friendly with the fellow scholars he met there. Eventually, however, he returned to his native city, where he lived the rest of his life.

His primary interest was pure mathematics, presented in a highly abstract style, but including the proof that the ratio of a sphere to an enclosing cylinder is 2:3 and approximations for pi and square roots. However, it was his achievements in physics and engineering that made him famous. Many of these were at

## WHAT IF?

One interesting way to lessen Archimedes' historical impact might be an indirect strategy: preventing Hieron from rising to rule Syracuse. Apparently neither he nor Archimedes was originally from an aristocratic background; Hieron's military and political skill brought him to the point where he could be Archimedes' patron. A lost battle, or failure to find a high-born wife, could have kept him out of office. Archimedes might not have returned home without a wealthy relative there, but stayed in Alexandria and taught; or if he had come back to Syracuse, he might have achieved far less technologically without Hieron challenging him to prove his ingenuity. Either way, he might have favored pure mathematics more, at the expense of physics and engineering. Conversely, though he was old when he died, Archimedes could have survived a while longer given a little less obsession or a calmer captor. Marcellus wanted to talk to him; could he have been convinced to transfer his services to Rome?

### DAEDALUS

A cinematic Archimedes (or one with access to a little fantasy-campaign magic) might be able to invent potent and anachronistic devices, from gliders to armored automata. Player characters might be sent on missions where they would encounter these – say, as a Roman combat team trying to take Syracuse. Alternatively, Archimedes might serve as a Patron, coming up with devices that could be carried on combat or intelligence missions. If the characters belonged to an Illuminated secret society, this might provide an explanation for later history not knowing about these more powerful inventions, except as misattributed legends. Being interested only in pure mathematics might be no more than a cover story.

For a wilder fantasy version, Archimedes could be made into a philosopher-magus, wielding arcane geometrical symbols and mind-twisting mathematics. (The geometric game known as “stomachion,” or Archimedes' Box, could turn out to contain some strange secrets.)

### HUBRIS AND NEMESIS

Greek legend contains many stories of mortals who dared to rival the gods and were punished for it – Aesculepius raising the dead and being struck down at Hades' urging, for example. What if Archimedes' many inventions stung Hephaistos' jealousy? A mortal with a god as Enemy is in serious trouble. Could there be any escape for Archimedes? Perhaps an oracle might give him “Twelve Labors of Archimedes,” sending him (and, doubtless, a band of PC helpers) off on wild gadget-aided quests.

the request of Hieron, including his discovery of the laws of hydrostatics and his invention of a machine by which one man could launch a ship, which provoked his famous remark, “Give me somewhere to stand and I will move the Earth.” He became equally famous for his eccentricities, such as leaping from his bath after working out the laws of hydrostatics to run naked through the streets shouting “I've found it!” (“Heureka!” in Greek), or his drawing geometric diagrams on any convenient surface, from the dirt in the roads to the oil on his own skin after a bath. (A comic-cinematic version of Archimedes could have diagram-drawing as Compulsive Behavior or even an Odious Personal Habit.)

Late in his life, Syracuse became entangled in the Punic Wars; Hieron had accepted Roman dominance, but his heir Hieronymos began negotiations with Carthage. The Romans arranged Hieronymos' assassination and eventually sent Marcellus, one of their best generals, to capture the city. The citizens pleaded with Archimedes to aid them. He did so, laying out fortifications and building catapults, cranes, and reportedly a device for setting fire to Roman ships. (The last has been variously guessed to have been an array of mirrors to focus the sun – which is theoretically *just* possible – or some kind of incendiary weapon.) Marcellus made a strategic retreat, but was able to return when the Syracusans, celebrating their victory, were off guard. Archimedes, engrossed in a mathematical problem, did not notice the Roman attack until a soldier tried to take him prisoner and, finding him uncooperative, killed him. Marcellus, who had given orders that he be treated with honor, arranged for his burial, giving him the tomb that he had wanted, inscribed with a diagram of a sphere within a cylinder and the ratio 2:3.

## Archimedes in History

Archimedes systematized everything other Greek mathematicians had achieved before him and anticipated the work of modern mathematicians such as Newton (p. 66), including the integral calculus and infinite series. He defined the basic laws of hydrostatics and did important work in other branches of physics and astronomy. His ingenuity in designing mechanical devices struck his contemporaries as nearly miraculous and was wildly exaggerated, but not immediately imitated. (One invention credited to him, the water-moving device known as the Archimedean Screw, remains in use to this day.) He certainly helped to develop the theoretical basis for engineering. Perhaps equally important was his nearly mythic standing as an inventor. He became the prototype for heroic visions of technological ingenuity; visionaries from Roger Bacon and Leonardo da Vinci to Hugo Gernsback were in his debt.

## Encountered

Archimedes is something of a paradox. On one hand, he is a brilliant engineer, able to solve virtually any practical problem within the reach of available technology (TL2 in *GURPS* terms) through a sophisticated understanding of mechanics, hydraulics, and optics. On the other, he considers such practical tasks uninteresting and undertakes them mainly because other people ask or challenge him to do so. He really lives in a world of mathematical abstractions. Characters who can join him there will gain a measure of his respect, especially if one of them thinks of something new to him; others will be dismissed, more or less brusquely, though he will be polite to Greeks of his own social class. In a certain sense, the whole world to Archimedes is just a place for his diagrams.

– William H. Stoddard and James Upp

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### Further Reading:

Bell, E.T.: *Men of Mathematics*.

Dijksterhuis, E.J.: *Archimedes*.

Heath, T.L.: *The Works of Archimedes with the Method of Archimedes*.

Wilson, Alistair Macintosh: *The Infinite in the Finite*.



# Hannibal

Total Points: 287½

Born 247 B.C.; died 183 B.C.

Age 31; 5'9"; 155 lbs. A weathered Semitic man with curly black hair, usually dressed in a dark mantle and head-cloth and Spanish riding boots; in battle, armed with gold-inlaid weapons and wearing a combination of Roman and Greek-style armor.

<b>ST:</b> 11 [10]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.75
<b>IQ:</b> 13 [30]	<b>HT:</b> 12 [20]	<b>Move:</b> 5
<b>Dodge:</b> 6	<b>Parry:</b> 8	<b>Block:</b> 7

## Advantages

Charisma +1 [5]; Combat Reflexes [15]; Cool [1]; Filthy Rich [50]; Fit [5]; Literacy [10]; Military Rank 8 [40]; Reputation +4 (among Rome's subject states, as a liberator; 10-) [5]; Status 5\* [5].

\*Includes +3 for Military Rank and +1 for Wealth.

## Disadvantages

Broad-Minded [-1]; Careful [-1]; Code of Honor (Personal) [-10]; Intolerance (Romans) [-5]; No Depth Perception [-10]; Reputation -4 (from Romans, as "the Mad Carthaginian," a threat to Rome) [-10]; Sense of Duty (Patriotism) [-10]; Vow (never yield to Rome) [-10].

## Quirks

Doesn't eat or drink for pleasure; Likes to write but seldom finds time; Pays homage to Greek and Canaanite deities, but isn't particularly superstitious; Sees himself as a rival of Alexander and Pyrrhus; Tempers taciturn and uncongenial nature with sardonic wit. [-5]

## Skills

Administration-13 [2]; Area Knowledge (Italy)-18 [10]; Area Knowledge (Spain)-15 [4]; Armoury-11 [½]; Bard-14 [2]; Camouflage-12 [½]; Climbing-9 [½]; Cyphering-12 [½]; Diplomacy-13 [4]; Disguise-11 [½]; Hiking-14 [8]; History-10 [½]; Intelligence Analysis-14 [6]; Intimidation-11 [½]; Leadership-19 [12]; Literature-10 [½]; Psychology-11 [1]; Riding (Elephant)-9 [½]; Riding (Horse, Stirrupless)-14 [16]; Sacrifice-10 [½]; Savoir-Faire-15 [0]; Savoir-Faire (Military)-18 [10]; Shield-13 [4]; Shortsword-13 [8]; Spear-14 [16]; Spear Throwing-12 [2]; Stealth-9 [½]; Strategy-18 [8]; Survival (mountains)-11 [½]; Survival (plains)-12 [1]; Swimming-10 [½]; Tactics-20 [18]; Teaching-12 [1].

## Languages

Punic (native)-13 [0]; Belearian-11 [½]; Celtiberian-11 [½]; Greek-12 [1]; Italian Gallic-11 [½]; Latin-12 [1]; Spanish Gallic-11 [½].

This is Hannibal after the battle of Cannae in 216 B.C. He is blind in one eye; if this causes a "lazy eye," No Depth Perception should be replaced with One Eye to reflect the reaction penalty such a condition brings. He has Savoir-Faire familiarities for most Mediterranean cultures, but doesn't learn Carthaginian manners until his stint in government. His Code of Honor governs his war practices; he avoids unnecessary battles, fights alongside his men, gives fallen enemy generals proper burial, and treats captives (even Romans) well.

After his exile from Carthage, Hannibal's negative Reputation changes to a major Enemy disadvantage; the Romans feared or hated him so much they hunted him down.

## BIOGRAPHY

Hannibal was raised in the army of his father, Hamilcar Barca, Carthaginian general of the First Punic War. Legend states that when he was 11, Hannibal's father had him swear never to yield to Roman rule. In 236, Hannibal accompanied his father's army to Spain; then, in 221, after his father and brother-in-law Hasdrubal had died, the army unanimously elected Hannibal general. In 220, Hannibal attacked Roman-allied Saguntum, and Rome and Carthage mutually declared war. Hannibal left his Spanish wife and son behind and charged his brother Hanno with command in Spain. He then made one of the most audacious military moves in history: he led his army (which included 37 elephants) across the Alps into Italy.

The mountain journey depleted Hannibal's forces significantly, but with each victory over Roman forces, more tribes came to his banner. While crossing the marshes of the lower Arno that Spring, Hannibal sickened and lost sight in one eye. The Carthaginian defeated several Roman generals, forcing Rome into appointing a dictator, Fabius "the Delayer," for the first time in its history. Fabius adopted an effective strategy of harassment (though Hannibal sometimes turned his caution against him in battle).

By 216, Rome returned to the two-consul system (splitting the army). That June, Hannibal crushed 50-70,000 Romans at Cannae, the greatest defeat in Roman history.

Hannibal lacked adequate siege machinery, so he could not follow up his success by attacking Rome. Several towns welcomed him, however, and he entered an alliance with Philip V of Macedon. Over the next 14 years, he adopted a defensive position, and, though never defeated, he gained and lost cities, saw his number of veteran soldiers dwindle away, and was left with only southern Italy by 209. Meanwhile, the Romans were learning from Hannibal and modernizing their tactics. One of these new-style generals was Scipio; when he attacked Carthage in 202, Hannibal was called home. Hannibal marched to Zama to face Scipio, who



## WHAT IF?



### VICTORY!

What if Hannibal had succeeded in defeating Rome completely? The peace agreement he would impose would call for a return to the status quo before the First Punic War. Rome's domains would be reduced to the city and minimal surrounding territories, and all its allies and conquered peoples would be freed. Carthage would retain its mercantile empire at its height and would probably expand further along the Atlantic coast. However, this situation might only last until Hannibal's death, after which Rome would be able to expand once more. And strangely, the cultural impact on history of a more enduring Carthage might be relatively small; Semitic influences would be a bit stronger, but the unsympathetic gods of Canaan would probably not replace the popular pantheon of the Greeks. Likewise, Greek cultural influence would prevail on any Carthaginian empire as it did in Rome; Carthage had little culture of its own, instead adopting most innovations from the Greeks.

### ARCHIMEDES

One of Hannibal's greatest weaknesses was his lack of siege machinery – arguably, if he had had such, he would have been able to capture Rome (or any other city of the time, for that matter). So what if he had had a little help? When Roman troops appeared at the walls of Syracuse, the people cried out to Archimedes (p. 14) to help defend them. Polybius and Livy describe several advanced machines created by Archimedes for this purpose, many of them machines of siege warfare. In a less-than-serious campaign, the GM might send a group of PCs to Syracuse to convince Archimedes to come to Hannibal's aid. If they succeed, the course of history could change significantly – teamed up with Archimedes, Hannibal might prove unstoppable.

### BOGEYMAN

GMs trying to place Hannibal in a magical or mythic campaign should have little trouble. He was not overly superstitious, though he did keep a few seers and astrologers in his company. He also paid homage to two pantheons, those of the Canaanites and Greeks. Another interesting fact is that one of his Greek tutors and secretaries was named Silenos, the same name as the tutor of Bacchus. After his death, Roman mothers would frighten their children by saying “Hannibal is at the gates!” An old wives' tale, perhaps. Unless the GM decides it *isn't* . . . Perhaps Hannibal could return from death as a revenant (see pp. UN73-74).

ironically knew the terrain much better than the Carthaginian. Hannibal tried to negotiate favorable peace terms to no avail. Hannibal's army was defeated soon after.

Hannibal resigned as general and convinced Carthage to make peace. He was appointed chief magistrate and set about reconstructing the Carthaginian mercantile empire and restructuring the government. He made enemies among the hereditary nobles and the wealthy, and in 195, they convinced Rome that Hannibal had been conspiring with Rome's enemy, Antiochus the Great of the Seleucid Empire. Hannibal was declared an enemy of Rome and fled, eventually making his way to the court of Antiochus. The king placed Hannibal in command of a fleet of ships, an alien position to the expatriate Carthaginian, and Hannibal's fleet was overcome while trying to break a Roman blockade. When Antiochus finally succumbed to Rome, Hannibal was part of the war indemnity. He fled again and again, always keeping one step ahead of his pursuers. Finally, in 183, he took poison.

### Encountered

At first, Hannibal seems a stoic commander whose only friends are his brothers and generals. Over time, however, his wry sense of humor and keen intellect emerge. He is an entirely honorable opponent, and the Romans who face him cannot help but admire his courage and ability. Player characters traveling with his army may meet him without knowing – he often goes disguised among his soldiers to gain an idea of morale (and to avoid assassination attempts).

Hannibal is a canny, flexible commander, who switches tactics between battles to confuse his opponents, uses poor-quality troops to excellent effect, studies enemy generals to exploit their psychology, sometimes employs guerrilla tactics, and exploits terrain or darkness to full effect. Scipio had to adopt Hannibal-style tactics to defeat him. GMs should assume that, in any fight, Hannibal will exploit *all* his advantages to the full.

– Brian C. Smithson

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### Further Reading:

Bradford, Ernle: *Hannibal*.

Connolly, Peter: *Hannibal and the Enemies of Rome*.

Lamb, Harold: *Hannibal: One Man Against Rome*.



# Cleopatra

Total Points: 191½

Born c.69 B.C.; died 30 B.C.

Age 37; 5'5"; 125 lbs. An aristocratic Greek woman with an extravagant hairstyle, large brown eyes, a small mouth, and a long, narrow nose.

<b>ST:</b> 9 [-10]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5.25
<b>IQ:</b> 14 [45]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 5	

## Advantages

Ally (Marcus Antonius, 9-) [10]; Charisma +3 [15]; Cool [1]; Language Talent +1 [2]; Literacy [10]; Filthy Rich with Multimillionaire x2 [100]; Status 8\* [25]; Voice [10].

\*Includes +3 from Wealth.

## Disadvantages

Bully [-10]; Compulsive Spending [-5]; Duty (to Egypt, 9-) [-5]; Enemy (Octavius, 6-) [-20]; Obsession (regain Ptolemaic empire) [-15]; Odious Personal Habit (amoral arrogance) [-10]; Reputation -4 (to Romans, as a dangerous, manipulative foreign queen) [-10]; Sense of Duty (to her children) [-5]; Stubbornness [-5].

## Quirks

Equates herself with Isis; Fond of literature and philosophy; Highly active sense of humor; Jealous of other women; Thinks poorly of non-Greeks. [-5]

## Skills

Administration-12 [½]; Appreciate Beauty-12 [1]; Area Knowledge (Alexandria)-13 [½]; Artist-11 [½]; Astrology/TL2-11 [½]; Bard-17 [½]; Boating-9 [0]; Carousing-12 [4]; Cyphering-14 [1]; Dancing-10 [2]; Diagnosis-11 [½]; Diplomacy-13 [½]; Economics-12 [1]; History (specialized in Ptolemaic dynasty)-12/18 [2]; Literature-13 [2]; Make-up/TL2-13 [½]; Mathematics-12 [1]; Musical Instrument (Seven-Stringed Lyre)-11 [½]; Performance/Ritual (Egyptian)-12 [½]; Philosophy (Classical Greek)-14 [4]; Physician-11 [½]; Poetry-12 [½]; Poisons-11 [½]; Politics-12 [½]; Riding (Horse, Stirrupless)-13 [16]; Savoir-Faire-16 [0]; Sex Appeal-16 [8]; Shortsword-11 [4]; Singing-12 [½]; Strategy (land)-12 [1]; Strategy (naval)-11 [½]; Swimming-11 [2]; Theology-13 [2]; Writing-12 [½].

## Languages

Greek (native)-15 [0]; Aramaic-13 [½]; Egyptian-13 [½]; Ethiopian-13 [½]; Hebrew-13 [½]; Median-13 [½]; Parthian-13 [½]; Syrian-13 [½]; Troglodyte-13 [½].

This is a fairly conservative picture of Cleopatra when she is ruling the east in alliance with Marcus Antonius. Assessments of her beauty vary; artistic representations of the period were stylized and formalized, and she became a legend even in her own lifetime. She was probably *not* stunning, but switching one level of Charisma to Attractive Appearance could easily be justified. (The legendary, cinematic Cleopatra might be Very Beautiful, with Sex Appeal-18 and Erotic Art-15.)

## BIOGRAPHY

Cleopatra was born in 69 B.C. in Alexandria, Egypt, the biggest, most prosperous city in the world. She was Greek by descent, not Egyptian; the Ptolemies had ruled Egypt since the death of Alexander (pp. WWi24-25) in the third century B.C. Cleopatra was given a rigorous education; the greatest lesson she learned was that the Ptolemaic empire had once extended well beyond Egypt. Her consuming ambition was to restore it.

Her rise to power was shaky. As a teenager, she saw two older sisters murdered in an attempt to overthrow their father the king. When he died in 51 B.C., Cleopatra became queen. As dictated by law, she married her brother Ptolemy XIII. Two years later, her brother's allies forced her off the throne, and she fled Egypt. The disruption brought Julius Caesar (pp. WWi28-29) to Alexandria in 48 B.C. to settle the dispute. Cleopatra sneaked past her brother's armies to meet Caesar; according to legend, she was smuggled into the palace rolled in a carpet.



Caesar and Cleopatra became lovers, and he returned her to the throne. Her brother challenged the ruling, but Caesar's troops put the insurrection down. Ptolemy died, so Cleopatra wed her younger brother, Ptolemy XIV. Caesar stayed with Cleopatra, and their affair continued until he left in 47 B.C. Within months, Cleopatra gave birth to a son, popularly known as Caesarion. Cleopatra envisioned her restoration of the Ptolemaic empire with Caesar at her side, and in 46 she traveled to Rome, hoping Caesar would acknowledge the child as his heir. He did not, and Cleopatra's presence in Rome was unpopular. That, combined with other issues, probably contributed to Caesar's assassination in 44 B.C. Cleopatra returned to Alexandria, murdered her brother, and made Caesarion her co-ruler.

Amidst the fallout from Caesar's death, Cleopatra looked for allies; in 41 B.C. she found one in Marcus Antonius (Mark Antony), one of the triumvirs competing for the empire. The high-spirited Antonius and Cleopatra became lovers, publicly identifying themselves with Dionysus and Aphrodite. Antonius had a Roman wife (of whom Cleopatra was intensely jealous) but spent most of his time between campaigns in Alexandria. His goal was to conquer the east with Egypt's aid.

In 40 B.C., the triumvirs carved the empire into territories; Antonius took the east, and Octavius (Octavian), Caesar's nephew, the west. Also that year, Cleopatra gave birth to twins by Antonius. Over the next several years, Antonius and Cleopatra fought several campaigns in the east, all the while straining relations with Octavius' Rome. In 34 B.C., Antonius returned to Egypt after annexing Armenia and hosted a victory procession known as the Donations of Alexandria; he awarded large territories to Cleopatra and her children. She was ecstatic; the Ptolemaic empire had regained its glory. In Rome, however, Antonius' giving the Empire away to an eastern queen was not popular.

By 32 B.C., war broke out. The forces met in Greece the next year, where Octavius' admiral Agrippa defeated Antonius and Cleopatra's naval forces at Actium. They fled back to Alexandria to make a stand; Antonius still believed he could win a land engagement. By the summer of 30 B.C., Octavius reached Egypt, and Cleopatra, intent on preserving the Ptolemaic legacy, offered to abdicate if Octavius spared her children. But Octavius wasn't content to let any potential rivals live. During fighting, Antonius heard that Cleopatra was dead and fell on his sword. She was not dead, however, and he was taken to her – barricaded in her tomb – where he died in her arms. She was captured by Octavius, who annexed Egypt personally, executed Caesarion, but spared Cleopatra's children by Antonius. He planned to take Cleopatra to Rome and march her in his victory procession. Before they could depart, however, loyal servants smuggled poison to their queen and she committed suicide. Legend contends that she used an asp – a symbol of Egyptian royalty – plunging its venomous fangs into her breast.

## Encountered

The product of generations of incest, Cleopatra's facial features are peculiar but not unattractive, and her character combines vast charm with calculating, amoral ambition. She is intelligent and educated (mostly in the Greek tradition; she studies Egyptian beliefs, unlike her ancestors, but disdains Romans), and a gifted conversationalist, forever angling to turn occasions to her advantage. In game terms, she often uses her Sex Appeal skill for Influence Rolls (p. B93).

Surrounded by opulence, she may seem spoiled and temperamental. But she is also effective. She knows how to make things happen, and does whatever is necessary, regardless of risk or cost.

– andi jones

### Further Reading:

Grant, Michael: *Cleopatra*.

Foss, Michael: *The Search for Cleopatra*.

Shakespeare, William: *Antony and Cleopatra*.

## WHAT IF?

A world without Cleopatra *might* look much like our own; when she ascended the throne, Egypt's annexation by the Roman Empire was inevitable, and there was little she could have done to prevent it. For all her accomplishments, she did little to change the course of history. But a world without Cleopatra would certainly be a poorer one, for her life was filled with such drama and passion that she serves history by reminding us of the human side of an empire's rise and fall. At best, she is the

ideal of ambition, relentless dedication to heritage, and the pursuit of a glorious future. And at worst, she is a model of treachery, capable of murdering family and friends who stand in her way, unwilling to compromise and unable to concede defeat. It is easy to understand why so many people loved and respected her, and even easier to understand why so many more feared and despised her.



## CRITICAL JUNCTURES

Conversely, Cleopatra was involved in some of the most important events in the Roman Empire's history, providing mischievous time travelers with ample opportunities to jeopardize the integrity of the timeline. When Caesar was assassinated, Cleopatra was in Rome, hoping to convince her lover to recognize their child as his legal heir. Had he not died, what might they have accomplished with the combination of Rome's might and Egypt's wealth? And in 31 B.C., Octavius' naval genius Agrippa dealt the first major blow to the forces of Cleopatra and Antonius, ultimately assuring Octavius' victory. If Agrippa had been thwarted, Octavius might have lost. In both of these cases, the face of the Roman Empire would have altered dramatically.

## LAND OF MYSTERY

In Cleopatra's day, Egypt already had ancient secrets that still taunt us today. Who built the Sphinx, and when? What is the purpose of certain peculiar chambers in the Pyramids? Who built them, and how? What about those who claim that Atlantean knowledge survived the Cataclysm, and was kept at the famous Library at Alexandria? Was the Ptolemaic practice of brother-sister marriage simply an imitation of pharaonic customs, or was it an effort to keep certain secrets – certain *powers* – within the family? After centuries of inbreeding, what twisted and unnatural gifts manifested in the last queen of Egypt?



Born 354; died 430.

Age 57; 5'4"; 120 lbs.; a dark-skinned, bearded North African, dressed in a plain layman's tunic, or the black *birrus* of his monastic community, possibly carrying a crosier and wearing a simple bishop's miter.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 4.5
<b>IQ:</b> 16 [80]	<b>HT:</b> 8 [-15]	<b>Move:</b> 4
<b>Dodge:</b> 4		

## Advantages

Charisma +2 [10]; Clerical Investment with Religious Rank 5 (bishop) [25]; Legal Immunity [5]; Less Sleep x2 [6]; Literacy\* [0]; Patron (congregation, 15-) [30]; Reputation +1 (among non-Christians, as a scholar, 10-) [1]; Reputation +4 (among Christians, as a theologian) [10]; Status 2\*\* [0].

\*Free from Status; see *GURPS Imperial Rome*, p. 33.

\*\*Includes +2 from Religious Rank.

## Disadvantages

Age [-21]; Chummy [-5]; Compulsive Behavior (Writing) [-5]; Disciplines of Faith (Monasticism) [-10]; Duty (conscripted by another congregation, involuntary, not life-threatening, 6-) [-2]; Duty (to his own congregation, not life-threatening, 15-) [-10]; Intolerance (Religious) [-5]; Low Self-Image [-10]; Selfless [-10]; Vow (poverty, chastity, obedience, etc.) [-20]; Weak Will -3\* [-16].

\*Includes one level from Selfless.

## Quirks

Dislikes travel, *especially* by sea, and winter weather; Only visits widows and orphans unless otherwise invited; Sarcastic, especially about ignorance; Vegetarian, but keeps meat for guests; Won't tolerate gossip at his table. [-5]

## Skills

Administration-14 [½]; Agronomy-14 [½]; Area Knowledge (Carthage)-15 [½]; Area Knowledge (Hippo Regius)-21 [10]; Area Knowledge (Roman world)-15 [½]; Astrology-13 [½]; Bard-20 [6]; Carousing-9 [4]; Cyphering-15 [½]; Diplomacy-15 [2]; Law-15 [2]; Literature-13 [½]; Performance/Ritual (Catholic)-17 [2]; Philosophy (Classical)-16 [4]; Teaching-18 [6]; Theology (specialized in Christian belief)-17/23 [8]; Writing-19 [8].

(All skills are learned at TL2 where relevant.)

## Languages

Latin (native)-18 [2]; Greek-14 [½]; Punic-14 [½].

This is Augustine about 411, at the plateau of his success, commanding respect but worn down by work.

Historians disagree about his knowledge of languages, especially Greek, which he admitted to having found difficult in school, to his regret. His congregation provides him with food, shelter, and other support.

Augustine adheres to Christian ideals, has taken monastic vows, and follows the "Augustinian Rule" of monastic life. This could be handled several ways in *GURPS*; here, it is mostly covered by his Disciplines of Faith and Vow. The total points value may seem high, especially as aspects of these and other disadvantages may overlap, but this is an all-encompassing set of rules; a *higher* value could quite easily be justified.

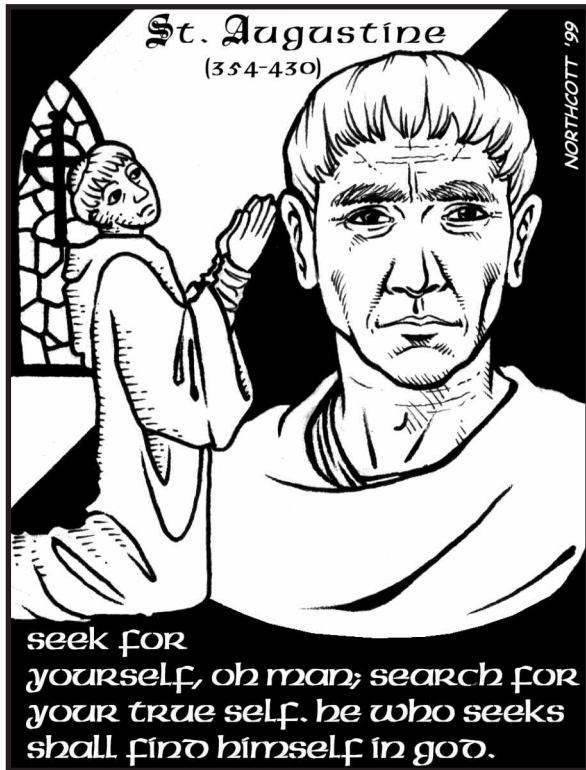
Augustine wrote a treatise on "musical harmony," but this dealt with philosophical and mathematical aspects of the subject (subsumed within his Philosophy skill); still, as a well-to-do Roman, he may well have received musical instruction (probably lyre or lute) as a part of his education, so Musical Instrument skill might be appropriate, and possibly also Musical Composition and Musical Notation.

## BIOGRAPHY

Aurelius Augustine was born to a lower middle-class family in the African city of Tagaste. He led an ordinary childhood punctuated by moments of rebellion, and after a basic education, a family friend paid for him to study in nearby Madaura. His ambition and talents led him to Carthage at 16 or 17.

Augustine's libido was strong, and he soon found himself with a mistress (name unknown) and an illegitimate son, Adeodatus, who he loved until the boy died c.390. At 19, he read Cicero's *Hortensius* and decided to become a philosopher. His immorality troubled him, however, and he turned to Manichaeism, a religion which taught that evil was beyond man's control. However, when a respected Manichee failed to answer his lingering dilemmas, Augustine became disillusioned, though he remained nominally a Manichee until 384. He eventually traveled to Carthage, and became a scholar, teacher and orator. He grew tired of student rowdiness, however, and in 383, headed for Rome and won a post as a professor of rhetoric in Milan, the most respected academic position in the Roman world.

Several events now conspired to change Augustine's direction. His mother followed him to Milan and pressed him to convert to Christianity (and sent his mistress away while she sought to arrange him a political marriage). He also became interested in Neoplatonism, which he applied to Christian doctrine. He began attending the sermons of the bishop Ambrose, who preached a more sophisticated form of Christianity. When a Christian friend saw that Augustine and his roommates had been reading the Epistles of Paul, he told them of monasticism, which appealed to Augustine. Augustine then read Romans 13:13-14, saw a vision, and converted.



In 386, he left Milan to found a monastic community in Cassiciacum, and was baptized by Ambrose. He formed a monastic college in 389, and produced numerous writings that bolstered his reputation. When he visited Hippo Regius c.391, the congregation (following common practice) forcibly conscripted him as a presbyter for their Greek-speaking bishop. By Lent, Augustine had established a monastic community near the cathedral, and he became bishop of Hippo when his master died or retired c.395.

The bulk of Augustine's life in the priesthood was spent ministering, judging disputes (the church court was a popular alternative to the corrupt civil courts), and traveling, but he is best

known for the great controversies in which he participated. The first concerned Donatism, a heresy which taught that priesthood required true devotion to God, and thus could not be conferred by the church, undermining the Apostolic Succession. The controversy was bitter, and by the late 390s, Augustine resorted to calling in government favors to have Donatism outlawed. In 410, the Visigoths sacked Rome, leading to the suggestion that this was a result of its people turning from paganism to Christianity. This inspired Augustine's most influential work, *City of God*. His last major dispute was with Pelagianism, which denied Original Sin, asserting that free will enabled anyone who wished to lead a good life to do so and to attain salvation; Augustine denied this, supporting salvation by the grace of God alone. He died in 430 while Hippo lay under siege by the Vandals.

### Encountered

When not preaching (impressively), visiting his congregation, or traveling, Augustine can be found in his Spartan monastery, praying or writing. He will gladly allow visitors to spend a few days with him (though he never allows women into his home), and would jump at the chance to debate even minor points of theology or philosophy; he recognizes the virtues of even pagan philosophers, but demonizes heretical Christians. He may seem paradoxical; he is well-read, inquisitive, and sensitive, but can be forcefully emotional. He follows his scrupulous interpretation of Christianity wherever it leads, to opposing the death penalty, advocating infant baptism or the separation of church and state, or fighting heresy.

— James Maliszewski and Brian C. Smithson

#### Further Reading:

- Augustine: *Confessions*.  
 Bonner, Gerald: *St Augustine of Hippo: Life and Controversies*.  
 Brown, Peter: *Augustine of Hippo: A Biography*.  
 O'Donnell, James M.: *Augustine*.  
 Rist, John M.: *Augustine*.  
 Wills, Garry: *Saint Augustine*.

## WHAT IF?

### NO SAINT AUGUSTINE

Augustine's influence on history is profound; the Catholic church rightly calls him one of the four great Latin Doctors (and he is also respected, for slightly different reasons, by Protestants). He was the last great theologian before the Dark Ages; removing him would produce drastic changes. First, the link he provided between Classical philosophy and the Middle Ages would be severed, leading possibly to no Renaissance or Enlightenment centuries later. Without his prim attitude toward sex, centuries of Puritanism might be eliminated. And lacking Augustine's assertion that heavenly authority was more important than temporal, medieval popes would have less ammunition in their centuries of conflict with secular powers, possibly giving the worldly rulers a decisive edge. Furthermore, without Augustinian ideas like justification by faith and predestination, the world might never see a Protestant Reformation.

### FAITH AND AUTHORITY

The key moment in Augustine's life is, obviously, his conversion to Christianity. Previously, many prominent pagans had patronized him in the hope that he would promote their cause in the imperial court. Had they not lost him, it is unlikely that paganism would have triumphed, but it is likely that, for example, Pelagianism would have gained considerable ground in the short term at least.

There is also the matter of his early involvement with Manichaeism, a cult that many Romans thought was controlled by foreign powers. Even when he became a bishop, Augustine was often accused of being a crypto-Manichaean. That seems clearly wrong, but Manichaean dualism and belief in the corruption of the material world was a recurrent theme in Christian heresies for centuries thereafter.

### AUGUSTINE'S LIBRARY

Just after Augustine's death, the Vandals sacked Hippo and burned it to the ground – all but Augustine's cathedral and library. So why did the Vandals spare the library? Were they under the control of someone else, possibly an illuminated group? It lasted for centuries, until it was destroyed during the Arab conquests of the 1100s – perhaps evidence of *another*, rival conspiracy. Did it contain, say, secret Manichaean texts?

### THE HAND OF GOD

The Augustine presented here is a secular one with no supernatural powers; his primary reputation is that of a thinker, not a miracle-worker. In some campaigns, however, he might have more esoteric Advantages . . .



# Attila the Hun

Total Points: 227

Born c.400; died 453.

Age 50; 5'3"; 160 lbs. A short, broad-chested and muscular steppe nomad, with dark hair and a thin beard going gray. In peacetime, he wears plain leathers and furs like the majority of his followers; at war, he wears heavier leathers and perhaps some chainmail, and is equipped with sword, shield and recurve bow.

<b>ST:</b> 11 [10]	<b>DX:</b> 12 [20]	<b>Speed:</b> 6
<b>IQ:</b> 13 [30]	<b>HT:</b> 12 [20]	<b>Move:</b> 6
<b>Dodge:</b> 7	<b>Parry:</b> 7	<b>Block:</b> 8

## Advantages

Alertness +1 [5]; Charisma +1 [5]; Combat Reflexes [15]; Status 7\* [35]; Filthy Rich [50].

\*Includes +1 from Wealth.

## Disadvantages

Alcoholism [-15]; Bloodlust [-10]; Bowlegged [-1]; Code of Honor (Tribal) [-5]; Overconfidence [-10]; Reputation -4 (Among Europeans, as the "Scourge of God") [-10].

## Quirks

Believes in prophecies and omens; Disdains displays of wealth; Lenient toward enemies who surrender; Looks down upon non-nomads; Special hatred for traitors. [-5]

## Skills

Administration-14 [4]; Animal Handling-16 [10]; Area Knowledge (Hunnish Empire)-14 [2]; Bow-14 [16]; Broadsword-13 [4]; Carousing-14 [8]; Diplomacy-13 [4]; Intimidation-13 [2]; Lasso-12 [2]; Leadership-13 [1]; Politics-13 [2]; Riding (Horse, Stirrupless)-16 [20]; Savoir-Faire-15 [0]; Shield-14 [4]; Strategy-13 [4]; Survival (Plains)-13 [2]; Tactics-14 [6].

## Maneuvers

Horse Archery-14 [6].

## Languages

Hunnish (Native)-13 [0], Latin-11 [½]; Greek-11 [½].

This is Attila at the peak of his power, circa 450 A.D. He has accumulated huge quantities of Byzantine tribute, but disdains display, living and dressing like his warriors, and so his wealth will not be evident to anyone meeting him. Before becoming sole ruler in 444, Attila shares the kingship, and thus has one less level of Status. After 450, his Reputation worsens, but his actual power begins to decline, as does his health.

A truly demonic view of Attila would add Sadism, Megalomania and Greed, and Odious Personal Habits such as "Slaughters Women and Children" and Cannibalism (both worth -15 points).

Incidentally, it is possible (though not certain) that "Attila" was not his real name, but was a nickname used (perhaps with irony) by his Gothic subjects, meaning "Little Father." In that case, his real name is lost to history.

## BIOGRAPHY

Little is known of Attila until he and his brother Bleda became co-rulers of the Hunnish Empire in 434. Their uncle, King Ruga, had died while preparing to invade the weakened Eastern Roman Empire. The new brother-kings pressed their advantage, signing the Treaty of Margus, which gained them tribute and slaves and ensured a stable border with the Romans. They then concentrated on solidifying their power among the nomad tribes and expanding their borders to the north and east.

Once this was done, the two kings turned their attention back to the Romans. In 440 they accused Theodosius II, Eastern Roman Emperor, of failing to abide by the Treaty of Margus and also accused the bishop of Margus of crossing the Danube River and looting several royal Hunnish tombs. Other crises had drawn most of the Roman army away, and



throughout 441 the Huns raided freely, until a one-year truce was agreed. In 443 the Romans, strengthened by the return of their troops, refused to pay tribute. Attila razed the frontier and turned toward the capital, defeating the Roman army in several battles. Defenseless, Theodosius sent the general Anatolius to negotiate. The Peace of Anatolius was ratified, and the Huns were given gold and slaves in return for withdrawing. Soon after, Attila had Bleda put to death, and became the single absolute ruler of the Huns.

In 447, Attila invaded the Eastern Roman Empire again. The Romans, weakened by plagues and earthquakes, still put up a stubborn resistance. Nevertheless, the Huns went on to ravage the Balkan territories and Greece until Anatolius was again sent to negotiate. The Second Peace of Anatolius provided the Huns with still more wealth, and they withdrew.

Roman diplomats proved more effective than the army at keeping the Huns placated and, with this border stable, Attila turned toward the west. His plan was to begin a campaign against the Visigoths in Gaul as an ally of the Romans, but his relations with the Western Roman Empire began to falter. Attila started his campaign in 451, which became a war against the Visigoths and Rome. The Huns crossed the Rhine, sacking cities as they went. But the siege of Orleans had to be abandoned, and Attila's army retreated back to the Catalaunian plains. There, the Romans and their Gothic allies engaged Attila's troops. The fight resulted in heavy losses to both sides, and Attila was forced to withdraw. To make up for this defeat, he invaded Italy the following year, until an embassy headed by the Pope persuaded him to leave.

In 453, Attila prepared to go to war with Constantinople, where the new Emperor Marcian still defied him by withholding tribute. But the invasion never happened. The morning after another of Attila's weddings, his body was found inside his tent; he had drunk excessively the night before, passed out, and suffocated because of a severe nosebleed.

### *Attila in History*

The contributions of Attila and the Huns to history are limited. They were an illiterate, nomadic force capable of producing nothing, and relied on subject tribes for their maintenance. The Huns had little effect on the dissolution of the Roman Empire; the Vandals and Goths who invaded Roman territory were driven by the Huns, but the Huns themselves did not impinge much on Roman borders, and aided Rome in resisting the displaced barbarians.

Attila, despite his reputation, was only a modestly formidable individual; his main achievement was the consolidation of royal power within his empire, which enabled him to make full use of its resources. He was a competent war leader, but gained his successes mainly against areas with little potential for resistance.

Upon his death the Hunnish Empire was divided among his many sons, who soon began fighting among themselves; the Huns never posed a serious threat to the West again.

### *Encountered*

An encounter with Attila will be a rare occurrence, except for his circle of advisors, heads of vassal tribes, and diplomats from other empires. In person, he is reserved and rarely shows any kind of emotion, but will become angry if treated without proper courtesy. He respects loyalty and honesty, and will favorably regard even an enemy who shows these qualities.

An encounter with Attila on the battlefield should be terrifying. His Huns are masterful horsemen and archers, and capture by them will result in slavery or death.

– *Matthew Rice*

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#### *Further Reading:*

Maenchen-Helfen, Otto J.: *The World of the Huns*.

Thompson, E.A.: *The Huns*.

Vardy, Steven Bela: *Attila*.

## THE SACRED SWORD

This sword of mysterious origin was found by Attila in 444. He claimed that it was a sword from a Hunnish legend, sacred to their war-god, and would ensure his victory in battle. In reality, it was likely no more than an old sword. But what if it *was* more? In a high-magic campaign, the it might have several levels of Accuracy and Puissance, as well as protecting its wielder (see *Defending Weapon, GURPS Grimore*, p. 40) and improving his leadership abilities (adding levels of Charisma, and giving a bonus to Tactics and Strategy rolls). Unfortunately, it was probably buried with Attila on his death, which would make retrieving it a difficult and dangerous task: just the thing for a stalwart band of adventurers.

### ATTILA IN HISTORICAL FANTASY

Attila is a perfect figure for a historical-fantasy campaign, especially when one incorporates all the stories about him. (He features in various roles in several later legends.) What if his epithet of "Scourge of God" was the literal truth? What if his possession of the Sacred Sword actually did ensure his victory in battle? In short, what if his fearsome reputation as a warlord really was due to divine – or infernal – intervention? Perhaps his ignoble death was the result of that supernatural favor being withdrawn. (And why should his true name be a secret?)

### THE TOMB OF ATTILA

Legend (which in fantasy campaigns is usually true) has it that Attila was buried under the bed of the river Tizsa. The river was temporarily dammed, and thousands of slaves constructed the tomb. After Attila's burial, the river was unblocked and allowed to flow over the tomb, and all the slaves and shamans who knew where it was were killed. Finding the tomb – much less getting to it – could be a real chore. But maybe one out of the thousands of slaves escaped death from Hunnish arrows, and could be persuaded to part with the information. Not that simply finding the location would help too much; any would-be tomb robber must also be able to divert a river and do a lot of digging, all the while avoiding the notice of Huns who will not appreciate their venerable ancestor's tomb being desecrated. Then there is the matter of guardians within the tomb. The Sacred Sword and any other loot that may be buried there *might* make the undertaking worth it.



# Shield Jaguar Lord (Its'in Balam Ahau) | Total Points: 196½

Born 647; died 742.

Age 80; 5'4"; 140 lbs. An extremely old but vigorous man in elaborate court garb with many carved pieces of jade.

<b>ST:</b> 9 [-10]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5.25
<b>IQ:</b> 12 [20]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 6	<b>Parry:</b> 6	<b>Block:</b> 8

## Advantages

Ally (Lady Xoc, 9-) [5]; Charisma +2 [10]; Combat Reflexes [15]; High Pain Threshold [10]; Longevity [5]; Semi-literacy [5]; Status 8\* [35]; Strong Will +2 [8]; Very Wealthy [30].

\*One level free from Wealth.

## Disadvantages

Disciplines of Faith (shamanism, blood sacrifice) [-15]; Duty (to maintain kingdom and religion, 9-) [-5]; Sadism [-15]; Selfish [-5].

## Quirks

Allows Lady Xoc to perform sacrificial rites; Artistic/architectural innovator; Wants Bird Jaguar Lord to succeed him. [-3]

## Skills

Administration-11 [1]; Appreciate Beauty-13 [11]; Architecture-11 [1]; Area Knowledge (Yucatan)-17 [10]; Astrology-10 [1]; Axe/Mace-11 [4]; Bard-13 [1]; Cyphering-12 [1]; Dancing-9 [1]; Diplomacy-11 [2]; History-12 [4]; Knife-10 [1]; Leadership-14 [2]; Politics-16 [10]; Sacrifice-15 [10]; Savoir-Faire-14 [0]; Shield-14 [16]; Spear-9 [1]; Spear Thrower-10 [2]; Sport (ball game)-10 [2]; Stealth-10 [2]; Strategy-11 [2]; Tactics-12 [4]; Theology-13 [6]; Wrestling-8 [½].

## Languages

Mayan (native)-13 [1].

## Equipment

In battle, Shield Jaguar wears cotton body armor packed with rock salt (PD 1, DR 2), leather wrappings on his limbs (PD 1, DR 1), and a jade helmet carved in the shape of a jaguar's head (PD 3, DR 3) and carries an obsidian-edged wooden axe, a small round shield (PD 2), and a spear thrower and several short obsidian-tipped spears. In sacrificial rites, he wields obsidian knives or stingray spines.

Shield Jaguar is an extremely old man, who has outlived many of his children and some of his grandchildren. (Longevity, although a slightly cinematic advantage, is implied by his lifespan in a low-TL setting; note that it pre-

cludes the Age disadvantage.) His major current goal is to have Bird Jaguar, his son by his youngest wife, inherit from him. He has begun to slow down, and some of his abilities are less than they were, but he retains the social skills that he uses in ruling Yaxchilan and a few other skills that are sufficiently vital for him to work at preserving and improving them – above all, Sacrifice and Shield. His list of skills is based partly on his recorded accomplishments and partly on the roles normally played by the *ahau* class in Mayan cities. Both High Pain Threshold and Sadism are tied to his participation in sacrificial rites, which is also his principal Duty. As a very old man, he generally allows his younger relatives to do most of the bleeding, his own endurance having diminished with time.

A younger Shield Jaguar would have higher attributes. In consequence, some of his skills would be higher, especially his combat/weapon and scientific skills; others, especially his political skills, would be lower. In a fantasy-flavored campaign, the esoteric skill of Dreaming would be part of his training; the Mayans were great believers in prophetic dreams.

If Mayan symbolism and dress codes were used like those of later Central American civilizations, Shield Jaguar Lord might have a local version of Heraldry skill. As a king, he plays a ritualistic role; some GMs might give him Clerical Investment, although this is closely tied in with his Status. To emphasize his religious function, he could also be given full Literacy, Performance/Ritual, and possibly Disguise or Acting (to take the role of the god in ceremonies).

## BIOGRAPHY

Shield Jaguar was born to the favored wife of Bird Jaguar, king of Yaxchilan, and was named heir by 658, when one of his brothers fought alongside Pacal, king of Palenque. To justify his accession to the throne, he went into battle and captured Ah Ahau, a noble from a now unknown kingdom, as a sacrificial victim; in 681 he became king of Yaxchilan. His accession ritual had an extraordinary feature: his principal wife, Lady Xoc, a cousin of his mother but roughly half his age, played a central role, drawing blood from her own tongue and seeing visions, a role normally played only by men. She went on to play a major role in his career as ruler.

In 708, a much older Shield Jaguar celebrated the birth of a son, also named Bird Jaguar, by a younger wife, Lady Eveningstar, from a family of *ahau* in Calakmul. In 721, he ordered the building of a new temple, dedicated in the name of Lady Xoc, which in effect proclaimed Bird Jaguar to be her adoptive child and his own heir – though this was not officially accepted in Yaxchilan until a decade after Shield Jaguar Lord's death.





Despite his extreme age, Shield Jaguar continued to rule the city and lead war parties, taking his last captive in 731. He continued to organize the rituals and the temple construction that would gain support for Bird Jaguar until not long before his death. Even after his death, temple carvings showed him as a participant in later rituals through the intermeditation of Bird Jaguar. Lady Xoc actually outlived him by 6 years, dying in her eighties.

### ***Shield Jaguar in History***

Had Shelley known of him, he might have written “My name is Shield Jaguar, king of kings: Look on my works, ye mighty, and despair!” Shield Jaguar Lord was one of the great Mayan rulers, lived nearly a century, and commissioned major works of art – but long before the first Europeans arrived, his civilization had fallen and was almost forgotten. Only decades of painstaking effort by archeologists enable us to read of his reign. (See *GURPS Timeline*, pp. TI50-52, for more on this topic.)

### ***Encountered***

Shield Jaguar lives in a profoundly religious society and nearly everything he does is invested with ritual significance. Within that framework, though, he is an insightful and inventive man and deeply concerned with personal power. If he needs a religious justification for a politically advantageous act, he can almost certainly find one.

PCs who become his captives will see a different face. The essential function of an *ahau* is ritual blood sacrifice – his own blood, drawn by piercing his own tongue or penis; the blood of captives, drawn by killing them. His pain helps him enter a trance state in which his gods speak through him. Player characters from other cultures will find this weird and horrifying; Mayan player characters will know what to expect, but that should make it even more fearful.

– William H. Stoddard

### ***Further Reading:***

Schele, Linda, and Freide, David: *A Forest of Kings*.

Tate, Carolyn E.: *Yaxchilan: The Design of a Maya Ceremonial City*.

## **WHAT IF?**

The ancient Mayan civilization is a perfect setting for an adventure campaign: a land of innumerable city states constantly at war with each other, ruled by *ahau* (nobles) who perform bizarre rituals and maneuver for political advantage through suitable marriages. What if Shield Jaguar needed a group of young adventurers to carry out a mission for him: to trade with another city and spy on it, to make war and bring back captives, to participate in a temple dedication and strengthen an alliance?

And just how radical was he about the role of women? Perhaps female characters might find him willing to give them tasks other rulers would only entrust to men. For that matter, time travelers might be sent on a research mission to answer such questions – a job for volunteers only.

### **THE SHEDDING OF BLOOD**

What if those gruesome sacrifices really do have a magical function? In a dark fantasy campaign, the Mayans may know of a true supernatural realm whose medium of exchange is human blood. Shield Jaguar Lord may know the painful way into that realm, and be willing to introduce a player-character to it, given a compelling reason – and its inhabitants could be anything from true vampires to Lovecraftian monstrosities to servants of noble and forgotten ethical traditions that maintain the balance of the world.

### **VOICE OF THE DEAD**

Along another supernatural line, what if the account of Shield Jaguar taking part in rituals after his death was not symbolism or legal fiction, but cold fact? Perhaps the Mayans were prone to restless ghosts, especially among their royal houses. Bird Jaguar might not just have been acting for Shield Jaguar, but possessed by Shield Jaguar. And just how potent were those rites – could Shield Jaguar still be lingering in the ruins of Yaxchilan, waiting to command the next careless Mayan or ignorant archeologist who walks through his doors?

### **THE LOST CITY**

The historic Shield Jaguar Lord lived centuries before European contact. But what if explorers discover a lost city where ancient Mayan customs have been preserved? Anyone from a Spanish conquistador to a pulp hero might walk into this exotic setting and meet a ruler patterned after Shield Jaguar Lord – and perhaps survive to tell of the meeting, especially if he didn't underestimate the ruler.



Born 701; died 762.

Age 42; 5'8"; 155 lbs. An unusually tall Chinese man with a bald forehead and a goatee.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5.5
<b>IQ:</b> 13 [30]	<b>HT:</b> 12 [20]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 5	

## Advantages

Alcohol Tolerance [5]; Charisma +2 [10]; Claim to Hospitality (anyone with the surname Li) [5]; Comfortable Wealth [10]; Literacy [10]; Patron (Emperor Hsüan Tsung, 9-) [15]; Reputation +1 (thought to be a banished immortal, among the common people) [3]; Status 1 [5].

## Disadvantages

Code of Honor (Chinese gentleman) [-5]; Compulsive Behavior (pushes his Alcohol Tolerance) [-5]; Duty (court poet, non-hazardous, 12-) [-5]; Extravagance [-10]; Overconfidence [-10]; Reputation -4 (unreliable drunk, among officials, 10-) [-5].

## Quirks

Dreamer; Looking for a secretarial post; Prefers traditional verse forms; Proud; Taoist. [-5]

## Skills

Appreciate Beauty-11 [1]; Bard-14 [1]; Broadsword-10 [2]; Calligraphy-10 [2]; Carousing-15 [16]; Chemistry-11 [1]; Cyphering-12 [½]; Literature-13 [4]; Musical Instrument (Lute)-11 [1]; Naturalist-11 [1]; Philosophy (Taoism)-11 [1]; Poetry-19 [14]; Riding (Horse)-10 [2]; Savoir Faire-15 [0]; Writing-17 [10].

## Languages

Classical Chinese (native)-13 [0].

At 42, Li Po is in attendance at the Imperial Court, where he is frequently called on to write letters for the Emperor or poems praising the beauty of his concubines. He also writes many poems praising wine, and stories say he is often brought into court drunk, despite his capacity for drink – but still able to write when restored to consciousness. (Hence, he has been given a Compulsive Behavior rather than full Alcoholism.) The Emperor's frequent demands for poems are treated as a non-hazardous Duty. He doesn't have Dependents or a Sense of Duty to his family; though he has had several wives, he stayed with none of them for long, though he wrote poems about his sadness at being parted from his children. His Literacy includes local and full, but not scholarly literacy (see *GURPS China* – he never took the civil service examination); he pays for Writing as a Hard skill.

In his twenties, Li Po followed archaic Chinese custom by leading the life of a knight-errant (see *GURPS Martial Arts*, pp. 140-141), riding about looking for wrongs to right and boasting about lending money to the aristocracy. He still owns and often carries a jiann (see pp. CII21-22) but has not used it in a long time. However, in a cinematic campaign, his martial skills – not to mention his Carousing! – could certainly be increased. He might even be able to combine swordsmanship with the Drunken Fighting skill.

Li Po is a Taoist, though not especially devout. Nonetheless, several aspects of typical Taoist behavior might be added to his character sheet; quirks such as “Spontaneous,” Laziness (as a Quirk or a full Disadvantage), and possibly Composed. His Code of Honor is a Taoist-flavored Chinese version of the Gentleman's Code, combining some of the ideals of his knight-errant days with aspects of the Confucian ethos of respect and justice (see *GURPS China*, p. 30); it does *not* preclude wine, women, or song!

## BIOGRAPHY

Li Po was born in the Szechwan region of China; his father was Chinese but his mother may not have been. He was educated but never attempted the examinations for Imperial service. Instead, at 19, he left his family's home and went to live with a Taoist hermit. He spent the rest of his life wandering across China; he married several times but never had a home of his own, alternatively living with his wives' families or claiming hospitality from other families named Li.

After a youthful period when he fancied himself a knight errant, he began showing his poetry to officials, hoping to gain work as a secretary. His fondness for wine worked against him, though, making possible employers fear that he would reveal their secrets while drunk or otherwise be unreliable.

In 742 he came to the capital, Ch'ang-an, where he was briefly in favor with the Emperor, Hsüan Tsung, and established friendships with several other poets; they became known as the Eight Immortals of the Wine Cup. In 744 he returned to his travels and also became more seriously involved with Taoist and alchemical studies, undergoing the first step of Taoist initiation. Not long afterward, he briefly met Tu Fu, later considered his only rival among Chinese poets, but had little interest in him, despite Tu Fu's admiration.

Li Po apparently retained his Imperial connections, for he wrote poems praising Yang Kuei-fei, who became the Emperor's favorite concubine in 748, leading to the rise of her brother, Yang Kuo-chung, as a minister. In 755, An Lu-shan, a general of Turkish origin who had been a favorite of the chief minister, Li Lin-fu, until his death in 752, led a rebellion and executed Yang Kuei-fei; the Emperor died not long after, leaving China in turmoil. Li Po incautiously joined an expedition to south China led by Prince Lin and fell under suspicion when the Prince was arrested for treason. In 758 he was released in a general amnesty and lived out his last few years still drinking and writing verse.

## ADVENTURER

One of the more interesting ways to remove Li Po from history – at least literary history – would be to make him into an outlaw. As a young hothead looking for adventures, he could have gotten into enough trouble to face harsh legal penalties for his misdeeds. At that point, he would become one of the many outlaws of Chinese history. He could then be anything from a casual encounter on the road (perhaps taking the player characters' money and giving them a poem) to the key figure in a Chinese "Robin Hood" campaign to a notorious criminal for a magistrate to capture. With enough success, he might even become a famous bandit leader, and get embroiled in the fighting after An Lu-shan's rebellion.

## IMPERILED LOVER

Li Po's surviving poems include several praising the beauty of the legendary Yang Kuei Fei. The consensus of literary history is that he wrote them at the command of the Emperor, who wanted to impress his favorite concubine by commanding the services of his favorite poet. But what if Li Po meant them seriously? Player characters might encounter the poet and the princess seeking escape to Japan or Vietnam or some other refuge, one step ahead of imperial vengeance. Would they help them escape and risk earning a share of the Emperor's anger? Or might they be the party sent out to bring the lovers back – in secret, of course, to protect the throne from mockery?

## BANISHED IMMORTAL

In a fantasy campaign based on Chinese mythology, Li Po may *really* be the fallen god he claims to be. Player characters in his company may meet supernatural beings that would normally hide from them or, in emergencies, see him wield powers far beyond those of mortal men. Or they may simply get hints that the mortal world, even the Imperial Court, is only a poor substitute for the realm that is his true home – or was until some mysterious crime earned him a mortal lifetime of banishment. This characterization would work very well in a campaign translating the wild hyperbole of Hong Kong martial arts films into swashbuckling historical fantasy.

**"Amongst the flowers I  
am alone with my pot of wine  
drinking by myself; then lifting  
my cup I asked the moon  
to drink with me . . ."**

**- Li Po, *Alone and  
Drinking Under the Moon***

**"A jade cup was broken because old age came  
too soon to give fulfilment to hopes; after drinking  
three cups of wine I wiped my sword and  
started to dance under an autumn moon . . ."**

**- Li Po, *Song of the Jade Cup***

## Encountered

Li Po is one of China's greatest individualists and, like many other such, a somewhat mystical Taoist; he dabbles in alchemy and hints at supernatural experiences. Combined with his larger-than-life manner, this has earned him the name of a "banished immortal," and he does what he pleases much more than most people around him even imagine being able to. One of his main pleasures, for which he is also famous, is drinking, and despite his unusual capacity he is often thoroughly drunk. He likes the sense of being part of a circle of special friends, particularly friends who will carouse and write poetry with him. His verse praises nature and its beauties, commemorates old friendships, and engages in frequent whimsical fantasies – for example, his story of having a drinking party with his shadow and the Moon.



- William H. Stoddard

## Further Reading:

Waley, Arthur: *The Poetry and Career of Li Po, 701-762.*

*Princess Yang Kuei Fei.* (Li Po doesn't appear in this Japanese film, but it offers a good treatment of late T'ang politics.)





# The Middle Ages and Renaissance





This chapter covers the “High Middle Ages” and somewhat beyond. Although it includes its share of conquerors, kings, and knights in armor (shining or otherwise), it also takes in figures who set in motion the “Rebirth of Learning,” or who triggered changes by heading out to hitherto unknown parts of the world.

## WHO MIGHT HAVE BEEN?

This era has its share of turning-points and might-have-beens. For example, the Mongol threat to Western Europe never solidified, although the hordes did plenty of damage further east. Indeed, two of these might-have-been characters interact with that potentiality.

### *Vassily Yakov*

Vassily Illych Yakov was born the son of a merchant in Novgorod in 1216. A huge brawler of a man (he wrestled a trained bear at 16 for a bet), he worked as a laborer and warrior. When the Mongols invaded in 1237, Vassily rallied Novgorod’s soldiery and led a surprise counterattack into the heart of the invaders’ camp. In the confusion, Vassily slew Batu Khan, the Mongol commander. The Mongols were thrown back, though Vassily was fatally wounded; his dying words were said to be a warning to Russia to unite. This incident created a wave of cooperative fervor in the Russian principalities. With Vassily as a symbol, they turned the Mongols back. Without the Mongol devastation, the divide between Russia and Western Europe never deepened; Kiev remained a major European cultural center, and eventually became the capital of a united Russia. Russian became the language of European diplomacy, and a statue of Vassily still stands in Novgorod.

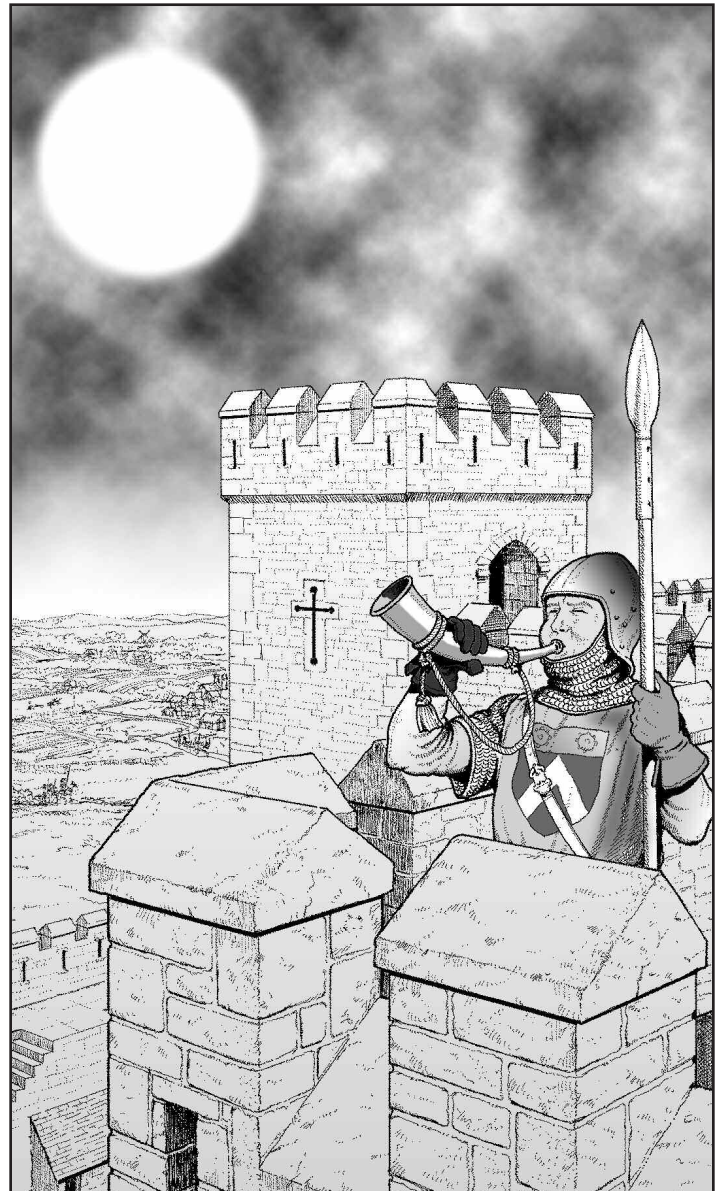
– Peter V. Dell’Orto

### *Pope Celestine VI*

In the midst of the Great Schism in 1378, the death by aneurysm of Robert of Geneva, the French favorite, left the cardinals gathered at Anagni rudderless. Under pressure from the erratic Charles VI of France, they selected as pope Lucien Devereux, Canon of Grenoble, whose qualifications were his French birth and reputation for learning. As Celestine VI, he inflamed the Schism by his exchanges of anathemas with the Roman Popes. The vain, pedantic Celestine fancied himself a geographer, producing over 150 books during his papacy (1378-1401). However, his “Epistle to Prester John” had the greatest impact. It combined bragging about the Church’s wealth with theological hectoring, and, according to Arab chronicles, inspired Tamerlane’s invasion of Europe in 1392. Celestine refused to aid “schismatic heretics,” and rejoiced as Germany burned and Rome fell. When Tamerlane (who Celestine refused to believe was Muslim) invaded “Holy France,” Celestine interfered in every aspect of the war, dying of apoplexy when he heard of the fall of Paris in 1401.

Henry V of England was crowned Holy Roman Emperor in Celestine’s Papal Palace in Avignon in 1435 after liberating France from the Tartars.

– Kenneth Hite



### *Pope Marcellus II*

The man born Marcello Cervini in 1501 became renowned for his scholarship and charisma. He managed family estates, served as a diplomat, and later ran the Vatican library. He was elected to the papacy in 1555. Almost immediately, he was stricken with fever. In our timeline, he died after 22 days; in another, he miraculously recovered. It is said that he sprang from his bed, and declared that he had been chosen to help mankind find the “handwriting of God.” His saying “Science is a lens for reading the Word of God” encapsulated his view that science and religion shared a goal. He worked to expand the Vatican’s library of scientific works and urged priests to study science. Marcellus died in 1585, 30 years to the day after his election. The Marcellus Observatory, Vatican City, still bears his famous quote. Thanks to him, the church would later support Galileo, accept evolution as the basis of creation, and become the largest sponsor of scientific research.

– Peter V. Dell’Orto



# Rodrigo Díaz (El Cid)

Total Points: 284

Born c.1043; died 1099.

Age 51; 5'8"; 150 lbs. A powerfully-built Spaniard with a long beard (braided before combat), wearing a gold-embroidered tunic over hose and a white shirt with silver and gold fastenings, armed and armored in times of battle.

<b>ST:</b> 12 [20]	<b>DX:</b> 12 [20]	<b>Speed:</b> 5.75
<b>IQ:</b> 11 [10]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 6	<b>Parry:</b> 9	<b>Block:</b> 9

## Advantages

Charisma +3 [15]; Combat Reflexes [15]; Fearlessness +2 [4]; Literacy [10]; Reputation +3 (as an honorable warrior, among all warriors) [7]; Status 6\* [25]; Wealthy [20].

\*Includes +1 for Wealth.

## Disadvantages

Age [-3]; Code of Honor (Chivalric) [-15]; Disowned [-15]; Duty (to his vassals; 9-) [-5]; Honesty [-10].

## Quirks

Disdains luxury for its own sake; Fond of heroic stories; Orders churches built in conquered areas; Swears by his beard and refuses to shave it as long as he is in exile; Very open-minded. [-5]



## Skills

Administration-12 [4]; Area Knowledge (Spain)-12 [2]; Armoury/TL3-11 [2]; Augury-7 [½]; Bard-13 [1]; Bow-14 [16]; Brawling-13 [2]; Broadsword-16 [24]; Bullfighting-12 [2]; Cyphering-10 [½]; Diplomacy-14 [10]; Falconry-10 [1]; Heraldry-12 [3]; Intelligence Analysis-10 [2]; Intimidation-12 [4]; Lance-14 [8]; Law-12 [6]; Leadership-18 [10]; Politics-10 [½]; Riding (Horse)-16 [24]; Savoir-Faire-13 [0]; Shield-17 [24]; Strategy-14 [8]; Tactics-16 [14]; Teaching-12 [4]; Tournament Law-12 [2].

## Languages

Spanish (native)-11 [0]; Arabic-10 [1]; Latin-9 [½].

## Maneuvers

Close Combat (Broadsword)-12 [1]; Horse Archery-13 [4].

## Equipment

Rodrigo wears the finest armor available and wields his famous sword, Colada. (His war-horse, Babieca, has also become legendary.)

This is The Cid as ruler of Valencia in 1094. He is aged at this point, and has been seriously wounded in the past; a younger version might have higher ST, DX and HT. Note that his Honesty will not allow him to attack the sons of Fernando; in fact, the GM may wish to give him a Sense of Duty to Alfonso. This depiction may be slightly biased toward the heroic, but it is nowhere near the legendary El Cid of later tradition.

Note, incidentally, that he has the equivalent of high Military Rank, but in the feudal culture of the time this is a function of his Status.

## BIOGRAPHY

Rodrigo Díaz was born to the middle-nobility in Vivar. At 14, he went to live in the household of Sancho, eldest son of King Fernando of Northern Spain. Rodrigo was knighted about 1050, and he distinguished himself in military campaigns and single combat. It is not known when he gained the name “El Cid” (from *sayyid*, Arabic for “lord”), or if he gained it during his lifetime at all, but it may have been during these early exploits. When Fernando died in 1065, Rodrigo became Sancho’s vassal in Castile. He gained the office of *alférez*, leader of the king’s escort, and the name “El Campeador” (the Battler).

Fernando’s three sons squabbled over their territories, and in 1071, the youngest, García, was captured and imprisoned. Hostilities broke out between the older brothers, and in January, 1072, Sancho took his brother’s territory. He was murdered that October, and Rodrigo transferred his loyalties to the remaining brother, Alfonso. Alfonso tried to keep Rodrigo content by arranging his marriage, granting him tax exemption and allowing him to retain the office of *alférez*,

but Rodrigo suffered a serious loss of importance. In 1079, Rodrigo defeated a Moorish army that was infringing on Alfonso's territory, and the king declared that Rodrigo had overstepped his bounds and banished him.

The Cid left his wife and children in a monastery and entered the service of al-Mu'tamin of Zaragoza. Alfonso grew desperate for aid against Moorish incursions, and was reconciled with Rodrigo by the end of 1086. With permission to keep any Muslim lands he conquered for himself, Rodrigo based himself in Zaragoza and methodically subjugated the neighboring territories. In 1089, Rodrigo failed to meet with the king at an agreed rendezvous, and his enemies claimed that he had done it on purpose. He was banished once again.

Díaz took his remaining vassals throughout the Levante demanding tribute from the various rulers. When three of his enemies formed a coalition against him, Rodrigo taunted them into attacking and then crushed their armies, gaining control of all lands neighboring Valencia. Rodrigo received a request from Alfonso's queen for aid against the Muslim Almoravides in early 1091. When he camped his armies in front of the king as a shield, however, Alfonso took it as an affront. The two split once again.

The next year, the ruler of Valencia was murdered and replaced by Ibn Jahhaf, who gave the Almoravides safe haven. Rodrigo demanded that he expel the invaders, but soon another ruler, Banu Wayib, gained power. The Cid besieged Valencia, and Wayib surrendered. On June 15, 1094, Rodrigo entered Valencia as a conqueror. Peace was short, however; by September, the Almoravides were threatening Rodrigo's territories. When Díaz had Ibn Jahhaf tortured and executed, many Muslims in his realm rebelled. By October, the Almoravide armies had surrounded Valencia, far outnumbering Rodrigo's forces. Despite these odds, the armies of The Cid triumphed. Rodrigo reinforced his southern border and freed Almoravide-conquered territory. But The Cid was growing old, and in July of 1099, he died of illness. Valencia held out under the rule of his wife, Jimena, and her advisors, but Muslim forces eventually took it in 1102.

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**“When the Cid heard this, notwithstanding he was wroth at heart, he would not manifest it, but made answer in few words and said, Go tell thy Lord King Bucar I will not give him up Valencia: great labour did I endure in winning it...”**

**- from *The Chronicle of the Cid***

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### *Encountered*

Rodrigo is almost the archetypal knight, loyal to his lord even in exile. Due to his remarkable military prowess and battle skill, many fear and admire him, often at the same time. His insistence on loyalty and valor causes some to view him as arrogant, however, and he is a proud man who goes his own way. He sometimes turns to augury to divine the outcome of coming battles, a fact that his enemies are quick to criticize. Perhaps his most fascinating feature is his unusual open-mindedness – which would make him a good Patron for a motley band of PCs.

(The Charlton Heston movie is not notably historically accurate, but it catches something of the myth – which may be what matters most about The Cid in the end.)

- Brian C. Smithson

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### **Further Reading:**

Clissold, Stephen: *In Search of the Cid*.

Fletcher, Richard: *The Quest for El Cid*.

Pidal, Ramón Menéndez: *The Poem of the Cid*.

## WHAT IF?

### MOORS VICTORIOUS

Granting the Moors victory in Spain might be achieved by only a small change to the life of Rodrigo Díaz. He had no compunction about serving Muslim overlords; getting him to change his loyalties at the right time could make a big difference. What if, for example, the Almoravides had been less intent on capturing Valencia in 1094? Rodrigo might then have been persuaded to ally with them, allowing them to sweep through Spain and further into Europe.

Alternatively, Rodrigo could be removed from history completely. Without their most gifted general, Fernando, Sancho and Alfonso might lose much of their territory to the Moors. But Rodrigo also had a profound *cultural* impact on Spain; shortly after his death, bards were singing of his exploits, and he took on a distinctly legendary quality. Depriving Spanish Christians of a hero on par with Roland and Arthur might be just the blow to morale needed to allow the Moors to conquer Spain and go on to challenge the rest of Christendom.

### THE IMMORTAL CID

Rodrigo Díaz became a larger-than-life hero after his death, but there's little to stop a GM from making him more than human *during* his lifetime. According to legend, after the Cid's death, his body did not decay for ten years. The story even claims that when one man dared to tweak his beard, the body attacked him! Is this evidence that the Cid had lived on past his "death"? Or was he *undead*? Rodrigo's remains were exhumed and reburied several times over the centuries, and in 1808, Napoleon's armies stole his bones (they were reburied in 1921). Could any hero stand this sort of treatment, even in death?

One story tells of how Rodrigo paid some men with a large, coffin-like chest, but told them not to open it until he gave the word. When he did, much later, the men found the chest full of nothing but dirt. The Cid then gave them the gold they deserved. But what if the chest wasn't just a trick? If Rodrigo was a vampire, giving up his coffin, complete with native soil, might be the perfect collateral.

And what of the striking parallels between the characters of Rodrigo Díaz and another Spanish hero, Hernán Cortés (p.WWi62)? If the Cid were immortal, could they have been the *same man*?



# Maimonides

Total Points: 120½

Born 1135; died 1204.

Age 50; 5'9"; 150 lbs. A Jewish man in medieval Near Eastern clothing, with a look of fatigue.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5
<b>IQ:</b> 15 [60]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5		

## Advantages

Comfortable Wealth [10]; Language Talent +1 [2]; Literacy [10]; Patron (Sultan of Egypt, 9-) [10]; Reputation +4 (among Jews, as the wisest man on Earth) [10]; Status 4 [20].

## Disadvantages

Charitable [-15]; Code of Honor (medical ethics) [-5]; Duty (to the Sultan of Egypt, 12-) [-10]; Pacifism (cannot harm innocents) [-15]; Social Stigma (Jew) [-5]; Workaholic [-5].

## Quirks

Considers frequent sex unhealthy; Does not employ a secretary; Mourns his younger brother; Recommends physical exercise but never gets any; Skeptic. [-5]

## Skills

Area Knowledge (Egypt)-15 [1]; Area Knowledge (Spain)-14 [½]; Astronomy-13 [1]; Cyphering-15 [1]; Diagnosis-16 [6]; Diplomacy-13 [1]; Herbalist-16 [6]; Jeweler-12 [½]; Law-19 [12]; Mathematics-13 [1]; Merchant-13 [½]; Philosophy (Aristotelian)-17 [8]; Politics-14 [1]; Savoir-Faire-17 [0]; Teaching-18 [8]; Theology-15 [4]; Writing-15 [2].

All skills are at TL3 where relevant.

## Languages

Arabic (native)-16 [0]; Berber (M/H)-13 [½]; Greek-14 [½]; Hebrew-16 [2]; Persian-14 [½]; Spanish-15 [1]; Syriac-14 [½].

## Equipment

As a physician, Maimonides relies primarily on maintaining general health, but secondarily on herbal medicines; he is likely to have a small quantity of herbal remedies with him, as well as bandages and alcohol, which he recommends for cleaning wounds.

Maimonides would be a good candidate for the Common Sense advantage, if the GM gives that to NPCs; he places a strong emphasis on practicality and a reliance on observation and logic. This would complement his Quirk of skepticism in an age of credulity. He does not believe in astrology or other methods of foretelling the future (which is why his skill is called "Astronomy") or in other superstitions of his time. His Jeweler and Merchant skills come from exposure to the family business in his youth; his Code of Honor is the Oath of Maimonides, which declares the profession of medicine to be a sacred duty.

Note that *GURPS Arabian Nights* suggests that medicine in the Maimonides' time and culture could almost be considered to have reached TL4, if only for game-mechanical purposes. In that case, Maimonides would *certainly* have the higher-TL skills, being one of the most sophisticated, open-minded doctors of all; his comparatively rational approach definitely gives him a cure rate substantially better than the norm for his time.

Maimonides, the name by which he is known to many of his readers, is a literal translation into Greek of ben Maimon, "son of Maimon." Jews commonly refer to him as Rambam, from the initials of "Rabbi Moses Ben Maimon," RMBM.



# BIOGRAPHY

Moses ben Maimon was the son of a prominent dayyan (judge) and scholar in Cordova, in Muslim Spain. His father taught him astronomy, mathematics, and theology; he was naturally studious, and quickly progressed to advanced study, as well as becoming his younger brother David's teacher in Hebrew. The family's situation became difficult when the Almohades captured Cordova in 1148 and sought to impose Islam by force. For a time they conformed outwardly to Muslim custom, but they moved to Fez in Morocco in 1160, to Jerusalem in Palestine in 1165, and to Egypt later that same year. Not long afterward his father died and his brother David, a merchant, drowned in the Indian Ocean.

Left to support his brother's widow and daughter, Moses ben Maimon became a physician, settled in Fostat, a suburb of Cairo, after 1171. He prospered under the reign of Saladin (starting 1169) and later became court physician to Alfadhel, whom Saladin made his vizier in 1185. His skill in medicine was so widely acclaimed that he was invited to become personal physician to Richard Coeur de Lion, which he declined; he also was one of Alfadhel's most trusted advisors in general.

(*GURPS Arabian Nights*, especially pp. AN39-40 and p. AN108, has some information and suggestions for games set in this region and period.)

His real work, though, was in Jewish law, theology, and philosophy, starting with a letter written when he was 27 defending the outward adoption of non-Jewish customs. In 1168 he began an extensive commentary on the Mishnah, followed in 1180 by the *Mishneh Torah*, a massive treatise on law and ritual. In 1187 he began writing the *Guide for the Perplexed* for the benefit of Joseph ibn Akinin, a student of his who had moved to Aleppo. In these works he put forth a comparatively rationalistic view of Jewish beliefs, distinguishing statements that were consistent with science and could be taken literally from those that were inconsistent with science and had to be taken figuratively. These views were a focus of controversy for centuries, but also influenced many later philosophers.

## *Maimonides in History*

Maimonides is usually regarded as the greatest thinker in the history of Judaism; he addressed questions of law and ritual in amazing detail while keeping the essential principles on which his answers were based in clear focus. His *Guide for the Perplexed*, with its synthesis of scriptural theology and Aristotelian rationality, became the prototype for the *Summa Theologica* of Thomas Aquinas and also influenced the great Muslim philosopher Averroes. At the time and subsequently, he was somewhat controversial among his own people, but his statements of the Jewish faith are perhaps the clearest ever made.

## *Encountered*

Maimonides is discreet about his religious beliefs, not regarding martyrdom as desirable; at one time he lived among Muslims for years without being suspected of not being of their faith. He works extremely long hours and never has time for the healthy exercise he recommends, though he can always make time to consult with one more patient. He is tolerant of both Christians and Muslims and willing to exchange knowledge with them, considering them worshippers of the same God. He spends the Sabbath in study with other Jews.

As a trusted advisor to the Sultan, he is also one of the most powerful men in Egypt. Any Jewish character who needs a favor will find it advantageous to meet with him.

– William H. Stoddard

## *Further Reading:*

Bratton, Fred Gladstone: *Maimonides: Medieval Modernist*.

# WHAT IF?

There is no lack of opportunities for time travelers to remove Maimonides from history. His masquerade as a Muslim could be exposed, or one of his many journeys before he settled in Egypt could have brought him to disaster. Even in Egypt he was once accused of apostasy from Islam, a capital crime.

But who would want to harm him? To start with, anyone who found the continued existence of Judaism, or the specific form it has taken, a cultural or military threat, from anti-Israeli fanatics to some illuminated conspiracy. It's hard to say what form Judaism would have taken without Maimonides, but it would have been drastically different.

But more than Judaism would have differed. Through Averroes, Maimonides influenced Muslim philosophy in its most rational, scientific period, when it produced many important discoveries; through Albertus Magnus and

Thomas Aquinas, who learned from both Albertus and Averroes, his ideas were incorporated into the medieval European school of Thomism – giving Europe the vital idea of a rationally knowable universe governed by law. For all the failings of the rigid Aristotelianism that grew from this root, its revival initially favored natural science.

Alternatively, note that, in his time, Maimonides was regarded with concern by the Jewish communities of Europe, who found some of his ideas dangerously unorthodox. Stories say that they sent emissaries to talk to him, who reported back that he was wise and pious. (Indeed, his theology is respected today by the most Orthodox of Jews.) However, if such missions had failed, and the Jewish communities of east and west had fallen out over his ideas, Judaism could have been split, perhaps even diverging into two distinct religions.

## THREE WORTHIES

A team of PCs operating in the right era might have the benefit of both Maimonides and Saladin as Patrons. With a little stretching of history, Richard Coeur de Lion could be added. What sort of missions such agents might be sent on, and against what adversaries (the Assassins, for example), would be a question for the GM to answer.

In particular, Maimonides could be played as a prototype rational detective, relying on evidence and logic to sift truth from fantasy and to unmask fraudulent miracle-workers. Or, given his wide connections among Jews and his role as an advisor to the Sultan, he could be a spymaster, gathering intelligence from everywhere in the Near East.



Born c.1162; died 1227.

Age 57; 5’10”; 175 lbs. An aging but vigorous steppe-nomad with dark hair, a long beard and moustache, and keen “cat’s eyes.” At court, he wears Chinese-influenced Imperial robes and headgear; in war, he dresses like his soldiers, probably in fairly light armor, and carries sword, spear, and bow.

<b>ST:</b> 12 [20]	<b>DX:</b> 13 [30]	<b>Speed:</b> 6.25
<b>IQ:</b> 13 [30]	<b>HT:</b> 12 [20]	<b>Move:</b> 6
<b>Dodge:</b> 7	<b>Parry:</b> 7	<b>Block:</b> 8

## Advantages

Alcohol Tolerance [5]; Charisma +1 [5]; Combat Reflexes [15]; Literacy [10]; Status 8\* [35]; Very Wealthy [30].

\*Includes +1 for Wealth.

## Disadvantages

Age [-21]; Bloodlust [-10]; Code of Honor (Tribal) [-10]; Intolerance (Traitors) [-5]; Reputation -1 (among Chinese, as a bloodthirsty conqueror) [-2].

## Quirks

Dislikes “city-dwellers”; Interested in immortality; Nervous around dogs; Tolerant of varied religions; Vengeful. [-5]

## Skills

Administration-16 [8]; Animal Handling-15 [8]; Bow-14 [8]; Brawling-13 [1]; Broadsword-13 [2]; Diplomacy-13 [4]; Intimidation-15 [6]; Lasso-13 [2]; Law-16 [10]; Leadership-16 [6]; Riding (Horse)-16 [15]; Savoir-Faire-15 [0]; Shield-14 [2]; Spear-13 [2]; Strategy-18 [10]; Survival (Mountains)-15 [6]; Tactics-19 [16].

## Maneuvers

Horse Archery-14 [6].

## Languages

Mongol (native)-13 [0].

This is Chinggis at the start of his campaign against Kwarizm. He commands huge resources; his Wealth only represents the standard of living he enjoys as Khan. As a child, Temujin’s survival and combat skills were already high, but he had the Disadvantages of Dead Broke and an Enemy (the Taichi’ut Clan). When the Mongols begin their expansion westward, his tactics earn him a -3 Reputation among Muslims.

Chinggis’ Code of Honor combines the basics of the “Pirate’s” Code with loyalty to tribe and clan, regard for tradition, and a special disdain for traitors. In fact, he is said even to exterminate anyone who betrays their own people to the Mongols – hence his Intolerance.



## BIOGRAPHY

Temujin, the man who would become known to the world as Chinggis (or “Genghis”) Khan, was the son of Yesugei, a leader of the Borjigid clan, and a relative of the Mongol khan. When Temujin was seven years old, Yesugei was murdered; the other clans, not wanting to follow a child, cast out Temujin and his family.

Despite these hardships, he managed to survive and gather allies. Notable among these were Jamuqa, a young noble, and ToghriI, chief of the Keraites and blood-brother to his father. With their aid, Temujin struggled against the other clans until, in 1185, he was named Khan of the Borjigid. Both these allies eventually turned against him, recognizing his ambitions as a threat, but they were defeated along with anyone else who opposed him.

In 1206, he was elected to the leadership of all the tribes, and given the name Chinggis Khan. (The translation is unclear, but commonly accepted as “Oceanic Ruler.”) After consolidating his power, he turned toward northern China. From 1211 to 1215, he defeated the Chinese in every battle. He then left one of his generals, Mukali, as his viceroy in the region and turned his attention westward.

## THE NATURE OF POWER

Was Chinggis the sort of historical figure who changes the entire course of events, or was he simply a fairly talented leader who happened to catch the tide at just the right moment? If his enemies had killed him young, would another steppe-lord have smashed into China and the lands of Islam with the same force? (Those cultures were certainly growing vulnerable, but Chinggis exploited their weakness with special skill.) It's hard to say, and even an advanced time-traveling culture might be unsure.

His court could be scene of a great deal of research – and some serious hidden conflict among out-timers.

### THE IMMORTAL KHAN

Like other noted rulers, especially those exposed to Chinese magical ideas, late in his life, Chinggis began research into the possibility of immortality. He consulted many philosophers and priests, but never found a way to extend his own life. But what if he had?

Under an immortal Chinggis, the Mongol Empire would have survived just as well; the later Khans were capable, but none possessed his combination of flexibility and energy. The Mongol conquest of the Middle East, Asia, and China would certainly still have occurred, and Chinggis might have found a way to push onward into Western Europe, despite the difficulties presented to cavalry armies by mountainous and forested terrain. The Mandate of Heaven would be obvious for all to see. And Marco Polo (p. 36) might have told stories of meeting the Deathless Khan of China.

Stopping the Great Khan from achieving his goal would be a difficult task, given his resources; PCs might find themselves in the role of agents of other monarchs, who most assuredly do not want to see the feared Mongol leader become immortal. Alternatively, certain Illuminati might like the idea of a Mongol god-king – controlled by them.

### MONGOLS AND MAGIC

In a historical-fantasy campaign world, the Mongol shamans (who included the Khan himself) might well wield magical powers. However, older and more established cultures, such as China or Islam, might be better able to resist the oncoming hordes with magicians of their own; Chinese magic especially would likely be institutionalized, even bureaucratized. The balance of power could be uncertain, with much secret maneuvering. For a really wild game, a faction in the previously-mentioned time wars could actually be Chinese time-magicians, seeking to eliminate this menace before it can grow strong.

After conquering Kara-Khitay in 1218, Chinggis Khan was on the edge of the Islamic Kwarizm empire, ruled by Sultan Muhammad II. Mongol envoys were sent to the Sultan, only to be executed as spies (which they probably were). The Khan declared war, and in one year he and his generals had driven the Sultan the length of the empire to die on a small island in the Caspian Sea. Cities that opposed him were sacked without mercy. A city that managed to kill one of the Khan's generals or relatives was razed to the ground. Hundreds of thousands of Muslims died, while the Mongols suffered relatively few losses.

In 1226, Chinggis returned to Mongolia and began a campaign against the recalcitrant Xi-Xia. But he would fight no more battles. In 1227, shortly after the death of his first son, Chinggis Khan died, possibly of an illness, perhaps simply of old age; his body was taken to the sacred mountain of Burkan Kaldun and buried in a secret spot. Within a generation, no one remembered where his tomb was.

Despite the Great Khan's legacy of savagery, he was a capable administrator, and promoted people according to their ability rather than family status. With the aid of captured Chinese bureaucrats, he developed a code of law (the *yesagh*), established land and commercial taxes, and created a system of messengers that could swiftly carry a decree to the farthest edge of his empire.

His conquests were the result of careful planning and willingness to adopt new tactics. Spies were sent into target cities to report on weaknesses. He employed Chinese and Islamic siege technology; captured engineers were added to his army immediately. With the combination of advance intelligence, nomadic cavalry, and sophisticated siege tactics, no army or city could long oppose him.

### Chinggis in History

Temujin had the fortune to be born in a time of unrest in Mongolia; the tribes of the interior were growing in power and beginning to struggle among themselves, while the border states, including the Jurchin dynasty of northern China, were beginning to decline in strength. The Islamic states to the immediate west had grown torpid and incapable of resisting serious threats.

Chinggis' empire continued to grow after his death, a legacy no other conqueror of his scale had ever managed to leave; it eventually dominated all of Asia, the Middle East, and part of eastern Europe. The destruction of the declining Islamic empires would later pave the way for the rise of the Ottomans. Under the Khan's grandson, Kubilai, the Mongols would become the first nomadic people to conquer the whole of China, and found the Yuan dynasty.

### Encountered

Depending on circumstances, an encounter with the Great Khan can be good or very bad. His success comes from flexibility and imagination as well as savagery (though the savagery is there); noted philosophers are invited to his court to present their ideas, or to debate with others. Artisans and engineers are almost always spared when he captures a city; the artisans are sent back to Mongolia, and the engineers are drafted. Skilled individuals are likely to get a good reaction; traitors and sworn enemies are likely to die in grisly ways.

Chinggis Khan's intelligence and curiosity may surprise PCs who expect to meet a savage. Skilled characters, especially ones with administrative or technical ability, may find themselves offered a job.

– Matthew Rice

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#### Further Reading:

Kwanten, Luc: *Imperial Nomads: A History of Central Asia, 500-1500*.

Lamb, Harold: *Genghis Khan: Emperor of all Men*.

Ratchnevsky, Paul: *Genghis Khan: His Life and Legacy*.

Saunders, J.J.: *The History of the Mongol Conquests*.



Born c.1254; died 1323.

Age 36; 5'6"; 135 lbs. A travel-hardened Italian, probably dressed as a Mongol nobleman.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5.75
<b>IQ:</b> 12 [20]	<b>HT:</b> 13 [30]	<b>Move:</b> 5
<b>Dodge:</b> 5		

## Advantages

Administrative Rank 2 [10]; Alertness +2 [10]; Charisma +2\* [5]; Cultural Adaptability [25]; Literacy [10]; Patron (Kublai Khan, 15-) [45]; Status 2\*\* [0]; Wealthy [20].

\* Includes +1 from Cultural Adaptability.

\*\* Includes +1 from each of Administrative Rank and Wealth.

## Disadvantages

Curious [-5]; Duty (to Kublai Khan, 15-) [-15]; Greed [-15]; Odious Personal Habit (constantly talking about his adventures) [-5]; Social Stigma (foreign merchant) [-10]; Xenophilia [-5].

## Quirks

Culturally Orientalized; Falsely modest; Judgmental; Takes copious notes. [-4]

## Skills

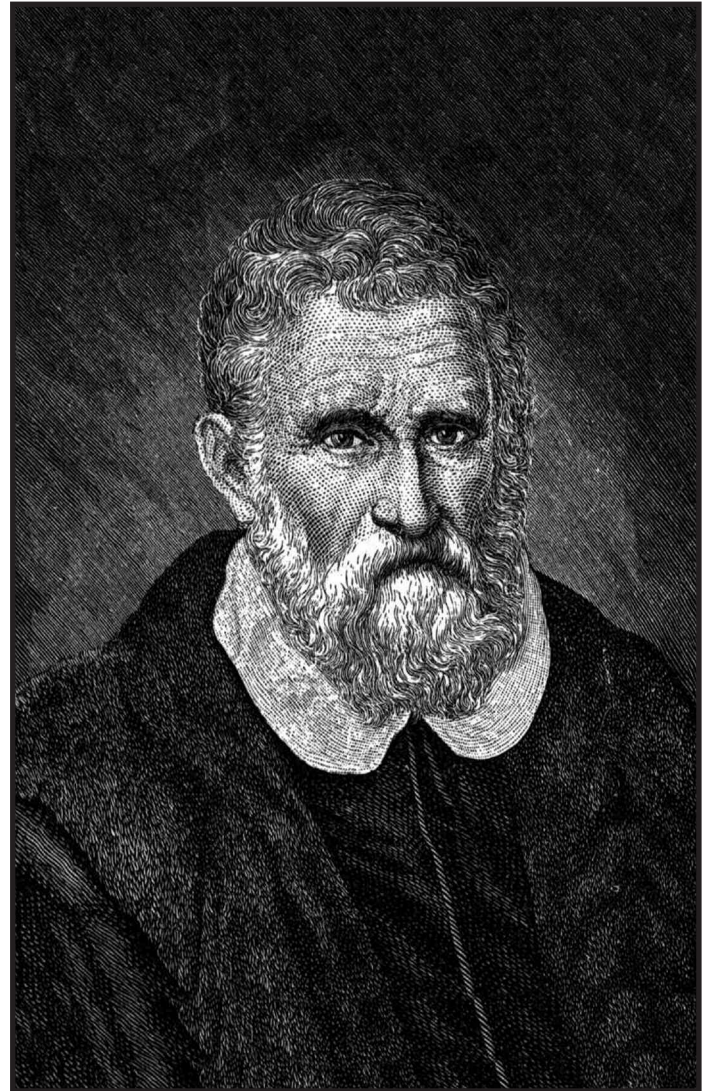
Administration-13 [2]; Animal Handling-12 [4]; Area Knowledge (Japan)-12 [½]; Area Knowledge (Mongol China)-17 [8]; Area Knowledge (Muslim World)-13 [1]; Area Knowledge (Russia)-12 [½]; Area Knowledge (Venice)-12 [½]; Bard-13 [½]; Boating-8 [½]; Bow-11 [8]; Climbing-8 [½]; Cyphering-12 [1]; Diplomacy-12 [2]; Falconry-11 [1]; Hiking-11 [½]; Merchant-12 [1]; Naturalist-10 [1]; Packing-9 [½]; Politics-12 [1]; Riding (Horse)-10 [1]; Savoir-Faire-15 [0]; Seamanship-11 [½]; Survival (desert)-10 [½]; Swimming-9 [½]; Theology-10 [1]; Tracking-10 [½].

## Languages

Venetian Italian (native)-14 [0]; Arabic-12 [½]; Chinese-12 [½]; Mongol-13 [1]; Persian-12 [½].

(All include +2 Language Talent from Cultural Adaptability.)

This is Polo as a member of Kublai Khan's court around 1290, one year before his departure. His Administrative Rank is that of the Khan's messenger; if he did serve as governor of Yangchow, it could be higher. Much of his activity during this period is unknown, so the GM can justify giving him virtually any skill from his era. On his return journey westward, Marco loses his Administrative Rank, Patron, Duty and Social Stigmas, but gains Legal Immunity (docu-



ments from the Khan), and his Area Knowledge (Muslim World) increases to 15. In Venice, the people see him as a liar; nevertheless, he gains a positive Reputation as a good storyteller. His wealth is eventually reduced to Comfortable.

Some scholars have raised doubts about how much merchant activity Marco actually conducted, so the GM should feel free to remove his Social Stigma and to lower or remove Cyphering and Merchant. The first evidence we have of Marco's Greed comes much later in his life, so the GM may wish to remove the disadvantage at this point.

This representation takes Polo more or less at his word. However, some scholars hold that many of Polo's supposed travels never occurred, and suggest that he never ventured much beyond the eastern coast of the Black Sea. For this version, remove most or all of his Administrative Rank, Cultural Adaptability, Patron, Duty, Administration, Climbing, Diplomacy, Hiking, Naturalist, Packing, Politics, Survival (Desert), Theology, most of his Area Knowledge and all foreign languages, and perhaps add Compulsive Lying and a high Fast-Talk skill.

# BIOGRAPHY

Probably born in 1254, Marco Polo grew up in the patrician class of Venice. In 1269, his father, Maffeo, and his uncle Nicolo returned from a journey East where they had become servants of Kublai Khan in Cathay (northern China). The Khan had sent the two travelers to Europe to bring Christian missionaries to him, but the death of the Pope meant the brothers had to wait before official papal legates could be dispatched. After two years, the brothers didn't dare risk angering Kublai any longer, and set off for the East; the 17-year-old Marco accompanied them. In Syria, the Papal legate Teobaldo gave the Polos papers explaining their long absence. Shortly thereafter, Teobaldo was selected Pope Gregory X and sent two priests to accompany them, but the clergymen soon turned back in fear.

Marco and his elders traveled through myriad lands and terrain, buying and selling the whole way, while Marco studied his new surroundings. After three and a half years of travel, they made it to Shang Tu, Kublai's summer residence, and were received with honor. Marco impressed Kublai, and he was added to the Khan's personal staff. Over the next 17 years, Marco ran various errands for his master, traveling all about the empire. Meanwhile, he gained the Khan's favor by taking copious notes of these lands and then relating his journeys to his master. (He may even have been made the administrator of Yangchow, one of Kublai's provinces.)

In 1287, the Polos realized that Kublai was growing old, and that upon his death, they would be caught up in the political turmoil. They requested permission to leave but were too well-liked or useful for Kublai to consent. When Kublai needed an escort for a Mongol princess, however, he sent the Polos. Marco and his company ranged as far as Vietnam, Java, India and Ethiopia. In Persia, the travelers learned that Kublai Khan had died; Marco and his family were free of their duty and headed home. The Polos arrived in Venice in 1295, and according to legend, none believed they were who they claimed – they had long ago been given up for dead. Not until the three traders put on a lavish banquet and showed off their Eastern wealth were they finally accepted as the Polos returned.

Venice was at war with Genoa, and Marco was captured at sea and thrown in a Genoese prison. His wild stories soon won him popularity among the prisoners and guards, and his fame grew throughout Genoa. At some point, someone suggested that he write his tales down. Collaborating with a fellow prisoner, Rustichello, a professional writer, Marco set down *The Description of the World* which was finished in 1298, one year before the war ended and Marco was released. He returned to Venice as a trader, and when his father and uncle died, Marco gained possession of most of the family wealth. He continued trading for the remainder of his life, all the while talking of his wild exploits in the East. He married at some point and fathered three daughters, and his family grew to dislike him when he began to favor his sons-in-law in business dealings. He eventually lost most of his wealth (although his family apparently always remained well-off), and died in 1323.

## Encountered

Marco Polo has an instinctive knack for getting along with others. He will gladly tell endless tales of his travels to any who listen, and may well take up any offers to accompany others on *their* adventures. He is at heart a merchant, and will make every effort to profit from his companions as well as those they meet.

– Brian C. Smithson

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### Further Reading:

Hart, Harry H.: *Marco Polo: Venetian Adventurer*.

Olschki, Leonardo: *Marco Polo's Asia*.

Polo, Marco: *The Travels of Marco Polo*.

# WHAT IF?

## POLO'S PLACE IN HISTORY

Marco Polo left a sizable but subtle mark on history. Through his book, he gave Europeans one of their first glimpses into the wonders of the East. His descriptions of unimaginable wealth helped catalyze the Age of Exploration two centuries later. (Christopher Columbus – see p. 42 – reportedly carried a copy of Polo's book with him on his first expedition.) Though his tales were considered lies by most contemporaries, later generations viewed him more approvingly. Furthermore, the Polos' befriending of Kublai Khan encouraged amicable East-West relations; had the Polos angered the Khan, Kublai might have sent an army westward, giving the Crusades-wearied Europeans a threat they weren't prepared to handle.

Conspiracy fans should also note that Polo brought some of the wilder stories of the Assassins to Europe. This sect was already heard of, but Polo provided details such as the hidden mountain valley HQ made to resemble Paradise. See *GURPS Arabian Nights*, pp. AN35-37, and *GURPS Places of Mystery*, pp. PM74-75, for more on this.

## MARCO MILLIONS

Not only did his contemporaries think that Marco Polo made up the story of his journey to the East; some writers to this day suspect his honesty. Although most serious scholars accept his account as essentially correct, the minority point to the lack of corroboration, some odd missing details, and Rustichello's prior career as a fiction writer. Time-traveling researchers might like to settle this issue for good.

## HERE BE MONSTERS

In a historical-fantasy campaign, Marco Polo (or some local counterpart) might actively pursue the various mythical beasts that existed in the medieval mind in order to bring back descriptions, if not specimens (he was an avid hunter). Polo himself describes some outright fantastic hearsay in his book – men with heads in their chests, men with one leg, men with dogs' heads, men who carry their heads under their arms – but what if each of these races is *real*, and Marco and his companions (the PCs) are the first Westerners to contact them? (See *GURPS Fantasy Folk* for further inspiration.) Likewise, Polo describes some magical animals, such as the unicorn and the roc. (*GURPS Fantasy Bestiary* is a good source of more such beasts.) The GM should have no compunction about throwing the locals' mythical monsters at Marco and his companions.



# Roger de Flor

Total Points: 236

Born 1260; died 1305.

Age 45; 5'6"; 160 lbs. A handsome man, with tanned skin, dark hair, and blue eyes.

<b>ST:</b> 12 [20]	<b>DX:</b> 14 [45]	<b>Speed:</b> 6.5
<b>IQ:</b> 11 [10]	<b>HT:</b> 12 [20]	<b>Move:</b> 6
<b>Dodge:</b> 6	<b>Parry:</b> 8	<b>Block:</b> 8

## Advantages

Ally Group (the core of the Grand Catalan Company, as a large group, 15-) [90]; Handsome [15]; Military Rank 8 [40]; Semi-Literacy [5]; Status 6\* [10]; Very Wealthy [30].

\*Includes +3 for Military Rank and +1 for Wealth.

## Disadvantages

Dependent (wife, Princess Maria, 9-) [-6]; Enemy (the Byzantine court, 15-) [-90]; Greed [-15]; Lecherousness [-15]; Overconfidence [-10].

## Quirks

Calls himself by the French rather than the German form of his name (it's more romantic); Insists he gave the Templars their share of the money. [-2]

## Skills

Area Knowledge (Mediterranean Basin)-13 [4]; Axe/Mace-14 [2]; Brawling-15 [2]; Broadsword-16 [8]; Crossbow-16 [4]; Cyphering-11 [1]; Lance-12 [½]; Leadership-14 [8]; Merchant (specialized in mercenary services)-9/15 [1]; Meteorology-12 [4]; Navigation-12 [5 ½]; Polearm-14 [2]; Riding (Horse)-12 [½]; Savoir-Faire-13 [0]; Shield-16 [4]; Seamanship-13 [4]; Shiphandling-14 [10]; Spear-14 [2] Spear Throwing-14 [1]; Tactics-14 [10]; Strategy (Naval)-12 [5 ½].

All skills are at TL3 where relevant.

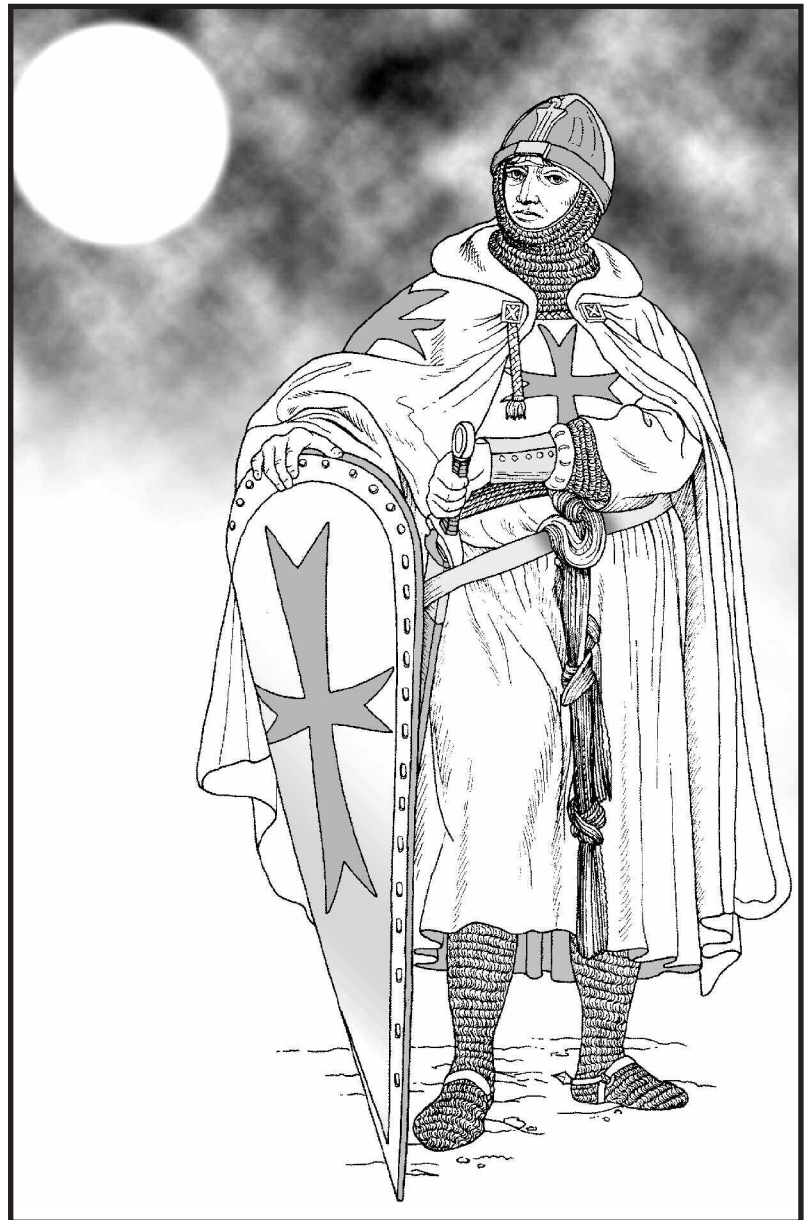
## Languages

French (native)-11 [0]; Greek-13 [6]; Italian-11 [2]; Spanish-11 [2].

## Equipment

Roger carries a dagger. When it's not impolite, he also carries a sword and sometimes a mace, the Byzantine insignia of rank. At sea he fights as a marine, with polearm and crossbow; on land as a knight. If expecting trouble he will wear a mail shirt and pot helmet at the least. In land battles he adds a medium shield, coat of plates (i.e. scale torso armor) and a great helm. Roger's weapons are always of the highest available quality.

This is Roger at the height of his influence, as the supreme commander of the Byzantine army and deputy to the Emperor himself. (As commander of the Catalan Company alone, he might have lower Military Rank.) He is hopeful that his wife, who is currently pregnant, will give him an Imperial heir; note that, given his mind-set, she is classed as a "friend" rather than a "loved one," but her crucial importance to his plans justifies her inclusion as a Dependent; he *has* to protect her and have her present at certain points (and may take her advice if he is being sensible). This portrait perhaps favors Greek opinions of the man, if only for the sake of drama; some historians (especially Spanish writers) might be more generous, and Gibbon certainly was.



# BIOGRAPHY

Roger de Flor was born Rutger van der Blume, the son of a wandering German falconer and a Frenchwoman. His father's death at Tagliacozzo (1268) left mother and son destitute. She then worked in a brothel by Bari docks. Eight-year-old Roger so impressed the captain of a Knights Templar ship with his nimbleness in the rigging that he was taken into the crew and Order. He then worked as a pirate for the knights. By 1291, he was commanding the Templars' ship *Falcon* at the fall of Acre. He fought bravely until he realized that it was hopeless, then granted distressed ladies passage to Cyprus in return for their jewelry. The Grand Master expelled him from the Order and denounced him to Pope Boniface as an apostate and a thief.

Roger then commanded the Genoese Doria family's pirate ship *Olivetta*. He later worked as admiral for Frederick III of Aragon, in which time he commanded Aragonese and Catalan soldiers on land, learned Spanish, and changed his name to Roger de Flor. Unfortunately, Frederick signed the peace of Caltabellotta in 1301 and wanted his thousands of Spanish mercenaries gone. Roger sold the renamed Grand Catalan Company's services to the Byzantine Emperor Andonikos II in return for the title of *Megas Dux*, marriage into the Imperial Family, and four months' advance wages at twice the normal rate. Despite being loutish – Roger had to leave his marriage bed to quell his soldiers who were murdering Genoese in Constantinople – the Company proved well worth the money, slaughtering 50,000 Turks. Roger then got a little carried away and began looting Byzantine territory, demanding the title of Caesar and planning to set up his own state in Anatolia. He also took to attacking Greek-held islands in the Aegean.

This behavior alarmed the Emperor, who decided to take action. Andronikos lured Roger to Europe by agreeing to his demands, making Roger the first foreigner to hold the Byzantine title of Caesar. To celebrate, the Imperial family held a ceremony inland, at Adrianople. Unduly confident, de Flor ignored Maria's advice not to go and was assassinated at a dinner hosted by Andonikos' son, the co-Emperor Michael IX. Roger had apparently left the feast early and was knifed by a chieftain named George Gircon on the threshold of the co-Empress Rita-Maria's private apartments. (Roger's men had murdered Gircon's son earlier that year.) After de Flor's death, troops loyal to the Emperor murdered as many Spaniards as they could find. They were not thorough enough; the Catalans recovered, inflicting a heavy defeat on the Imperial army in 1306 and taking over the Frankish Duchy of Athens in 1311. Their effect on the patchwork politics and confused power-structure of Greece in the subsequent period was, to say the least, disruptive.

## Encountered

Roger is a brutal, self-possessed character. He is interested in power and money, so these will be uppermost in his thoughts at any meeting. He will be polite if he thinks it will help, but will not bother to prolong an encounter if he can see no advantage for himself or his men. He is not religious and is unimpressed by other people's faith and opinions. He is only found without a few flunkies – his secretary, staff officers, some Amulghavars and knights, for instance – when he is off with some woman. His big weakness is fornication and he prefers to yield to it in private; hence his demise. When expecting trouble he has the 6,500 toughest fighters in the East at his back.

–David Thomas

### Further Reading:

Norwich, John Julius: *Byzantium – The Decline and Fall*.

Runciman, Sir Stephen: *History of the Crusades*.

Bartusis, Mark C.: *The Late Byzantine Army*.

Heath, Ian: *Armies of the Middle Ages, Volume 2*.

# ROGER'S TROOPS

Roger could call on several kinds of troops. The majority were *Amulghavars*, infantry from the Pyrenees who fought without shield or armor, but who nevertheless were happy to face armored horsemen. They usually beat them. There is an account of a single Amulghavar officer defeating five French knights. They carried five javelins, short sword or long knife, and a spear. Amulghavars would make excellent PCs. Then there were the Aragonese cavalry; these resembled any other European knight, except that the Spanish were very keen on skirmishing with javelins in addition to charging with lances, and so should have Spear Throwing skill. The Company also often used light horse-archers such as Turks and any peasant conscripts or rabble who turned up. Sometimes this last element would fight as archers, at others they were just a mob.

## CATALANS VS. OTTOMANS?

At the time Roger was active, the Osman family were just a handful of scruffy sheep stealers. They fought and won their first battle against the Byzantines in 1301, after which they grew steadily in power, becoming the world-class Ottoman Empire in under a century. Had Roger not been

killed, the Company might have gained the measure of the Turks, and protecting their own land would certainly have given them the incentive to fight very hard. Time travelers who want modern Greece to extend to Constantinople might do well to stop Roger going to that dinner.

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**“The Megas Dux was leader of all, carrying off the spoils as he pleased. . . Would that Constantinople had never seen Roger . . .”**

**– George Pachymeres,  
Byzantine historian**

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## THE SECRET MASTERS

Roger was a Templar sergeant, and many conspiracy theorists include the Order in their histories. In an Illuminated game, Roger could have stolen something more interesting than mere jewels when he absconded with the *Falcon*. A modern-day spiritualist movement might want to summon Roger's ghost for information. Time travelers might look to get to Acre first.

## HISTORICAL/VOCABULARY CONCERNS

The Byzantines called themselves “Rhomaioi” (Romans); their neighbors called them “Greeks.” Only moderns call them “Byzantines.” Greek Fire was not used after about 1100 A.D., so is unavailable in Roger's time – except, perhaps, to secret alchemical adepts in weirder games.



Born 1265; died 1321.

Age 43; 5'9"; 150 lbs. An active Italian man, dressed either practically or finely depending on whether encountered while traveling or at court.

<b>ST:</b> 10 [-]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.25
<b>IQ:</b> 13 [30]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 6	<b>Block:</b> 6

## Advantages

Literacy [10]; Reputation +2 (as a great poet, 7-) [3]; Status 1 [5].

## Disadvantages

Code of Honor (Christian Gentleman) [-10]; Enemy (Black Guelphs, 6-) [-15].

## Quirks

Believes in the divine right of the Roman Emperor, and opposes the pope as corrupt; Often writes in Italian rather than Latin so more people can read his works; Overly fond of the opposite sex; Unforgiving and uncompromising; Vow (to honor Beatrice's memory). [-5]

## Skills

Administration-13 [2]; Area Knowledge(Italy)-14 [2]; Astrology-11 [1]; Bard-13 [2]; Broadsword-12 [4]; Cyphering-13 [1]; Diplomacy-13 [4]; First Aid/TL3-12 [½]; History-11 [1]; Knife-11 [1]; Law-11 [1]; Lance-11 [2]; Literature-12 [2]; Philosophy (Classical Christian)-13 [4]; Physician/TL3-10 [½]; Poetry-21 [18]; Politics-14 [4]; Riding (Horse)-12 [4]; Savoir-Faire-15 [0]; Shield-12 [2]; Swimming-11 [1]; Tactics-11 [1]; Theology-12 [2]; Writing-19 [14]

## Languages

Florentine Italian (native)-15 [2]; Greek-12 [1]; Latin-13 [2]

## Equipment

While traveling, Dante would be dressed in practical clothes, probably even light armor, and would certainly be armed with a broadsword and dagger. In court, he would still be armed, although he would dress in finer clothing.

This represents Dante in 1308; an exile from Florence (living off the hospitality of friends and as a "freelance diplomat"), he is just beginning the *Divine Comedy*, and Henry VII is just starting his campaign to unite Italy. At this point, everything is still possible. It is a slightly romanticized version that accepts his account of his infatuation with Beatrice. Later in his career, he would have more allies and possibly a reputation as a negotiator. While still in

Florence, he would have more Wealth and Status (although the Black Guelphs would still be his enemies), and possibly some kind of depression if encountered shortly after the death of Beatrice. A more romanticized version might replace the Vow with Lover's Distraction.

His Code of Honor is essentially the Gentleman's Code modified by Christian ethics, thus including respect for the church, charity to the poor, and so on, while emphasizing "turning the other cheek" rather than avenging insults.

## BIOGRAPHY

Dante was born into a Florentine family, of noble descent but no longer wealthy. His education would have been typical of minor nobility, and he probably spent a year or two at the University of Bologna.

In his youth he was betrothed to Gemma Donati. However, the greatest love of his life, and the greatest influence on his work, was his beloved Beatrice. They first met when he was nine, and from that day forward Dante dedicated his life and work to her. Dante married Gemma and Beatrice also married, but this must not be interpreted as detracting from his love. His feelings were in the highest tradition of courtly love, and Dante considered Beatrice completely out of reach – marriage to her was impossible, and in fact undesirable.

Beatrice died in 1290, and Dante was inconsolable. His first book of poetry, compiled soon after, the *Vita Nuova*, was a collection of love poems written about her.

In 1289, Dante fought as a cavalryman in the battle of Campaldino against the Tuscan Ghibellines, and thus helped to establish a democracy in Florence that actually excluded the nobility and handed power to the guilds. In due course, he enrolled in the Guild of Physicians and Apothecaries, and took his place in public life. (This guild membership was probably an honorary formality, not a reflection of actual training, but the character sheet assumes that he learned a little medicine for the sake of form.)

By 1300 the ruling Guelph party in Florence was split into two factions, the Black Guelphs and the White Guelphs. In 1301, the Black Guelphs took control while Dante was in Rome as an ambassador and Dante was exiled under sentence of death. He never saw his wife again.

He remained an exile for the rest of his life; at first, he joined with his fellow exiles, but he became tired of their "wickedness and stupidity" and went his own way. He spent much of his time in Verona, where he met his lifelong friend Can Grande della Scala. In 1308, Henry of Luxemburg was elected as emperor Henry VII and in 1310 he led a military expedition to Italy to attempt to unite it as part of the Empire. Dante saw Henry as a divinely-appointed monarch who could heal Italy's wounds and bring her warring cities peace. But by the autumn of 1313, Henry was dead of a suspiciously swift fever.



Dante's final years were spent in Ravenna, under the protection of Guido Novello da Polenta. In 1321 he traveled to Venice in an unsuccessful attempt to avert war between the two cities. On his return trip he fell ill, possibly of malaria, and died on the night of his return.

### *The Divine Comedy*

Dante's masterpiece, the *Divine Comedy*, was written entirely while he was in exile; he started it in 1307 and completed it shortly before his death. It was inspired by Beatrice, dedicated to Can Grande della Scala, and written in Italian rather than Latin, so anyone could understand it. It is set in 1300, and tells of an allegorical journey through Hell, Purgatory and Heaven. The first part, the *Inferno*, tells of Dante's passage through Hell guided by the spirit of the Roman poet Virgil.

In the second part, the *Purgatorio*, Virgil continues to guide him through Purgatory, where penitent souls suffer for the sins they committed in life before going to Heaven. In the final part, Dante ascends into Heaven, now guided by Beatrice, and is granted a glimpse of God in all his glory. It is considered to be one of the greatest works of Italian poetry.

### *Encountered*

Dante is much more down to earth than one might suppose. He fought at Campaldino as a cavalryman and is deeply involved with politics and diplomacy. Indeed, he is even trusted as an ambassador for the various cities he resides in during his exile. He is a devout Catholic, although he has doubts about the people who hold the position of Pope. His reaction to strange situations would very much be governed by his faith, although this would not prevent him using all his political cunning or skill at arms if necessary.

– Gareth L. Owen

#### **Further Reading:**

Alighieri, Dante: *The Divine Comedy*.

Ricardo J. Quinones: *Dante Alighieri*.

Institute for Learning Technologies: <http://www.ilt.columbia.edu/projects/dante/>

## WHAT IF?

Dante, although a giant in the world of literature, had relatively little influence on the politics of the time. However, if things were slightly different, who knows what he might have achieved? If, say, time travelers could find some way to subtly turn the tables on the Black Guelphs in 1301 and give Dante the credit, he might be in a commanding position within the Florentine government when Henry arrives in Italy. Florence would then be much more welcoming to Henry; if Dante had had his way, Florence would have allied behind Henry's banner, making a conquest of Italy more feasible and possibly preventing his death. This could create a strong Roman Empire in the 14th century, changing history unrecognizably – with Dante Alighieri standing as one of the new power's founding figures.

### ALLEGORY – OR SOMETHING MORE?

More than just a spiritual guidebook, the *Divine Comedy* is an allegory of redemption. Dante comments on the politics of Italy, the wickedness of Popes (more than one can be found in the *Inferno*) and much more. Although he can be criticized for placing his enemies in Hell and his friends in Heaven, the figures therein are more symbolic than literal; the *Comedy* remains one of the great masterpieces of allegory, and gives us an unsurpassed vision of Catholicism and intellectual and political life in 13th century Italy.

The *Comedy* is also strikingly reminiscent of some kind of spiritual-magical quest. What if that is exactly what it was, and Dante wasn't a good Catholic poet, but something much more arcane? The *Comedy* could be used as a model for a spirit-quest undertaken by a latter-day occultist. This would imply a style of magic a little like shamanism, but informed by Catholic morality, Renaissance imagery, and a poetic aesthetic. Of course, Dante was guided by the spirit of Virgil, an earlier poet/adept – so it would only be natural for Dante himself to guide a modern adept.





# Christopher Columbus

Total Points: 127½

Born 1451; died 1506.

Age 40; 5'11"; 160 lbs. A tall man, with a reddish complexion, usually clothed as a ship's officer, though on occasion affecting a religious habit.

**ST:** 12 [20]   **DX:** 10 [-]   **Speed:** 5.25  
**IQ:** 12 [20]   **HT:** 11 [10]   **Move:** 5  
**Dodge:** 5

## Advantages

Charisma +2 [10]; Comfortable Wealth [10]; Courtesy Rank 8 [8]; Literacy [5]; Patron (Ferdinand and Isabella, as the equivalent of a powerful organization, 9-) [15]; Status 2 [10]

## Disadvantages

Delusion (that the Earth's circumference is 18,000 miles) [-5]; Glory Hound [-15]; Greed [-15]; Selfish [-5]; Stubbornness [-5].

## Quirks

Claims pious motives; Falsifies his logs; Flirts with Queen Isabella; Quarrels with subordinates; Secretive about his origins. [-5]

## Skills

Acting-11 [1]; Area Knowledge (North-Eastern Atlantic Ocean)-15 [6]; Astronomy-10 [1]; Bard-13 [1]; Boating-10 [2]; Broadsword-9 [1]; Cartography-11 [½]; Climbing-9 [1]; Cyphering-12 [1]; Diplomacy-10 [1]; Fast-Talk-14 [6]; Gunner (cannon)-11 [1]; Leadership-14 [2]; Mathematics-10 [1]; Merchant-11 [1]; Meteorology-15 [8]; Navigation/TL3-15 [9½]; Navigation/TL4-11 [1]; Research-11 [1]; Riding (Horse)-10 [2]; Sailor-12 [2]; Savoir-Faire-14 [0]; Seamanship-14 [4]; Shiphandling-14 [8]; Swimming-10 [1]; Theology-10 [1]; Weaving-11 [2]; Writing-11 [1].

All skills are known at late TL3, except where otherwise noted.

## Languages

Italian (native)-12 [0]; Portuguese-10 [½]; Spanish-12 [2].

## Equipment

Columbus owns a quadrant and an astrolabe, both fairly primitive. He has a substantial library of books about travel and geography, most of which he has annotated.

At this point in his career, Columbus has just received his commission from Ferdinand and Isabella, but has not yet set sail. He has the title of High Admiral of the Ocean Sea, but no actual fleet, so it is considered a Courtesy Rank. His nautical skills were learned primarily from many years of sailing the Atlantic Ocean, in ships



which lacked most of the technological refinements associated with *GURPS* TL4. He has supplemented them with book study and taught himself the use of early TL4 navigational instruments, but the results are unreliable, partly because he does not fully understand the principles on which their use is based.

Later in his career, Columbus' social position fluctuates wildly, from wealthy official to prisoner in chains. He also has several experiences in which the Holy Spirit speaks to him; this is probably best treated as a Quirk, as it is not frequent enough for the Voices disadvantage. His treatment of native peoples could justify giving him the Intolerance disadvantage.

A younger Columbus could be encountered nearly anywhere in the eastern Atlantic. At this stage his Status is lower and he has no ties to the Spanish court; his nautical skills are nearly as high, but without his later smattering of the sciences.

# BIOGRAPHY

Christopher Columbus was born in Genoa, the son of a weaver, though later in life he was socially ambitious and did not publicize his origins. He went to sea in 1465 and settled in Portugal in 1476, where in 1478 he married Felipa Perestrello e Moniz, the sister of a government official in the Madeiras. His first son, Diego, was born in 1480. He sailed most of the known Atlantic Ocean, from Iceland to West Africa. (Stories have him visiting the former island to view a map of the discoveries of Leif Eriksson – see p. WWi43. Which raises the question of how he would have known of it . . .)

His proposal to find Asia by sailing west, originally submitted to the king of Portugal, John II, was rejected in 1484. He then went to Spain and in 1486 began trying to sell his plan to Ferdinand and Isabella. During the following years, left a widower, he became involved with Beatriz Enriquez, who bore his second son, Fernando, though she was a commoner and he never married her. Finally, in 1492, he was commissioned to sail into the Atlantic. Despite many doubts and the fears of his crew, he made landfall on October 12, 1492, somewhere in the Bahamas.

This was his first of four transatlantic expeditions; others followed in 1493, 1498, and 1502. He was slow to admit that he had not reached Asia but had found a previously unknown continent. He served as a colonial governor but achieved such poor results that in 1500 he was sent back to Spain in chains; he quarreled with subordinates, who were obsessed with getting rich by finding gold, and he saw the native peoples only as prospective slaves, contrary to royal instructions. He became increasingly obsessed with religion, writing a *Book of Prophecies* that called for a new crusade led by Spain. In failing health, he died in 1506.

## *Columbus in History*

Columbus set many precedents in his voyage of discovery, from experimental use of navigational instruments to treating the native population as merely slave material. His bold venture and good fortune in succeeding made him a model for later European explorers and for the European conquest of most of the world. His efforts enabled others to make Central and South America largely Catholic and Spanish-speaking. Apart from the political and religious impact, his voyage led to massive die-off of the American population through exposure to European diseases to which they had no immunity, followed by population movements from Europe (largely voluntary) and Africa (largely involuntary) to the New World; in the meantime, the introduction of syphilis to the Old World was probably his doing. Crops and domestic animals also crossed in both directions, with such results as North American Indian traditions of horsemanship and Old World use of tobacco.

## *Encountered*

Columbus' behavior toward other people is marked by three traits: desire for wealth, rank, and especially fame; determination to obtain them by exploring the western seas; and a charismatic personality and chameleon willingness to say anything and act any role that will help attain this goal. He is persuasive and manipulative, but not good at maintaining his authority.

– William H. Stoddard

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### *Further Reading:*

Fernandez-Armesto, Felipe: *Columbus*.

Wilford, John Noble: *The Mysterious History of Columbus*.

# WHAT IF?

Without Columbus, America would almost certainly have still been discovered by Europeans, but the discovery would have been delayed. Voyages into the open Atlantic looked unpromising to most of his contemporaries, who had a better idea than he did of how far away Asia was and no reason to anticipate new continents in between. Instead, attention might have focused on breaking the Portuguese monopoly of the route around Africa to the Indian Ocean. Portugal might have become a greater world power, enriched by every year that monopoly held, and building wealth on trade rather than on the plunder of two empires – and for that matter, Spain might have remained stronger without the ruinous hyperinflation caused by gold imports from Mexico and Peru.

Any number of alternative European discoveries of America could be postulated, from Portuguese merchants finding Brazil to English fisherman landing on Newfoundland. The one feature unlikely to change is that the contact would still have been a disaster for the native inhabitants, as they fell victim to European plagues and technologies even further advanced in relation to their own.

## THE PORTUGUESE LAKE

When Columbus returned from his first transatlantic voyage, he landed in Portugal initially. Several of John II's advisors recommended putting him to death. Suppose John followed their advice, rather than protecting him? Could Portugal have established itself firmly in the Americas before other European powers caught on? And what would have been Spain's reaction when the truth came out?

## IT'S A SMALL, SMALL WORLD

What if Columbus really had reached the East Indies, as he expected? A very quirky variant history campaign could assume a smaller Earth or a much greater eastward extent for Asia, with the Americas conveniently removed. PCs could get involved in the intrigues between Portuguese mariners sailing around Africa and Spanish mariners crossing the Ocean Sea to reach the wealthy lands of Asia. Or they could be sent out by England, France, or some other European power hoping to share that wealth – and needing to dodge the Spanish and Portuguese navies to bring it home. Or a campaign might explore the longer-term historical implications of America's absence: pirates in the East rather than the West Indies, or religious strife in Europe inflamed by dissidents having no place to colonize.



# Richard III (Richard Plantagenet)

Total Points: 133

Born 1452; died 1485.

Age 32; 5'7"; 135 lbs. A tall, slender, dark-haired man with a pointed, cat-like face.

<b>ST:</b> 11 [10]	<b>DX:</b> 12 [20]	<b>Speed:</b> 5.5
<b>IQ:</b> 13 [30]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 6	<b>Block:</b> 6

## Advantages

Charisma +1 [5]; Literacy [5]; Status 7\* [30]; Strong Will +3 [12]; Very Wealthy [30].

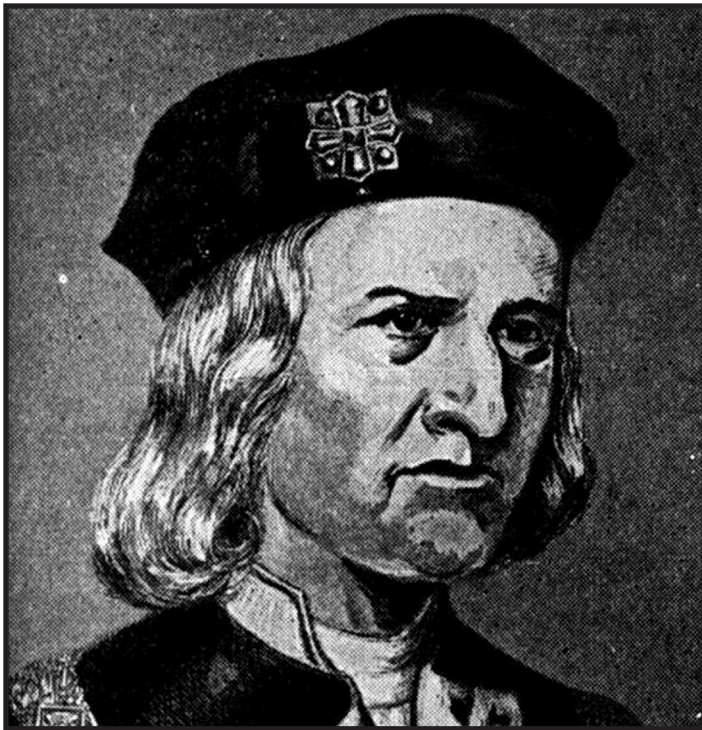
\*Includes +1 for Wealth.

## Disadvantages

Enemy (Tudor supporters, 9-) [-20]; Reputation -3 (as a tyrant, usurper, and probably murderer, among anyone believing Tudor propaganda) [-7]; Duty (feudal king, 15-) [-15].

## Quirks

Mordant humor. [-1]



## Skills

Acting-16 [8]; Administration-14 [4]; Axe/Mace-13 [4]; Broadsword-13 [4]; Cyphering-13 [1]; Diplomacy-11 [1]; Knife-11 [1/2]; Lance-10 [1/2]; Riding (Horse)-13 [4]; Savoir-Faire-15 [0]; Shield-13 [2]; Strategy-11 [1]; Tactics-12 [2]

## Languages:

English (native)-13 [0]; French-13 [2]

## Equipment

Richard would keep a knife on his person at all times (these are dangerous times, after all). In battle he will of course wear armor and wield either sword or battleaxe.

There is perhaps no other person in history as controversial as Richard III. The historical representations of him divide into two camps: those who think he was epitome of all evil (Shakespeare promulgated this view in his play *Richard III*), and those who think he was a good, honorable, near-saintly man terribly maligned by black propaganda falsely accepted as history. To keep things simple, these two views will henceforth be referred to as the "Anti-Richards" and the "Pro-Richards."

The characteristics shown above represent a neutral view. They depict Richard just as he has attained the throne of England, but also when dark rumors have started to swirl about him. Pro-Richard depictions would include a Code of Honor, Honesty, and a Sense of Duty to England (and probably lower Acting skill); Anti-Richard portrayals might include any or all of the following disadvantages: Bloodlust, Compulsive Behavior (Manipulation), Cowardice, Lame (Crippled Leg), Hunchback, Jealousy, One (Good) Arm, and Paranoia. Either version is quite charismatic; the "Evil Richard" is a manipulator, the "Good Richard" is a natural leader.

## BIOGRAPHY

Thanks to Shakespeare, any discussion of Richard III's life has to start by clearing up a few misconceptions. So here goes: Richard III was not a hunchback. He did not have a withered arm. Nor did he have one leg that was shorter than the other. Every modern historian agrees on that. As to the rest of Shakespeare's portrayal, well, let us just say that a difference of opinion exists.

Richard was born in 1452 as the 11th child of Richard, Duke of York and his wife, Cecily. In 1455, when Richard was three, the Wars of the Roses broke out. This was a 30-year-long civil war between two branches of the Plantagenet dynasty: the Houses of Lancaster and York (Richard belonged to the House of York). When he came to adulthood Richard fought for first his father and then his brother. When the war ended, Richard's brother ruled England as Edward IV.

During his brother's reign, Richard served as Lord of the North. During his tenure in that position, he enjoyed a sterling reputation as an excellent administrator, fair judge, and loyal confederate to his brother. Richard probably would have remained a footnote in history had not Edward IV died suddenly, leaving as the heir to the throne his young son, Edward V. In his will, Edward IV named Richard as his son's Protector – interim ruler until young Edward could ascend the throne.

## THE HAZARD OF THE DIE

For a king who reigned so briefly, Richard III had a tremendous impact on the course of English history. Had the Battle of Bosworth gone differently, he might have had a long and even prosperous reign. The House of Tudor would never have ruled England, which means there would have been no break with the Catholic church, no Bloody Mary – and no Queen Elizabeth! The loss of the Elizabethan golden age of English culture would be the *least* implication; the shift in the pattern of the Protestant Reformation would have consequences for world history.

(Incidentally, some of Richard's policies seem to have been moderately egalitarian; for example, he seems to have preferred that laws be written in English rather than the traditional French.)

### THE SONS OF EDWARD

Most objective historians concede that on one point, the Anti-Richards are probably right; there is almost no chance the young princes left the Tower alive (although they point out, rightly, that it does not necessarily follow that they were murdered at Richard's command). But what if the Pro-Richards are right, and the princes were either spirited out or escaped? Perhaps they could be restored to the throne of England – if only they could be found. Or perhaps they disappeared for a reason – after all, many people had good (if ruthless) reasons for wanting them dead.

On a similar tack, what if Richard didn't die at Bosworth Field? Accounts of his death all come from Tudor sources, and Henry ordered mass executions of Richard's followers (who might dispute the identification of Richard's body) as soon as he could. What was he trying to hide? And what could Richard be doing, now that the world thinks him dead?

### TO MAKE THE EARTH MY HELL

Maybe Richard *did* die at Bosworth – but he is still walking around! Especially if you take the Anti-Richard “ultimate villain” view, imagine the kind of problems such an evil figure could cause – especially if he can't be killed because he's already dead. Perhaps Richard was snatched by unknown forces and is now traveling through time, causing trouble (or perhaps attempting to set things right). Or maybe Richard made some sort of deal with the powers of darkness that would allow him to rise again as a conqueror – and guess which hapless PCs have tripped the spell that awakens him?

Richard took over as Protector, and preparations were made for the coronation of Edward V. Before Edward could be crowned, however, evidence was discovered that indicated that young Edward had been the product of a bigamous marriage between Edward IV and Elizabeth Woodville. The Houses of Lords and Commons immediately petitioned Richard to be their next king. After some hesitation, he accepted. (Anti-Richards insist the “evidence” of bigamy was manufactured by Richard, the offer of the crown engineered by him, and his “hesitation” just a hypocritical ruse).

But the crown was not to rest easy on Richard's head. Almost immediately upon his accession to the throne, the Duke of Buckingham led a rebellion against him. This was easily put down, but another, more dangerous contender for the throne waited in the wings – Henry Tudor, the last possible heir on the Lancastrian side.

At about this time, Edward V and his younger brother, who had been lodged in royal apartments in the Tower of London, disappeared. Sightings of them at the windows of the Tower became more and more infrequent and finally ceased altogether. To this day, controversy rages about what happened to the two young men. Pro-Richards maintain that they were spirited out of the Tower in the dead of night and taken to safety, away from the depredations of the menacing Henry Tudor and his invading force, or that they were simply keeping out of sight in the chaos of the times, and that they were *actually* murdered in the Tower later by Henry, or even by Buckingham. (They were, after all, potential Yorkist figureheads.) Anti-Richards insist that Richard had them killed. Evidence either way is inconclusive. Naturally, the Lancastrians insisted that the princes had been murdered and broadcast their belief in Richard's guilt far and wide.

Events were moving swiftly at this point. Henry Tudor and his forces invaded England and joined in battle with Richard's army at Bosworth Field. Richard was killed in the battle. According to legend, Stanley plucked the crown of England from a bush and placed it on the head of the man now known as Henry VII.



### Encountered

There are (of course) two different ways Richard could be played, corresponding to the Pro- and Anti- views. In a “Pro” portrayal, Richard would be shown as a handsome, direct man with the lines of care and worry beginning to etch themselves on his face. In the “Anti” portrayal – well, go to town with it. (Shakespeare did.) Make him fawning and obsequious, oily and Machiavellian. In either portrayal, though, unless you are choosing to go with the Shakespearean version of Richard as a deformed cripple, emphasize his fighting skills. The above character sheet is conservative on this subject; even hardened enemies of the historical Richard commented on what a good warrior he was.

– Stephanie Rogers

### Further Reading:

Fields, Bertram: *Royal Blood : Richard III and the Mystery of the Princes.*

Kendall, Paul Murray: *Richard III.*

Weir, Alison: *The Princes in the Tower.*



Born 1494; died 1566.

Age 44; 5'10"; 145 lbs. A tall, thin Turk, with dark hair and untrimmed beard, gray eyes, thin lips and beaked nose, dressed in plain cotton garments but with weapons, entourage, etc., that indicate his standing.

<b>ST:</b> 10 [-]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.75
<b>IQ:</b> 14 [45]	<b>HT:</b> 12 [20]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 6	<b>Block:</b> 6

## Advantages

Charisma +1 [5]; Fearlessness +2 [4]; Filthy Rich [50]; Literacy [5]; Pious [5]; Reputation +4 (as an extremely competent and formidable ruler) [20]; Status 8\* [35].

\*Includes +1 from Wealth.

## Disadvantages

Bad Temper [-10]; Code of Honor (Eastern Chivalry) [-15]; Reputation -4 (as the Scourge of Christianity, among all Europeans) [-10]; Sense of Duty (The Ottoman Empire) [-10].

## Quirks

Avoids sieges when possible; Bends the rules a little too readily; Broad-minded; Refuses to raise taxes; Usually wears humble cotton garments. [-5]

## Skills

Accounting-12 [1]; Administration-16 [6]; Appreciate Beauty-12 [1]; Area Knowledge (Ottoman Empire)-16 [4]; Bard-15 [2]; Bow-12 [8]; Broadsword-12 [4]; Calligraphy-10 [1]; Cyphering-14 [1]; Detect Lies-13 [2]; Diplomacy-13 [2]; Disguise-13 [1]; Economics-15 [6]; Falconry-12 [½]; Gunner/TL3 (cannon)-12 [1]; Heraldry-14 [1]; History-14 [4]; Intimidation-14 [2]; Knife-10 [½]; Lance-10 [½]; Lance Sport-12 [4]; Law-18 [12]; Leadership-17 [6]; Literature-12 [1]; Poetry-16 [6]; Politics-17 [8]; Riding (Horse)-13 [8]; Savoir-Faire-16 [0]; Savoir-Faire (Military)-14 [1]; Shield-12 [2]; Strategy-17 [10]; Tactics-15 [5 ½]; Theology-15 [6].

## Languages

Turkish (native)-14 [0]; Arabic-14 [2]; Greek-12 [½].

This represents Suleyman at the height of his reign. His Code of Honor is comparable to European chivalry, but replaces some of the dedication to womankind with even more respect for the rules of Islam. Earlier, his Strategy and Tactics skills would have been considerably lower. Later in

life his health failed, he worked less hard at controlling his Bad Temper, and he may have qualified for Paranoia (which made his chivalry less reliable), and he spent a good deal of time studying Theology.

Legally, Suleyman's wealth is *all* related to his office. In practice, of course, he commands the equivalent of huge personal wealth – but he may suffer some constraints.

## BIOGRAPHY

The Koran holds up King Solomon as the wisest ruler of the ages, but modern Islam sometimes seems to regard his namesake – Suleyman, Sultan of the Ottoman Empire from 1520-1566 – as comparable, or even greater. Known as “the Magnificent” to Europe and “the Lawgiver” to his subjects, Suleyman inspired fear in Europe's monarchs and devotion at home. In his reign the Ottoman Empire rivaled those of Alexander and the Caesars combined, and his legal precedents endure in the Near East and south-central Europe to this day.

A 26-year-old Suleyman inherited a dynamic empire that had slowed but not stopped expanding during the long illness of his father, Selim I. His forefathers had established a state more coldly pragmatic than any of its day. As an only child, Suleyman did not have to exercise his right to slay all his brothers upon becoming sultan. He did inherit a vast civil service and professional army (the Janissaries) composed of formerly Christian subjects taken from their mothers at five years old and trained from then to adulthood as perfect servants.





The young Suleyman combined all the kingly virtues: competence in warfare, concern for his common subjects' well-being, and a sense of chivalry which met the ideal that his western counterparts so often preached but seldom practiced. In an early campaign he besieged and captured the Rhodes fortress of the piratical Knights of St. John. Despite a long, savage investment, he granted safe conduct to the surviving knights, an act of grace that would haunt his reign.

He went on to take Belgrade, subjugate Hungary after the 1526 battle of Mohacs, and reach Vienna in 1529. Overextended and with winter approaching, he withdrew his forces after desultory attempts on the city.

During this period, Suleyman's desires included recognition as Eurasia's leading ruler from his European contemporaries, not just acknowledgment as some exotic Turkish Muslim bogeyman. Despite diplomatic relations with Venice, France, and to some extent Martin Luther's Reformation, he failed in this goal.

Uprisings in the East led him to conquests in Persia in 1534, and for the remainder of his life he alternated between campaigns east and west. (In the north, the Muscovites took advantage of his preoccupation to bestow his only serious losses of territory circa 1556.)

The central tragedy of Suleyman's life took place in 1553. His chief wife, the Russian Roxelana, wanted her first son to inherit (not to mention survive the transition), but Suleyman had a popular elder son, Mustafa, by another woman. Through harem politics and intrigue, Roxelana maneuvered Mustafa into a position where he appeared to be usurping his father's rule. Suleyman took the bait, summoned his beloved child to him, and watched as three deaf-mutes strangled Mustafa with a bowstring.

From that point, Suleyman became increasingly grim. He buried himself in the Koran. His chivalry lost its fine edge, and the temper he had so long held in check began to manifest in his cold-blooded treatment of his enemies. In the meantime, the sultan could usually find a knight of St. John at the tactical center of his Mediterranean setbacks on sea or land. From their new base on Malta, these plate-clad galley-captains also continued to bleed his shipping. In 1565 he had had enough, and dispatched his galleys and Janissaries to destroy the order.

His fortunes in sieges held to form. The handful of fervent knights – held together by a tough old grand master who 43 years earlier had left Rhodes under Suleyman's munificence – piled their heat-wracked rock high with the stinking corpses of the Sultan's elite troops.

The defeat stunned an ill Suleyman and his empire. Europe reveled in what is now a largely forgotten Islamic Waterloo. Angry and in pain, Suleyman announced he would personally lead a campaign (to Hungary) in the next season. He died of natural causes outside Sziget.

## Encountered

Suleyman will usually seem callous by modern standards. The Ottoman code is grim, and a good sultan doesn't display mercy that conflicts with precedent. That said, for most of his life Suleyman shows a light and compassionate touch when it doesn't set a bad example. In his last years, he reverses field, and would be an audience best avoided.

– Gene Seabolt

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### Further Reading:

Braudel, Fernand: *The Mediterranean and the Mediterranean World in the Age of Philip II*.

Lamb, Harold: *Suleiman the Magnificent*.

Dr. Atasoy, Nurhan: *Splendors of the Ottoman Empire*.

## WITHOUT SULEYMAN?

At Selim's death, Suleyman was a dynastic weak link: a single heir with none of his own. In his absence, a power struggle could result within the Empire and without. Hapsburgs and Persians might race for Constantinople, Muscovites and khanates squabble over the north, and Syria and Egypt revolt. From a western perspective, an Ottoman collapse favors Spain. Without the Turks bleeding its Mediterranean trade and assailing its flanks, Spain could consolidate its forces more readily for the European conflicts to come. Perhaps the Spanish Armada would have been ten times as large, and the Thirty Years' War but three in duration.

## SIEGES AND SEAS

On the surface, the investment of Vienna seems the likeliest opportunity for the Janissaries to hurl themselves toward the English Channel. But even if Suleyman had taken Vienna, his strategy at the time was conservative; Persia was perhaps a distraction.

By Malta, his blood was up and the East more settled. Eliminating the Knights would leave Europe's underbelly exposed. His admirals could likely annihilate any opponent who lacked the Knights' experience. On land, the contest would be more interesting; early swashbucklers could test their mettle against turbaned musketeers and scimitar-men. The powers of Europe would have had to set aside their squabbles; they would face a war machine that sent out unarmed, eager first assault waves explicitly to fill defensive trenches with their bodies.

## HAREM AND BOWSTRING

Conspiracy saturated Ottoman politics. The harem intrigued on behalf of their children and the merchant operations they financed; the vast civil service (especially the eunuchs) had their priorities; Venetian diplomats plotted; the French seemed always to have a scheme. They all had good reasons: fabulous artworks and silks and spices and new technologies and sacred relics and perhaps a hidden heresy or two in old libraries. The tension should tighten when PCs realize that slipping up will result in a bowstring garrote if they're lucky.

One alternate history arises from Roxelana's plot. Who knows; had Mustafa been able and allowed to refute the charges, a less grim Suleyman might even have considered reforming the harem system. And in "real-magic" campaigns, Constantinople, ancient crossroads of West and East, would surely be a cauldron of arcane lore. The Ottomans – nomads not very long since – might not have much magical knowledge of their own. Would Suleyman exploit supernatural resources, or seek to keep them secret?



Born c.1530; died c.1603.

Age 50; 5'10"; 165 lbs. A tall Irishwoman, with blue eyes, blond hair worn very short, and practical, austere, but good-quality clothing.

<b>ST:</b> 10 [-]	<b>DX:</b> 12 [20]	<b>Speed:</b> 6.5
<b>IQ:</b> 12 [20]	<b>HT:</b> 14 [45]	<b>Move:</b> 6
<b>Dodge:</b> 6	<b>Parry:</b> 6 (Brawling 8)	

## Advantages

Ally Group (Family/household, medium-sized, some formidable individuals, 12-) [60]; Charisma +2 [10]; Claim to Hospitality (non-hostile Irish nobles) [5]; Composed [5]; Fit [5]; Literacy [5]; Reputation +2 (a notable leader and daring gambler, among Gaelic Irish) [5]; Status 5\* [20]; Wealthy [20].

\*Includes +1 from Wealth.

## Disadvantages

Code of Honor (Personal) [-5]; Duty (as a chief, to family and followers, 9-) [-5]; Reputation -4 (a pirate and rebel, among English in Ireland, 10-) [-5]; Social Stigma (woman, second-class citizen) [-5].

## Quirks

Dresses austere; Loves gambling; Sets great store by hospitality; Wears her hair unusually short. [-4]

## Skills

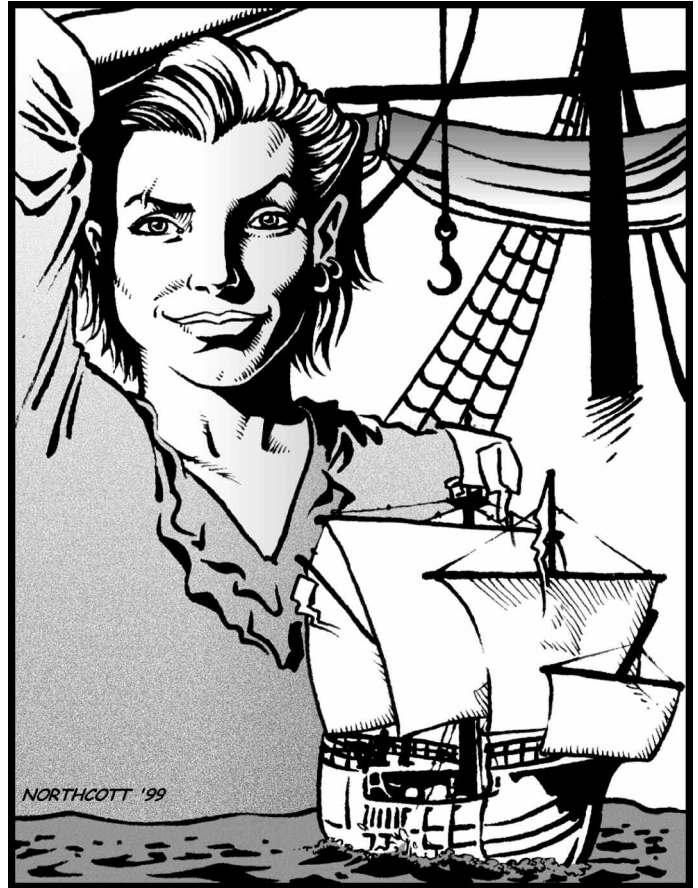
Area Knowledge (Connaught)-14 [4]; Area Knowledge (West European Coasts)-12 [1]; Area Knowledge (Irish Coast)-16 [8]; Bard-12 [½]; Bardic Lore-12 [4]; Black Power Weapons (matchlock pistol)-14 [1]; Boating-14 [8]; Brawling-13 [2]; Carousing-13 [1]; Chess-12 [1]; Cyphering-12 [1]; Dancing-12 [2]; Diplomacy-15 [10]; Gambling-15 [8]; Knife-14 [4]; Law-11 [2]; Leadership-16 [6]; Merchant-15 [8]; Meteorology-12 [2]; Navigation-15 [9]; Riding (Horse)-13 [4]; Sailor-15 [8]; Savoir-Faire-14 [0]; Seamanship-15 [6]; Shiphanding-14 [8]; Shortsword-13 [4]; Singing-13 [½]; Swimming-12 [1]; Tactics-14 [8].

(All skills are at TL4 where appropriate.)

## Languages

Irish (native)-15 [3]; English-10 [½]; Greek-10 [½]; Latin-13 [4].

This is Granuaile when her husband has just become the MacWilliam, her children are well-married, and Sir Nicholas Malby likes her enough to turn a blind eye to her maritime activities. She could have a *second* Ally Group; a personal following on her ships. In a few years, she'll have Sir Richard and John Bingham as Enemies, her husband and



eldest son will die, and her middle son will become an Enemy. She loses much of her wealth after 1586.

Her Code of Honor is a pragmatic variation of the "Celtic" code; she stands by her word and her crew, and seeks vengeance when feasible. She could plausibly be given Intuition or Empathy; historians suspect that she was very good at reading people (possibly explaining her posthumous reputation as a witch).

Irish war-bands required leadership from the front, and even Granuaile's enemies noted her tirelessness, while she lived a long and healthy life under tough conditions; some of this may be a matter of legend, but her combat skills, HT, and related attributes could all arguably be increased.

## BIOGRAPHY

Grace O'Malley (Grainne Ni Mally, or Granuaile) was the daughter of a chieftain in Connaught, the westernmost province of Ireland. The first clear record of her is her marriage to Donal O'Flaherty in 1546; she lived with him at Bunowen, bearing him three children. He must have been either weak or liberal, because she seems to have taken over Bunowen. She also undertook trading voyages to Spain and Portugal; by 1555, she was a proficient pilot (and pirate) as well as a merchant. (Legend says that she learned sea-warfare skills as a girl when she cut her hair, disguised herself as

a boy, and stowed away on her father's ship.) She gained the nicknames "Grace the Gambler" and "Grace the Bald."

Donal was implicated in the murder of another noble; the details are unclear, but it seems that Granuaile's diplomatic skill barely saved him. However, in 1566, she married Richard-an-Iarainn Bourke; since she had married O'Flaherty under Gaelic secular custom, this seems to have involved little trouble. (After O'Flaherty's death around 1569, Granuaile petitioned for one-third of his estate, the widow's due under English law.) She bore Bourke a son, Tibbot-na-Long, in 1567.

England was extending its control over Ireland, forcing the chieftains to submit; Granuaile helped Bourke prosper under English authority. Still, she continued her piracy; in 1577, she was imprisoned in Dublin Castle after a raid on Munster, but released after promising to help stop her clansmen rebelling. She forged relationships with the English governor in Connaught, Sir Nicholas Malby, and the Duke of Ormond. Bourke was knighted, and became "The MacWilliam," chief of his clan, in 1580.

In 1583, Bourke died, and Granuaile seemed set to retire. But later that year, Malby also died and was replaced by Sir Richard Bingham, who took against her, accusing her of having been behind decades of rebellion. In 1586, he overturned Gaelic custom over the MacWilliamship succession, leading to a revolt, the loss of all Granuaile's cattle (seized by Sir Richard Bingham's brother, Captain John Bingham), and the death of her eldest son, Owen O'Flaherty. In 1589, Bingham assailed the Gaelic chiefs, alleging they had aided survivors of the Spanish Armada. The chiefs fought back, forcing a favorable treaty.

In 1591, Tibbot-na-Long became leader of the Mayo Burkes. However, renewed fighting had impoverished them and invalidated the treaty, so most of Granuaile's kin were outlawed. She decided to petition Queen Elizabeth I (p. WWi70).

Traveling to England was dangerous; on English soil, Irish chiefs might be hanged as traitors or pirates on minimal evidence. Granuaile's piloting skills got her to London despite patrols sweeping the Channel for Spanish spy-ships; her friendship with Ormond got her a hearing. Elizabeth was doubtless curious, and must have known that it would help her to have an important Irish chieftain beholden to her. Granuaile won pardons for her family, restoration of her lands, and a pension plan; her children were to pay their taxes into her pocket. Bingham ignored the latter; he also illegally quartered troops in her household.

Granuaile returned to life on the seas as a privateer (and settling personal scores). When an ally of the rebel Sir Hugh O'Neill temporarily cheated Tibbot-na-Long of the MacWilliamship, Granuaile's faction took the English side in the Ulster Rebellion, during which she is known to have fought at sea, but by 1603 she disappears.

## Encountered

At sea, Granuaile will act the businesswoman; if she thinks she can take your ship, she will tell you so and give you a chance to buy her off. She is a shrewd merchant, so most tricks will fail; she won't begrudge the first attempt, but she'll let you know not to try her patience. There are jokes about what a pleasure it is to be robbed by her. If hired as a pilot, she will give good service.

In matters of politics, she will use charm, and whichever legal system favors her most; she can play the dignified, good-natured courtier. She is deadly in battle, but will accept dignified surrenders; she showed courtesy even to those who killed her kin.

— Thomas Devine

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### Further Reading:

Berleth, Richard: *The Twilight Lords* (mentions O'Malley only in passing, but recommended for the setting).

Chambers, Anne: *Granuaile: The Life and Times of Grace O'Malley*.

## WHAT IF?

Many of Granuaile's activities were covert, so it is hard to tell exactly what removing her from history would do. But for one example, fanatical Irish nationalist time-meddlers might seek to remove her before the birth of Tibbot-na-Long, in order to prevent the Mayo Burkes from siding with the English during Hugh O'Neill's revolt.

A possible effect of eliminating her in the 1550s might be to prevent that revolt altogether. Sir Nicholas Malby and Sir Richard Bingham were both more focused on her than on Connaught in general. This never prevented Malby from getting things done, but it paralyzed Bingham. Remove Granuaile, and they could have crushed the Gaels of Connaught, leaving O'Neill with no illusions about his ability to fight the English. The lack of an Ulster revolt could mean no Ulster plantation and hence no Ulster Protestant population in later Ireland.

For a more radically important Grace, follow the lead of modern Celtic folksong and interest her in America. Grace had the resources to set up a base-camp on the east coast of North America, and the connections to find colonists. She could lead a migration of the Gaelic peoples to the valley of the Hudson in 1560-1600, creating an interesting alternative America.

## MOMENTS OF TRUTH

Granuaile's career would never have taken off if she had never married Donal O'Flaherty. Also, in 1577 she spent time in Limerick jail, a place few Gaelic nobles got out of easily or alive; this was probably someone's attempt to stop her scheming of the time. However, she was released, or escaped; it is unclear exactly what happened there. (Time-agent PCs could be sent to find out.)

## WITCH AND CRONE

Popular legend credits Granuaile with being a witch. In a campaign of occult conspiracy, she could be a powerful initiate, a sea-going Ban-Dru, and a serious ally and/or foe to the PCs. If the GM owns *GURPS Celtic Myth*, she could have one or more levels of Sidhe Blood.

In a time travel campaign, remember that no one really knows when Granuaile died, or where her grave is – if she has one. PCs might encounter her living in obscurity in her eighties in the 1610s, and she might still be willing to hire herself out as a consulting pilot (for a fair price). Even an out-time group could find her a useful associate.



# Oda Nobunaga

Total Points: 197

Born 1534; died 1582.

Age 48; 5'6"; 125 lbs. A Japanese noble with a beard, mustache, and angular features, dressed appropriately when in court or battle, but sometimes strangely on other occasions. His armor is Italian, not Japanese, in design.

**ST:** 11 [10]   **DX:** 12 [20]   **Speed:** 6  
**IQ:** 14 [45]   **HT:** 12 [20]   **Move:** 6  
**Dodge:** 7   **Parry:** 7

## Advantages

Charisma +1 [5]; Combat Reflexes [15]; Filthy Rich [50]; Literacy [5]; Status 6\* (Minister of the Right) [25]; Strong Will +2 [8].

\*Includes +1 from Wealth.

## Disadvantages

Bad Temper [-10]; Bloodlust [-10]; Code of Honor (Bushido) [-15]; Enemy (Akechi Mitsuhide, Unknown, 9-) [-15]; Obsession (Unify Japan) [-15]; Odious Personal Habit (often breaches basic etiquette) [-10].

## Quirks

Enjoys arguing about religion but irreligious himself; Holds traditional military tactics in contempt; Quotes poetry and Noh; Ruthless. [-4]

## Skills

Administration-15 [4]; Architecture-12 [½]; Area Knowledge (Japan)-14 [1]; Area Knowledge (Kinki Region)-14 [1]; Black Powder Weapons/TL4 (matchlock musket)-13 [½]; Bow-13 [8]; Cyphering-14 [1]; Diplomacy-15 [6]; Economics-13 [2]; Fast-Draw (sword)-13\* [1]; Judo-12 [4]; Karate-12 [4]; Katana-13 [4]; Leadership-14 [1]; Merchant-13 [1]; Poetry-13 [1]; Politics-14 [2]; Riding (horse)-13 [4]; Savoir-Faire-16 [0]; Shortsword-13 [4]; Spear-13 [4]; Strategy-16 [8]; Tactics-15 [6]; Tea Ceremony-14 [4]; Theology-12 [1].

## Languages

Japanese (native)-14 [0].

## Equipment

Nobunaga usually carries his *daisho* (paired katana and wakizashi, both probably fine quality). In battle, he will wear armor and be mounted on a fine horse. Using Judo, or his sword two-handed while unencumbered, his Parry becomes 9.

Nobunaga is here at his peak, just before his death. He is closely allied with Tokugawa Ieyasu, a fellow daimyo and later founder of the Tokugawa Shogunate (p.WWi72). Ieyasu is not purchased as an Ally since Nobunaga cannot depend on him directly for aid in any given encounter; he is a loyal political associate, not a personal companion.

## BIOGRAPHY

Nobunaga was the third son of Oda Nobuhide, daimyo of the province of Owari. He showed an early interest in the martial arts, and pursued his training and studies with great zeal. Under his guardian's supervision, he fought in his first battle at 13. As he grew, Nobunaga's temper, unusual dress, and ill-manners proved especially grating. He was thought to be disturbed, and acquired the nickname the "Simpleton of Owari." In 1551, at his father's funeral, he marched in late, dressed outlandishly, and hurled incense at his father's funerary tablet. Although some guests saw this as an act to cover Nobunaga's intelligence and ambition, his guardian was so upset he committed suicide in protest. Nobunaga was unfazed.



Although his manners and temper would not improve much, as an adult Oda would prove able to act every bit the cultured daimyo when he wished. Even at this early point, he showed an interest in new weaponry, acquiring 500 firearms for his army. He inherited the lordship of Owari over the heads of his two elder brothers. For the next eight years, he was forced to fight them, eventually killing one in 1557 and the other in 1559. He then visited the Shogun in Kyoto to get official recognition of his position.

In 1560, he was presented with his first great military challenge. A rival daimyo, Imagawa Yoshimoto, marched 25,000 men into Owari on his way to seize Kyoto and the Shogunate. Nobunaga could only scrape together 2,000 men. Although his advisors counseled him to defend his castle and allow the affront to his honor, Nobunaga chose otherwise. He attacked Imagawa's camp by surprise, at dawn, after a thunderstorm. Imagawa was slain in the battle and Owari was secure.

Nobunaga spent the next eight years securing alliances or treaties with fellow daimyos, including Tokugawa Ieyasu, as well as building castles to stage attacks out of. By 1568, he had absorbed several nearby provinces. He began to issue decrees with the *Tenka-fubu*, a seal with the motto "Rule the Empire by Force." He did not concern himself solely with conquest; he launched a program of castle building, irrigation projects, and flood prevention, as well as encouraging trade by removing tax checkpoints. He was careful to integrate his conquests both militarily and economically. He had Azuchi Castle built near Lake Biwa, a fortress that was also a palace meant to awe those seeking an audience. Considered a masterpiece of its age, it was destroyed shortly after he died.

In 1568, Nobunaga installed the rightful Shogun, Ashikaga Yoshiaki, in Kyoto. The previous Shogun had been forced to commit *seppuku*, leaving Ashikaga to wander Japan looking for aid in returning to power. Nobunaga saw this as an opportunity to legitimize his bid for unification of Japan under his rule. When offered the position of deputy shogun, Nobunaga refused, asking instead for the right to install his officials in three commercial centers – choosing substance over an empty title.

In 1575, he both enjoyed his signature triumph and set the stage for his doom. At Nagashino, he and his allies confronted the Takeda clan, the largest rival to his control of central Honshu. Nobunaga deployed 3,000 firearm-equipped infantry behind bamboo barriers to confront the vaunted Takeda cavalry. Using volley arquebus fire, Nobunaga smashed the enemy and established the gun as Japan's premiere weapon. Months later, Nobunaga ambushed and killed two rivals, the Hatano brothers, who had surrendered their castle to Akechi Mitsuhide, one of Nobunaga's generals. Akechi had given his mother to the Hatano army as a hostage. Nobunaga thus broke the core of Hatano resistance, but Akechi was outraged. Seven years later, in 1582, he ambushed Nobunaga at a temple near Kyoto. Nobunaga committed suicide once it was clear he was defeated. Akechi massacred Nobunaga's family and heirs before being killed in turn by Hideyoshi, a peasant-turned-general who went on to succeed Nobunaga. Nobunaga had successfully unified nearly half of Japan at his death.

## Encountered

Oda Nobunaga is a forceful warrior noble, steeped in war and diplomacy. He was quick to adopt firearms and developed massed volley-fire to use them effectively. If he encounters magic or strange powers, he will either apply them to his goals or make sure they won't be used against him. He does not hesitate to kill his foes (indeed, he is a man who made sake bowls from the skulls of hated enemies), but he is willing to use diplomacy until such a time as a person defies him. PCs will be left alone if they agree to stay out of Nobunaga's way, but swiftly dealt with if they oppose him.

– Peter V. Dell'Orto

### Further Reading:

Turnbull, S.R.: *The Samurai: A Military History; Samurai Warfare.*  
Papinot, E.: *Historical and Geographical Dictionary of Japan.*

## SAVE THE NOBUNAGA SHOGUNATE!

Time travelers seeking to prolong Nobunaga's career could kill Akechi, but Nobunaga did not suspect his treachery, and will vigorously pursue anyone who slays one of his best commanders. What would an Oda Shogunate be like, instead of a Tokugawa Shogunate? Would Tokugawa submit to Oda rule, or would he seek to overthrow Nobunaga's son?

### KEY MOMENTS

Nobunaga's career was full of key moments. He was personally involved in several battles; if he suffered injury, it could have broken his army's morale and turned the course of Japanese history. Several of his key opponents – Uesugi Kenshin, Takeda Shingen, and Mori Motonari – all died conveniently, freeing his hand. Had any of these leaders lived longer, Nobunaga might not have been able to expand as far as he did. Nobunaga's early death would have left his general Hideyoshi and his ally Tokugawa Ieyasu in a much weaker position; Japan's unification might have been delayed for decades.

### THE POWER OF THE GUN

Nobunaga was an important influence on Japan's *first* adoption of the gun – a technological and military policy that was, strikingly, reversed by later rulers of Japan. A change to his career – especially one involving him surviving longer – could have significant effects in this area. An Japan united by Nobunaga could develop an unbreakable tradition of ruthless generalship commanding massed musketry.

### ONI NOBUNAGA?

Much like Tokugawa Ieyasu (see sidebar, p.WWi73), Nobunaga could be played as a malevolent supernatural entity in games where such exist. However, his behavior suggests a brash demon rather than a devilous *gaki*. This would certainly explain his penchant for atrocity and massacre.

He definitely had little reverence for religion when provoked. He had problems for decades with the Ikko and Tendai Buddhist sects, which had become very politicized. In 1571, after defeating the Tendai at Mt. Hiei, he massacred 5,000 priests and nuns, shocking all of Japan. In 1574, he acted even more harshly after capturing the greatest Buddhist stronghold, massacring 20,000 more monks, breaking their resistance once and for all. In game terms, he might be given the disadvantage of Intolerance (Buddhists), although the persecutions (and his welcoming of Christian missionaries who provided an alternative faith) were probably just a matter of ruthless politics.



# Matteo Ricci

Total Points: 135

Born 1552; died 1610.

Age 50; 5'9"; 150 lbs. An Italian man clothed as a Chinese scholar, who walks with a limp and appears age- and travel-worn

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5
<b>IQ:</b> 13 [30]	<b>HT:</b> 10 [-]	<b>Move:</b> 2
<b>Dodge:</b> 2		

## Advantages

Clerical Investment with Religious Rank 3 [15]; Cultural Adaptability [25]; Eidetic Memory [30]; Literacy [5]; Mathematical Ability [10]; Patron (Society of Jesus, 9-) [20]; Reputation +2 (in China, as a wise man from the West) [5]; Status 1 [5]; Strong Will +1 [4].

(Note that Catholic Religious Rank does not give a Status bonus in China at this date, and that the Society of Jesus represents a fairly small, low-power group in China, but with its cost as a Patron increased by Ricci's Religious Rank – see p. CI22.)

## Disadvantages

Disciplines of Faith (priestly vows and Jesuitical meditation) [-10]; Duty (Society of Jesus, 15-) [-15]; Lame (crippled leg) [-15]; Social Stigma (“foreign devil”) [-10].

## Quirks

Admires Confucianism; Carries and treasures a relic crucifix; Dresses in Chinese clothing; Encourages the destruction of Buddhist images; Has a special horror of sodomy. [-5]

## Skills

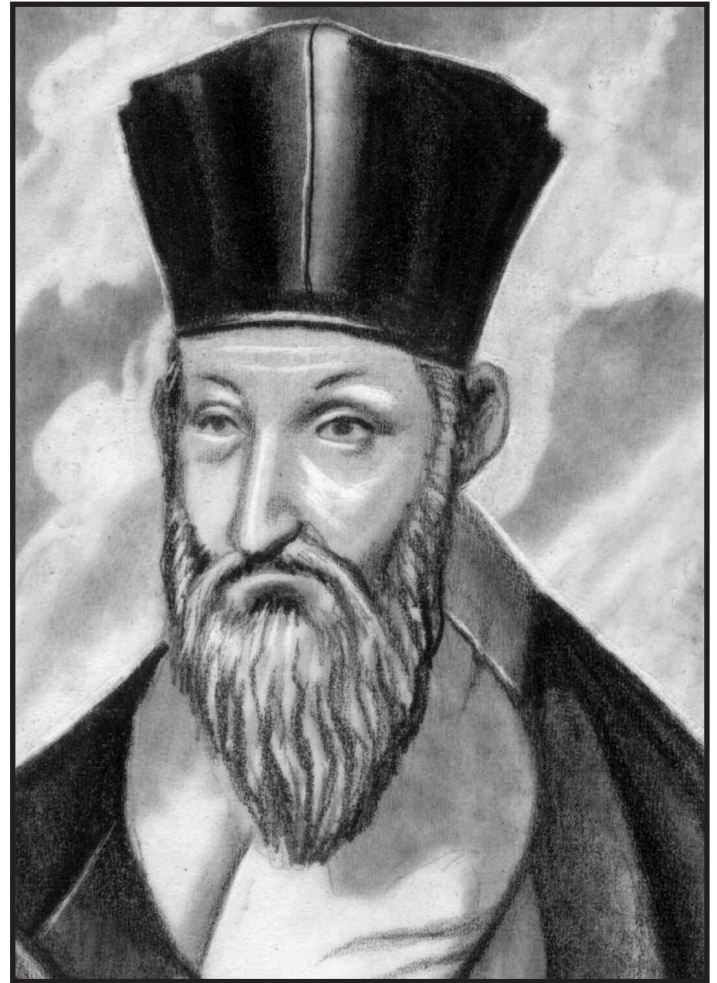
Abacus-15 [½]; Administration-13 [½]; Anthropology-11 [½]; Area Knowledge (China)-15 [1]; Area Knowledge (Goa)-14 [½]; Area Knowledge (Rome)-14 [½]; Astronomy-13 [2]; Bard-15 [1]; Calligraphy-11 [4]; Cartography-14 [2]; Chemistry-12 [1]; Chinese Ideographs-16\* [1]; Cyphering-17 [1]; Diplomacy-13 [1]; Economics-12 [1]; First Aid-13 [½]; History-12 [1]; Law (specialized in canon law)-10/16 [½]; Leadership-14 [½]; Linguistics-12 [½]; Mathematics-15 [1]; Mechanic (clockwork and small gadgets)-13 [1]; Philosophy (Classical Christian)-14 [3]; Philosophy (Confucian)-11 [½]; Poetry-12 [½]; Profession (printing)-12 [½]; Riding (Horse)-8 [½]; Savoir-Faire-16 [0]; Teaching-15 [2]; Theology-16 [5]; Writing-14 [2].

\*See *GURPS China* (current errata), or *GURPS Japan, second edition*.

All skills are at TL4 where relevant.

## Languages

Italian-16 (native) [0]; Cantonese-15 [½]; Greek-15 [½]; Hebrew-15 [½]; Latin-16 [1]; Mandarin-16 [1]; Portuguese-16 [1].



(All include +2 Language Talent from Cultural Adaptability.)

## Equipment

Ricci normally carries Western goods such as books and clocks as gifts for Chinese hosts and friends. He owns a very small crucifix made from attested splinters of the True Cross, which he treasures.

At this point in his life, Ricci has just been granted permission to live in Peking, which he has long sought. His willingness to learn Chinese and adopt Chinese customs has won him the esteem of many scholars, and his books, especially on mathematics, have found many readers. Since China is not Christian, he has only a minor level of Status from his being a scholar; in the West he would have at least one free level of Status from his Clerical Investment and perhaps more from his upper-class family.

His Reputation neatly balances out his Social Stigma. In a supernatural milieu, his crucifix could have extraordinary powers, and he might well actually be an alchemist, astrologer, or exorcist.

# BIOGRAPHY

Matteo Ricci was the eldest child of a pharmacist and city official in Macerata, a town in the Papal States. He went to Rome to study law in 1568; in 1571 he decided to join the Society of Jesus (founded 1540) and study science and theology. He initially concentrated on science as a student of the astronomer Clavius; he also studied the Art of Memory as taught by ancient rhetoricians, which involved constructing imaginary mental buildings to hold imagined objects with mnemonic significance. He became a master of this technique, displaying truly phenomenal recall.

In 1577 he went to Portugal for ten months of study, before sailing for Goa in India. He was ordained in 1580 and departed to serve as a missionary in China. He initially lived in the Portuguese colony at Macao, but later obtained permission to live in China.

So far as possible, Ricci followed Chinese customs; originally he dressed as a Buddhist monk, but after 1589, on the advice of Chinese friends, as a Confucian scholar. He learned the Chinese language and began writing and publishing books, adopting the Chinese name Li Ma-tou. He gave particular emphasis to mathematical texts, both for their usefulness and in the hope that a grasp of formal logic would lead the Chinese to adopt Catholic doctrine. In 1583 he published his *Great Map of Ten Thousand Countries*, an annotated map of the world.

His books and his sermons gained Chinese converts, among them several influential men. However, he faced many difficulties; he was suspected of everything from alchemy (because the Jesuits always had funds) to sodomy (because they lived without women) – the last charge deeply disturbing him, as did the casual Chinese acceptance of homosexual acts. He was occasionally in physical danger; in 1592 he sprained an ankle escaping from an angry crowd and had difficulty in walking afterward.

In 1601, he was officially allowed to enter Peking and to visit the imperial court, though not to meet the Emperor. He died in 1610 and was buried in Peking by imperial permission.

## *Ricci in History*

Ricci significantly influenced Chinese science by making Western mathematical results, at that time centered on Euclid, available to Chinese mathematicians. He was less successful in influencing Chinese religious beliefs. Even so, his respect for local customs was one of the best examples of the comparatively tolerant missionary work of the Jesuits.

His letters back to Europe added to European knowledge of the Far East; among others, they were read by the great mathematician and philosopher Gottfried Leibniz a few decades later, and through him may have had a subtle effect on the European Enlightenment and its science. Ricci must be considered one of history's great foreign travelers, as well as the possessor of extraordinary mental skills and deep religious dedication.

## *Encountered*

Ricci is naturally intellectual and reserved, and has cultivated this quality, which is well regarded by the Chinese. However, he is occasionally tempted into heated debates over religious doctrine and associated customs, even to the point of shouting. He likes to show off feats of memory such as memorizing lists of several hundred randomly chosen characters.

– William H. Stoddard

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### *Further Reading:*

Jensen, Lionel: *Manufacturing Confucianism*.

Lacouture, Jean: *Jesuits: A Multibiography*.

Spence, Jonathan D.: *The Memory Palace of Matteo Ricci*.

# WHAT IF?

Ricci's voyage to India was six months long and filled with perils. His ship could have gone down, or he could have been among the many who died of illness while at sea. Without him, the Jesuit mission to China would have achieved even less success; the Jesuits would probably have been slower to master the Chinese language, and might well have remained confined to Macao, held in contempt as foreign devils by the Chinese. China might not have had even as many converts as it did.

Or suppose Ricci had entered China and been killed by a Buddhist street mob, as he nearly was more than once? Might he have been revered as a martyr, and perhaps eventually as a saint – say, the patron saint of translators or foreign travelers?

## THE BIG WHAT-IF

Ricci's goal was the conversion of the Chinese, and by his own standards he failed. But what if he had succeeded, gaining numerous converts among the mandarin, or even persuading the Emperor to make Christianity the state religion? Even then, China was the world's largest nation and would soon have been sending its own priests to serve across the world – priests trained in Chinese scholarship and Chinese intrigue. Might the Vatican staff have started muttering darkly about “the yellow peril”? And with the trade that China's economic output permitted, the Jesuits would have been richer, more powerful, and more feared.

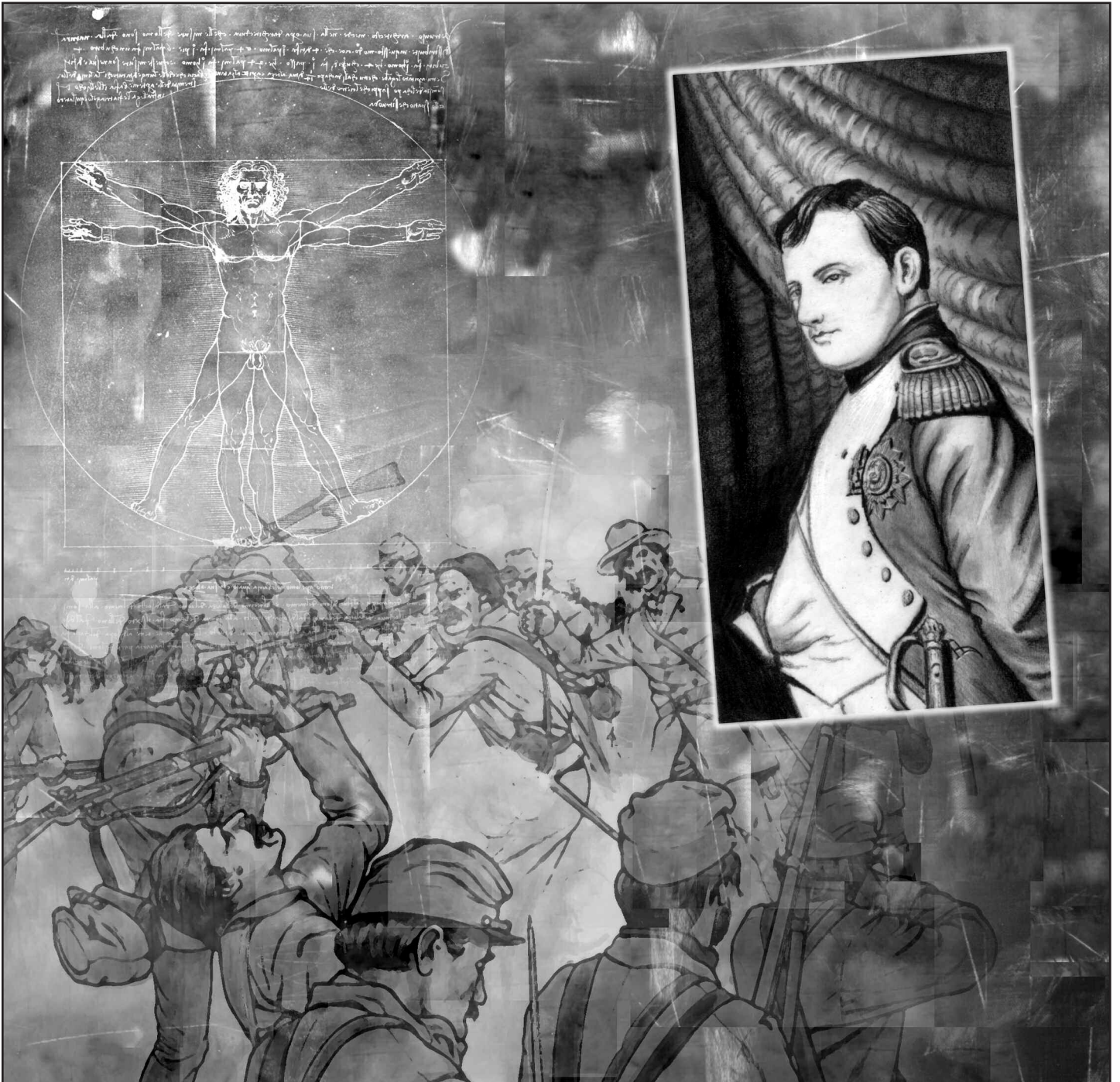
## TEN THOUSAND DEMONS

In a world with supernatural forces, Ricci could be called on to wield the power of God against a demon-ridden China. Whether his adversaries were Christian devils, offended ancestors, or exotic Lovecraftian beings, his faith and intellect would have made him formidable against them – and any successes he achieved would have advanced his cause.

But there might be dangers in the process, also. Traditionally, mastery over demons comes from knowing their names, and Ricci's memory techniques would have helped him to learn and retain these. But what happens to a man whose memory palace has demons lurking in its images? PCs might need to help a desperate priest corrupted or maddened by his own intellectual gifts, perhaps ultimately having to venture into the memory palace itself by psychic means, confronting things out of nightmare among the elegant Renaissance surrealism of its architecture and furnishings.



# Enlightenment and Industry





This chapter covers the period when the modern world was shaped; it starts in the late Renaissance, takes in the climax of the “Age of Exploration,” and culminates with spreading industrialization. Ominously, these changes were accompanied by great wars between and within nations, fought by national armies armed with mass-produced firearms, and some characters here reflect this.

## WHO MIGHT HAVE BEEN?

This period also sees the mass settlement of the New World and the decline of some old empires – processes that *could* have gone differently . . .

### *Countess Oriane de Caudéran*

Rising to importance after the untimely death of her elder brother, the Countess was one of the French Protestants who did not trust the Edict of Nantes’ decree of religious toleration. In 1611 she initiated her “Pilgrimage of Grace.” Her rhetoric inspired thousands to migrate to America; her wealth made their travel possible. By her death in 1668 the French settlements from Quebec to the Great Lakes, known as Oriana, had nearly the population of the British east and were growing just as rapidly.

Faced with this competition, Britain’s colonies needed the support of the mother country. Even after Britain had defeated France at sea, Oriana was too strong to be subdued, and the continent remained divided while the various colonies developed. Although they formed an alliance when they broke with Europe in the 19th century, they were too distinct to remain united. Today, Pennsylvania and Oriana are the strongest American nations, but neither can even match Britain, much less the German Republic which has dominated Europe since the 1903 war.

– Craig Neumeier

### *Chief Maniquam*

Following a devastating smallpox epidemic in the American Northeast in 1617, Maniquam, a visionary, ruthless chief of the Wampanoag, made himself paramount chief, killing Massasoit in battle. When the Pilgrims landed at Plymouth, Maniquam wiped them out. The “Red Nebuchadnezzar” similarly obliterated John Endicott’s Salem colony and the fishing station at Cape Ann. His greatest success, a two-year guerrilla campaign against Thomas Dudley’s 1629 expedition, united the Wampanoag, Massachusetts, Narraganset, Pocasset, and Seconnet into a grand confederacy. The Pennacook joined after massacring English settlers in Maine and New Hampshire in 1632. The Puritan Revolution in England relieved much of the colonization pressure after 1637, leaving Maniquam supreme in the Northeast. Dutch and Mahican inroads and intertribal bickering splintered the federation following Maniquam’s death in 1642. Famously grim and humorless, he would not appreciate the fact that a forward from Maniquam, Connecticut has led the Nieuw Utrecht Redskins to seven seasons’ straight Nieuw Nederland Football League championships.

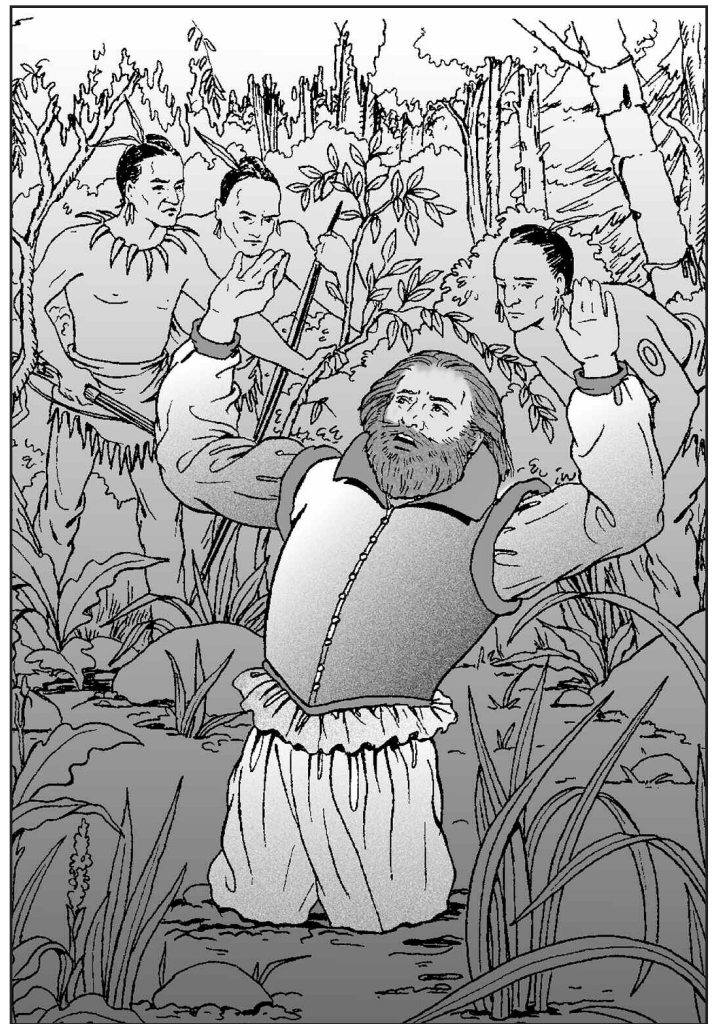
– Kenneth Hite

### *Ismet Kasapoglu*

In 1670, Ismet Kasapoglu’s father came to Istanbul a hero, after the raid on Austria which killed him in our history, bringing his 16-year-old son. With a gift for languages and unusual curiosity, Ismet devoted himself to the unfashionable study of Europe. He rose to prominence after negotiating the treaty of 1690 with Austria, and spent the next two decades establishing Turkish embassies throughout Europe. His greatest diplomatic triumph was the alliance with Sweden, which removed the Baltic and Ukraine from Russian control by 1709. Grand Vizier from 1713 to his death in 1737, the childless Kasapoglu made only cautious reforms, but created a stable cabinet system, which evolved after his death into an oligarchy ruling in the name of an irrelevant Sultan.

The revived Ottoman Empire was unable to match the pace of European modernization, remaining significant by virtue of size alone. By the 20th century, however, its enormous oil reserves funded industrialization and made it a superpower: an assault on Europe was halted only by Britain’s experimental nuclear weapons. The Turks remain the bogeyman of world politics, although their poorly-educated, restive populace and increasingly obsolete technology makes collapse at least as great a danger as another war.

– Craig Neumeier





# Samuel de Champlain

Total Points: 209

Born c.1570; died 1635.

Age 39; 5'7"; 140 lbs. There are no surviving images of Champlain, so his real appearance is unknown, but one could expect a rugged, bearded, middle-aged Frenchman.

**ST:** 11 [10]   **DX:** 11 [10]   **Speed:** 6  
**IQ:** 13 [30]   **HT:** 13 [30]   **Move:** 6  
**Dodge:** 6   **Parry:** 7

## Advantages

Administrative Rank 4 [20]; Charisma +1 [5]; Literacy [5]; Patron (Current Viceroy of New France, 6-) [5]; Reputation +1 (Explorer and king's lieutenant in New France, among Europeans) [3]; Rapid Healing [5]; Reputation +3 (Influential and helpful leader of the French, among natives) [7]; Status 3\* [5]; Strong Will +2 [8]; Wealthy [20].

\*Includes +1 for each of Administrative Rank and Wealth.

## Disadvantages

Duty (to the current Viceroy of New France, 6-) [-2]; Duty (to his native allies, 9-) [-5]; Incompetence (Native Languages) [-1]; Obsession (Establish a viable colony in Canada) [-10].

## Quirks

Curious; Dislikes the practice of torture; Pious; Very tolerant of native culture. [-4]



## Skills

Administration-12 [1]; Agronomy-12 [1]; Area Knowledge (Acadian coast)-13 [1]; Area Knowledge (Canada)-12 [½]; Artist-13 [4]; Bard-13 [1]; Black Powder Weapons (Matchlock Musket)-14 [2]; Boating-12 [4]; Cartography-18 [12]; Cyphering-13 [1]; Diplomacy-14 [6]; Gesture-13 [1]; Hiking-12 [1]; Fencing-11 [2]; Leadership-13 [1]; Merchant-12 [1]; Meteorology-12 [1]; Naturalist-10 [½]; Navigation-15 [8]; Prospecting-11 [½]; Sailor-14 [4]; Savoir-Faire-15 [0]; Seamanship-14 [2]; Shiphandling-13 [4]; Strategy (Land)-11 [1]; Survival (Woodlands)-11 [½]; Tactics-13 [4]; Writing-13 [2].

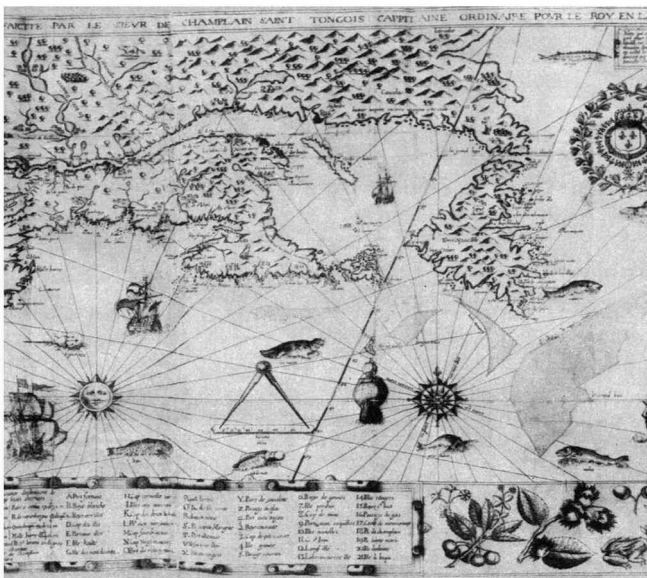
All skills are at TL4 where appropriate.

## Languages

French (native)-13 [0]; Trade Patois (M/E)-12 [½]; Spanish-11 [½].

This is Champlain in 1609, shortly after his first victory over the Iroquois, before most of his exploration of the interior of the continent. He is the lieutenant for the Prince de Bourbon Condé, the current Viceroy of New France (the title changes hands frequently)

His diplomatic abilities and leadership made him very popular with his native allies, though he never could learn native languages beyond the trade patois (a mix of French, Basque and native languages), and had to rely on gestures and interpreters in his dealings with the natives. He was an excellent seaman, and wrote a highly respected treatise on navigation and sailing. On land, however, he tried to use inappropriate sailor's techniques of navigation by the stars (and once got lost after misplacing his astrolabe).



# BIOGRAPHY

Samuel de Champlain, the Father of Canada, was born around 1570 in France. Little is known about his formative years, but he seems to have learned the art of navigation early on. From 1593 to 1598, he served as a quartermaster in the armies of Henry IV, and fought against the Spanish. At the end of the war, an uncle invited him to travel to Spain in his ship, to repatriate Spanish troops. Thanks to his uncle, Champlain was able to join the Spanish fleet sailing to the West Indies. Over the next two years, he visited most of Spanish America. Upon his return to France, Champlain wrote a report of his travels for the vice-admiral of France and the King, which gave him a favorable reputation and access to the court. In 1603 he joined a fur-trading expedition to the valley of the St. Lawrence river. He was instrumental in the making of the great alliance between the French and the Montagnais and Algonquin nations, which was to last for over 150 years. From 1605 to 1607, he explored the coast of Acadia (the eastern seaboard from Nova Scotia to Cape Cod).

He managed to convince the French authorities of the advantages of the St. Lawrence valley (also known as Canada) as a base for the fur trade and for the exploration of the continent. He traveled there in 1608 and founded the city of Quebec, the first permanent French settlement in North America. In 1610, he married 12-year-old Hélène Boullé, daughter of a wealthy and well-connected family. In the years that followed, he explored and mapped the interior of the continent, going all the way to Lake Huron. His native allies persuaded him to help them in their war against the Iroquois Confederacy; the use of guns gave him an easy but short-lived victory. In 1615 the Iroquois defeated Champlain and his allies, and Champlain was wounded in the fight. Relations between the French and Iroquois remained warlike for generations.

After 1615, Champlain devoted all his energies to the growth and prosperity of the colony, both in Quebec and in France. The creation of a settlement colony was not very popular in France, and Champlain had to promote, plead and intrigue to gain support for his project. It was only with the rise of Cardinal Richelieu (see p. WWi78-9) that the project of establishing large numbers of settlers became a reality. A few hundred colonists left for Quebec in 1627, but they were captured by the Kirke brothers, English mariners intent on conquering New France. They attacked French outposts and established a blockade of the St-Lawrence. Champlain held them off for a few months, but when food and munitions became scarce, he had to surrender. Since the war between England and France was already over when the takeover occurred, Champlain considered it illegal. As soon as he returned to Europe, he lobbied for its return in both London and Paris. New France was given back to the French, and Champlain came back to Quebec in 1633. He had a stroke in late 1635 which left him bedridden, and died on Christmas Day that same year. By then, there were 150 permanent French settlers in Canada.

## Encountered

A man of action, Champlain rushes into exploration and warfare with a bravery that sometimes seems foolhardy. (He once crossed dangerous rapids tied to a canoe, not a small feat for someone who couldn't swim.) He is generally a wise leader and a fun-loving man, well liked by his men and almost revered by his native allies. Remember that most of his actions are motivated by his Obsession.

PCs adventuring in the wilds of what will become Canada might find themselves helping Champlain after he has mislaid his astrolabe and become lost. He could then become a very useful Patron to would-be explorers.

– Michel Bélanger

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### Further Reading:

de Champlain, Samuel: *The Works of Samuel de Champlain* (edited by H.P. Biggar).  
Armstrong, Joe C.W.: *Champlain*.

## WHAT IF?

More than anyone else, Champlain is responsible for the colonization of New France. Removing him from history – hardly difficult given his adventurous life – would likely open the way to English settlements in Canada as early as the 1620s, and possibly to an all-anglophone North America.

### ESPIONAGE

Champlain claimed his stay in Spain and his trips to the West Indies were motivated by “a desire to travel to far off and foreign places,” but his travels might have been part of an espionage mission ordered by the King of France. The two kingdoms had just made peace, and few foreigners had visited the Spanish colonies. Champlain, the former soldier, not only wrote about his travels, he mapped the major islands and harbors. If he was really a spy, who knows what other secrets he could uncover, and the troubles he might encounter if the Spanish figure out what he's up to? PCs in a *GURPS Swashbucklers* campaign could either work with him or try to catch him.

### LUDOVICA

In 1618, Champlain proposed a great colonization plan to the King. It included the creation of the town of Ludovica (named for King Louis) and the establishment of at least 300 families a year. If the French authorities had been more favorable toward the project, a rapid and early colonization of Canada could well lead to greater opposition for the English colonies, and could delay or prevent the conquest of New France. To make this possible, time travelers would have to visit the court of Louis XIII and of his mother Queen Marie di Medici and convince them of the importance of such a venture.

(See p. 55 for a different alternate history leading to a strong French presence in North America.)

### CHAMPLAIN'S TOMB

Champlain was buried beneath a chapel in Quebec. It burned down and was rebuilt in the 19th century, but the exact location of the tomb was lost. It is now somewhere under Old Quebec City. Most archeologists think it is probably lost forever, but some have spent their careers looking for it. Was the final resting place of the father of Canada lost by accident, or has someone, or something, hidden it for some sinister reason?



Born c.1582; died 1663.

Age 62; 4’11”; 100 lbs. A small African woman of regal bearing, richly dressed, probably accompanied by a crowd of attractive young women, possibly armed according to need.

<b>ST</b> 10 [-]	<b>DX</b> 13 [30]	<b>Speed</b> 6.75
<b>IQ</b> 14 [45]	<b>HT</b> 14/12 [35]	<b>Move</b> 6
<b>Dodge:</b> 6	<b>Block:</b> 6	<b>Parry:</b> 6

## Advantages

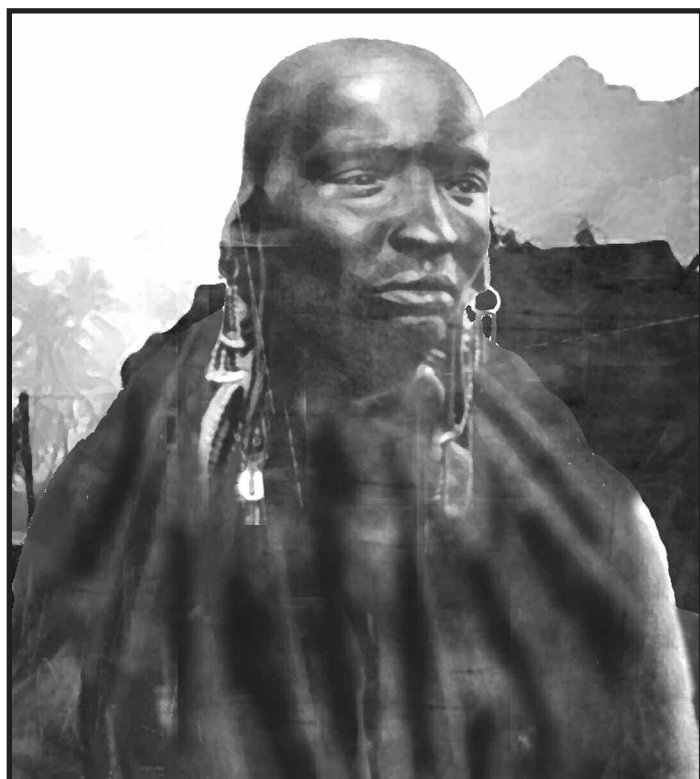
Ally Group (Sisters, loyal warriors, and “ladies in waiting,” large group, 12-) [60]; Autotrance [5]; Charisma +2\* [5]; Cool [1]; Cultural Adaptability [25]; Fit [5]; Literacy [10]; Longevity [5]; Rapid Healing [5]; Reputation +3 (Among her people, as a magical adept with a destiny) [7]; Sensitive [5]; Status 6\*\* [25]; Wealthy [20].

\*Includes +1 from Cultural Adaptability.

\*\*Includes +1 from Wealth.

## Disadvantages

Disciplines of Faith (Ritualism) [-5]; Duty (to her people and followers, and as a religious figure, 15-) [-15]; Enemy (Kasanje, Imbangala leader and former husband, 9-) [-5]; Reputation -4 (Apostate and possibly cannibal witch, among the Portuguese) [-10]; Reputation -2 (Kin-slayer, among her own people, 10-) [-2]; Sense of Duty (to her sisters) [-5]; Sterile [-3]; Unattractive [-5].



## Quirks

Adores handsome young men; Enjoys hunting; Likes beautiful things (puts shopping lists in official letters); Little family loyalty (except to her sisters); Pragmatic. [-5]

## Skills

Accounting-14 [4]; Acting-15 [2]; Administration-16 [4]; Area Knowledge (Kwaza River)-15 [1]; Area Knowledge (Loango Coast)-14 [½]; Area Knowledge (Matamba)-14 [½]; Area Knowledge (Ndongo)-15 [1]; Bard-16 [1]; Bardic Lore-14 [4]; Carousing-11 [0]; Climbing-13 [2]; Cyphering-14 [1]; Detect Lies-14 [4]; Diplomacy-16 [6]; Fast Talk-14 [1]; Hiking-13 [1]; Intelligence Analysis-15 [6]; Intimidation-14 [1]; Interrogation-14 [2]; Leadership-17 [2]; Merchant-16 [4]; Orienteering-13 [1]; Performance/Ritual (West Coastal Central African)-19 [11 ½]; Psychology-14 [4]; Sacrifice (Ndongo)-15 [6]; Savoir-Faire-17 [0]; Savoir-Faire (Servant)-15 [1]; Shield-12 [½]; Spear-12 [1]; Strategy-14 [2]; Survival (Jungle)-13 [1]; Survival (Savanna)-14 [2]; Tactics-12 [½]; Theology-17 [10]; Tracking-12 [½].

All skills are at TL2 where appropriate.

## Languages

Kimbundu (native)-16 [0]; Kicolwe-14 [½]; Kikongo-14 [½]; Portuguese-14 [½]; Umbundu-14 [½].

(All include +2 Language Talent from Cultural Adaptability.)

This is Nzinga in 1644, back in Ndongo, allied with the Dutch, and hoping to recover her sisters from the Portuguese. Her Status gives her many powers (which she perhaps takes further than is actually traditional). Most of her alliances are political or tribal rather than personal, but she could be given more Allies, Ally Groups, and Contacts. Her disadvantage list could also show more enemies, from Portuguese officers to rivals for her throne. She hasn’t yet had time to take full advantage of trade opportunities; at other times, Filthy Rich and even Multimillionaire might be justifiable. Note that Longevity means that she receives no points for her age.

Nzinga was extraordinarily tough, passing rigorous male and female initiation rites in quick succession and surviving spear wounds and smallpox (which killed many of her subjects). She also displayed an ability to pick up physical skills late in life, and even her detractors commented on her grace and agility. Her appearance was also often commented on; anything from Hideous to Attractive (but odd-looking) could be justified.

Her combat skills were learned after her 50th birthday; much of her reputation was picked up after 1629 and got worse later. In a game based on European society, she should have two levels of Primitive and probably a Social Stigma. (And in one based on 19th-century romantic historians, add some or all of Lecherousness, Jealousy, Bloodlust, Paranoia, Extravagance, or the Odious Personal Habit of Cannibalism.)

# BIOGRAPHY

Nzinga (sometimes written Njinga or Jinga) was born into the Ndongan royal family around 1582. There seem to have been odd events at the time, which were interpreted as omens. Thus, along with the normal education of a Ndongan princess, she was trained as a ritual specialist. She seems to have had a good relationship with her father and her sisters Kambo and Kifunge, and become a minor, useful member of the court.

In 1622, she was sent as a hostage to the Portuguese colony at Luanda (a normal way for her people to conduct diplomacy). While there, she discovered Christianity, and perhaps saw in it a system of initiation that could stabilize her people. She converted and was baptized “Dona Ana de Sousa.” It appears that she wanted to be a good Christian, but her subsequent war with the Portuguese thwarted her.

In 1624, her brother died and she seized the throne. She is normally accused of his murder, in revenge for the murder of their father and her son, or for his ordering the sterilization of herself and her sisters, but this is unproven. While the Portuguese were worried about Dutch attacks, Nzinga built up her strength. The Portuguese hoped she would be pliable; she proved an aristocratic politician. Incompatible security needs led to war. By 1629, she was driven from Ndongo.

She then married Kasanje, a leader of the Imbangalas; warbands united by magic and antinomian (taboo-breaking) religious practices. Building an army of these “Vikings of the Savanna,” Nzinga took over the interior kingdom of Matamba in the 1630s. Matamba was beyond Portuguese control, but had excellent trade connections.

The Dutch seizure of Luanda in 1641 enabled her to take parts of eastern Ndongo. In 1647, the Portuguese discovered that Kifunge, who they were holding hostage, was running a spy network, and executed her. In 1651 the Portuguese finally offered Nzinga Christian missionaries on acceptable terms. She worked to convert her people and used the priests as diplomatic channels.

She spent her last six years building a new Christian Kingdom of Matamba. Kambo, baptized Dona Barbara de Sousa, succeeded her.

## *Nzinga in History*

Nzinga is a national hero in Angola, and widely admired in the African-American community; both groups tend to portray her as a plaster saint. Portuguese and French historians used to depict her as a madwoman with a harem of 400 handsome male warriors. The fact is that her six years of peaceful rule left the kingdom of Matamba able to endure until the early 20th century.

## *Encountered*

Nzinga is superlatively adept in ritual and protocol, with which she will consciously shape any situation. With her various skills, she can even improvise impressive new rituals. She prefers to charm and dazzle people, but ensures that everyone knows who is “king.” Given her adaptability and training, strange events won’t faze her, or even if they do, she’ll never admit it. Once she sees what she understands as an opportunity, she will take full advantage.

— Thomas Devine

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### *Further Reading:*

Fraser, Antonia: *The Warrior Queens*.

Martin, Phyllis M.: *The External Trade of the Loango Coast 1576-1870*.

Miller, Joseph C.: *Kings and Kinsmen: Early Mbundu States in Angola*.

Skidmore-Hess, Cathy: *Queen Njinga, 1582-1663: Ritual, Power and Gender in the life of a Precolonial African Ruler*.

Vansina, Jan: *Kingdoms of the Savanna*.

## WHAT IF?

Nzinga’s struggle with the Portuguese ensured the survival of Mbundu culture and meant that Imbangala antinomianism was not the only cultural force in early modern Angola. As it was, 18th-century Angola was a land of horrors. Many people were driven by starvation into selling themselves into slavery just to survive. Without Matamba, the horror would have spread much farther. Time-meddlers who eliminated Nzinga before 1622, and thus cancelled her life’s achievements, would likely prolong the slave trade and increase Portuguese power in central Africa.

Conversely, if Nzinga had gained an acceptable treaty from the Portuguese in the late 1630s, she would have had 25 years to control the Imbangalas and build a stable state, and probably have Kifunge for an heir. Such a state, with the determination to maintain outside diplomatic links, might have vastly reduced the evils of 18th-century Africa.

## MOMENTS OF TRUTH

The two key points in Nzinga’s life are her time in Luanda and her alliance with Kasanje. Each event led her to increased power and spiritual awakenings. If an outside force could have controlled or used her, it might have been at these times. The events of these periods could have easily gone very badly for Nzinga, but she turned risks into opportunities.

## NZINGA THE WITCH

From early childhood, everyone around Nzinga believed that she was chosen by the ancestors as a link to the supernatural. In the world of *GURPS Voodoo*, Nzinga would be a high-level initiate; she was supposed to channel *Temba Ndumba*, a warrior witch and Imbangala culture hero who ground up her own babies to make war magic.

In this setting, Nzinga’s goal would be to make the Roman and Portuguese Royal Lodges accept her as an equal. The Lodges appear to have turned her down constantly until she forced them into alliance. Whatever gave her that final edge would be very useful in the modern Shadow War.



# Charles I

Total Points: 97½

Born 1600; died 1649.

Age 42; 5'4"; 130 lbs. A slight, well-dressed Englishman, with a pale, delicate, almost feminine face, rather prominent eyes, a neat beard and mustache, and shoulder-length black hair.

<b>ST:</b> 11 [10]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.25
<b>IQ:</b> 10 [-]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 7	

## Advantages

Fearlessness +3 [6]; Filthy Rich with Multimillionaire ×1 [75]; Literacy [5]; Status 7\* [25]; Strong Will +2 [8].

\*Includes +2 for Wealth.

## Disadvantages

Enemy (Parliament, 12-) [-60]; Fanaticism (Self and throne – believes in the Divine Right of Kings) [-15]; Incompetence (Diplomacy) [-1]; Reputation -2 (Catholic sympathizer, among non-Arminian Protestants) [-5]; Self-Centered [-10]; Sense of Duty (Allies and followers) [-10]; Stubbornness [-5]; Vow (Continue Laudian reforms of the church) [-10].

## Quirks

Doesn't take criticism well; Financially prudent; Gentlemanly and sexually restrained; Indecisive; Stammers when under stress. [-5]

## Skills

Administration-12 [6]; Area Knowledge (France and Spain)-9 [½]; Area Knowledge (England)-10 [1]; Bard-11 [4]; Black Powder Weapons (Wheellock Pistol)-12 [1]; Brawling-11 [1]; Broadsword-14 [16]; Cyphering-10 [1]; Dancing-12 [4]; Law-10 [4]; Leadership-12 [6]; Politics-8 [½]; Riding (Horse)-13 [8]; Savoir-Faire-14 [4]; Sport (Tennis)-11 [2]; Sport (Golf)-11 [2]; Strategy-9 [2]; Swimming-11 [1]; Tactics-12 [8]; Theology-9 [2].

## Languages

English (native)-10 [0]; French-11 [4]; Latin-9 [1]; Spanish-8 [½]

## Equipment

In the field, Charles would be armed with a broadsword and a pair of wheellock pistols, and armored in a helmet and back-and-breast plate. In court, he would be dressed finely, with a broadsword.

The above represents Charles Stuart circa 1642, just after he raised his standard and started the First Civil War. (He has thus claimed supreme command of his army – the equivalent of Military Rank 8.) It takes a somewhat critical view of his motives; a more generous version would give him a Higher Purpose devoted to restoring the throne and continuing his reforms of the Church. Earlier in his career, his Enemy would be worth much less; later on, he would lose much of his status and power. There would always be a significant portion of the population that supports him, however.

## BIOGRAPHY

Charles was the son of James I (James VI of Scotland). A sickly younger son, little was expected of him. However, in 1612, his elder brother Harry died, leaving Charles as the heir to the throne.

In 1623 he traveled incognito to Madrid, where he unsuccessfully sought the hand of the Infanta. Upon his return home, convinced the Spaniards had insulted him, he called for war with Spain. A marriage was arranged with the Catholic French princess Henrietta Maria. In 1625, Charles inherited the throne. War with Spain followed soon after.



Charles called Parliaments to fund wars against Spain and France; however, the Members of Parliament were more interested in criticizing his religious and military policies, especially his appointment of the Arminian William Laud as Bishop of Bath and Wells. Arminianism, a non-Calvinist branch of Protestantism, was considered by many to be little short of popery. Parliament did, ultimately, fund his wars, but they also forced him to pass the “Petition of Right” outlawing taxation without Parliamentary consent and imprisonment without trial, among other things.

By 1629, Parliament had grown increasingly critical of Charles, and he dismissed it amid scenes of utter chaos. He did not call another until 1640. The years that followed were surprisingly peaceful; the wars against Spain and France were over, but discontent simmered as Charles resorted to ever more unpopular ways to raise money.

In 1640, he was forced to call a Parliament, as the Scots had rebelled following his attempt to force a new prayer book on them, and a Scottish army had crossed the border. The Short Parliament of 1640 wanted to discuss the grievances of the last 11 years, rather than grant him the taxes he needed, so he dismissed it. But the Scots forced him to call another. The Long Parliament set about reforming English politics, abolishing many royal powers and imprisoning some of Charles’ closest advisors, including Laud.

This was too much for Charles to take, so in January 1642 he entered the Commons with armed men and attempted to arrest five of Parliament’s leaders – but they had been warned and had fled. Charles left London, and shortly after, he raised his standard at Nottingham and started the civil war.

By 1646 he had lost; he surrendered to the Scots, who handed him over to the English Parliament. In 1647 the Army took him into their custody. Charles escaped and made a pact with the Scots, who provided him with a new army. But Cromwell’s New Model Army defeated him at Preston and Charles was again captured. Parliament found that he would not negotiate in good faith, so in 1649 they reluctantly executed him for waging war against his own people.

In 1660, after the death of Cromwell, his son returned and was crowned Charles II.

## *Charles in History*

Charles, although in many ways a good, even noble person, was not a good king. He’s one of the very few people to attempt a coup in a country he already ruled, and fail. The wars he fought against Parliament could have been avoided, if only he’d chosen to negotiate. Indeed, his execution could have been avoided if he’d only accepted that, having beaten him, Parliament had every practical right to dictate terms to him.

## *Encountered*

Charles generally conducts himself in a courteous manner, can be personally kind, and is careful to avoid any sexual impropriety. A somewhat melancholic personality, given to contemplation, he nonetheless enjoys soldiering and fights bravely, thriving on the action. He values his friends and cares deeply about the soldiers who fight for his cause, to the point where he will lead his lifeguards in a charge to help a regiment under pressure in battle.

However, he lacks empathy, and absolutely will not tolerate anyone questioning his authority, which he believes comes directly from God. He is given to indecision, but when he makes his mind up, it is almost impossible to persuade him to change it. He will refuse to acknowledge the right of Parliament to try him, which will ultimately cost him his life.

– Gareth L. Owen

### *Further Reading:*

Durston, Christopher: *Charles I.*

Hibbert, Christopher: *Cavaliers and Roundheads*

See also the entry for Oliver Cromwell in *GURPS Who’s Who 1* (pp. WWi80-81).

## WHAT IF?

Although he was the only English king to be executed, history without Charles Stuart might not look much different; his son returned to the throne after his death and the victory won by Parliament was ultimately reversed. On the other hand, the Civil War and its aftermath helped establish the balance of power between Crown and Parliament, setting the tone for political debates that continued down to the American Revolution and beyond; without Charles I, some of these questions might have been settled differently, one way or another.

In fact, almost anybody else could probably have avoided the Civil War. A less inflexible king might have preserved more real power for the crown. Whether this would have left tensions in the system that would have been released later, with *more* violence and blood – a true British Revolution, on the lines of the American version – or whether a clever monarchy could have created a British autocracy on the French pattern (but more durable), is a complex question.

Moreover, without the Civil War the Irish situation would have been dealt with very differently, and the history of Ireland over the last three centuries might have been completely different. The long-term historical effects of *that* change are incalculable.

If his elder brother had not died, Charles would have lived a very different life; he might have spent his life as a patron of the arts and been remembered as embodying all that was good about the English High Renaissance. Alternatively, there is evidence to suggest that he might have sought adventure on the Continent, fighting in the Thirty Years War. He would never have made a great general, but his high-mindedness and courage could have led him to be remembered as a fine soldier – and he might have drawn his own nation into entanglement in that bloody conflict.





Born 1623; died 1705.

Age 36; 5'5"; 135 lbs. A youthful-seeming woman with chestnut hair, a lively, expressive face, and a superb figure, dressed simply but in perfect taste.

<b>ST:</b> 7 [-20]	<b>DX:</b> 11 [10]	<b>Speed:</b> 6
<b>IQ:</b> 13 [30]	<b>HT:</b> 13 [30]	<b>Move:</b> 6
<b>Dodge:</b> 6	<b>Parry:</b> 6	

## Advantages

Ally (Molière, 9-) [5]; Beautiful [15]; Charisma +2 [10]; Literacy [5]; Longevity [5]; Musical Ability +1 [1]; Reputation +2 (Superb hostess, in literary society) [3]; Status 1\* [0]; Wealthy [20].

\*Includes +1 for Wealth.

## Disadvantages

Code of Honor (Gentleman's) [-10]; Enemy (Society of the Holy Sacrament, 9-) [-20]; Reputation -2 (Irreligious, among devout Catholics) [-5]; Social Stigma (Demimondaine) [-10].

## Quirks

Admires Montaigne; Bathes frequently; Epicurean; Exchanges poems with suitors; Frequently changes lovers. [-5]

## Skills

Appreciate Beauty-13 [8]; Area Knowledge (Paris)-13 [1]; Bard-15 [2]; Carousing-14 [4]; Cooking-13 [1]; Courtesan-12 [1]; Cyphering-13 [1]; Dancing-11 [2]; Diplomacy-12 [2]; Erotic Art-13 [16]; Fencing-10 [1]; History-11 [1]; Law-11 [1]; Literature-12 [2]; Merchant-12 [1]; Musical Instrument (Lute)-15 [6]; Musical Notation-14 [1]; Needlecraft-10 [1]; Philosophy (Epicurean)-13 [4]; Poetry-12 [1]; Psychology-11 [1]; Riding (Horse)-10 [1]; Savoir-Faire-18 [6]; Sex Appeal-17 [2]; Singing-14 [1]; Teaching-13 [2]; Writing-12 [1].

## Languages

French (native)-13 [0]; Italian-12 [1]; Latin-11 [½]; Spanish-11 [½].

## Equipment

De Lanclos is a skilled lutenist, and often has a lute with her.

This represents de Lanclos shortly after her first meeting with the playwright Molière, whose career she will help to advance. In her thirties, she has lost none of her charm and is still surrounded by men eager to court her.

How beautiful she actually was is still debated; she was probably not the most beautiful woman of her time, but had remarkable charm and wit. She accepted money from relatively

few men – only five have been identified – and stopped doing so as soon as she could afford to, though she continued to take lovers for affection or caprice; hence her minimal Courtesan skill. Her cooking skill represents creating new dishes rather than everyday kitchen duties, for which she had servants.

## BIOGRAPHY

The lives of many women famed for amorous exploits were unhappy enough to make good advertisements for chastity. Ninon de Lanclos is an exception; a woman who never married but slept with any man she pleased and lived comfortably into her 80s surrounded by admirers.

Anne de Lanclos was the daughter of a minor provincial nobleman (who nicknamed her Ninon) and his pious wife. Her father was exiled in 1632 after a duel with his mistress' husband. Her mother sought a husband for her, but the chosen suitor seduced her and vanished. After her mother died in 1642, she went into a convent, but left the next year, resolved never to marry but to keep her independence. Influenced by Montaigne and the ancient Epicureans, she devoted her life to friendship and pleasure.

Her attractiveness and wit kept her surrounded by potential lovers, including the king's cousin, the Great Condé, though almost all her relationships lasted only a few months. She made herself a popular hostess, whose drawing room was a center of literary conversation. She attracted hostile attention from devout Catholics, made worse by her outspoken skepticism. In 1656, the queen ordered her confined to a convent, but not long after, the recently abdicated Swedish Queen Christina visited her and wrote to Cardinal Mazarin requesting her release, which was granted, though the religious still watched her and attempted to spy on her.

In Paris once again, de Lanclos moved into a five-story house where she lived the rest of her life. She resumed her love affairs, which continued until she was 52, and conducted her salon, attended by writers such as Molière, who became her friend and her ally in mocking prudes and hypocrites. Surprisingly, she also gained the friendship of the deeply religious Madame de Maintenon, whom Louis XIV later secretly married. For a time she conducted a school for young gentlemen seeking enhanced savoir-faire. She devoted her old age to her books, to her salon, and to her surviving friends, and never regretted her scandalous youth.

## De Lanclos in History

De Lanclos was a central figure in the literary society of her time. She helped keep alive the tradition of Montaigne; she encouraged the career of Molière; and in her will she left 2,000 francs to Voltaire (then a child, the son of her executor) to buy a library. French culture would have been poorer without her. Her allure became legendary and made her a role model for amorous women in later generations, though not many lived up to her example.



## Encountered

De Lanclos is unwilling to become any man's possession, either as a wife or as a prostitute; male PCs who think they can buy her will not get far. Her favorites are physically attractive, intelligent and scholarly, charming and witty, or if possible all three. Even then she will not commit herself to them. But though she takes sex very lightly, she takes friendship and honor seriously and will not betray a trust she has accepted. Her favorite prayer is "give me the honor of a gentleman and never that of a woman."

Player characters who are students at her famous school will find her a wise advisor, tolerant of everything except brutishness. Those who impress her may have the pleasure of knowing her more intimately.

— William H. Stoddard

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### Further Reading:

Cohen, Edgar H.: *Mademoiselle Libertine*.

Day, Lillian: *Ninon: A Courtesan of Quality*.

## WHAT IF?

Removing de Lanclos' influence from history need not involve her death. Perhaps her first suitor might have married her after all. Or perhaps she might not have left the convent where she stayed in 1642, but taken vows, either from a real vocation or because the religious life made her independent of men.

### THE ADVENTURESS

In her childhood, de Lanclos pleaded to be allowed to wear boys' clothes and her father taught her to ride and fence. At least once in her adult life she dressed as a man and rode into a battle zone to find one of her lovers. Especially in a swashbuckling campaign, she might have had more such adventures, and added the scandal of dressing as a man to her other scandals. Her generosity and sense of honor could have brought her to the rescue of many people in distress; and through her friendship with Mme. de Maintenon, she might have gained royal patronage for her efforts.

### HIDDEN VARIABLES

Queen Christina's rescue of de Lanclos is dramatic by its sheer improbability, which invites speculation about hidden plots and motives. Could setting de Lanclos free have served some larger purpose?

In her time, de Lanclos was a focus of resistance to Catholic authoritarianism. She never challenged the church directly, but she set an example of leading a decent and honorable life without religion and in open defiance of many religious laws; she defended her conduct in a short book, *La Coquette Vangée (The Flirt Avenged)*; and many writers' careers profited from her support. Perhaps she was secretly encouraged by a faction wishing to weaken religious control of society, for whatever motives.

### NOCTAMBULE

After her death, legends were told of de Lanclos' long-enduring beauty. One of these claimed that at 18 she was visited by an ancient wizard, Noctambule ("Nightwalker"), who offered her the gift of eternal beauty, which he had previously granted to Semiramis, Helen of Troy, Cleopatra, and Diane de Poitiers. Supposedly, she accepted and signed her name on a black tablet he carried with him. What if this legend was true, and de Lanclos was part of some great mystical design? And what if the PCs met the legendary octogenarian Ninon, who still fascinated men, and favored a few by choosing them as lovers?



# Aphra Behn

Total Points: 45½

Born c.1640; died 1689.

Age 38; 5'6"; 130 lbs. A full-figured Englishwoman, quite well-dressed.

<b>ST:</b> 8 [-15]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5
<b>IQ:</b> 12 [20]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5		

## Advantages

Attractive Appearance [5]; Literacy [5]; Reputation +2 (Witty playwright, among theatre devotees) [5].

## Disadvantages

Social Stigma (Independent woman with theatrical associations) [-10].

## Quirks

Chatty; Monarchist and pro-Stuart; Regrets her lack of classical education, and thinks that such is wasted on dull-witted people; Sympathetic to Catholicism; Writes whenever convenient, even in crowded rooms. [-5]

## Skills

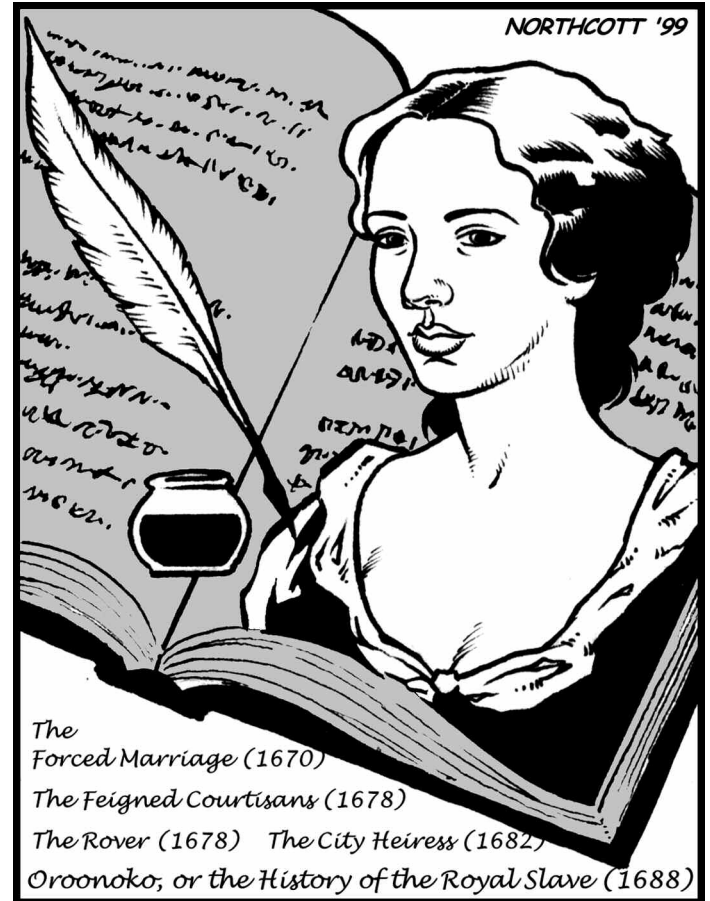
Area Knowledge (Western Europe)-11 [½]; Area Knowledge (London)-12 [1]; Area Knowledge (Surinam)-11 [½]; Calligraphy-9 [1]; Carousing-11 [4]; Cyphering-12 [1]; Gesture-11 [½]; Literature-13 [6]; Make-Up-11 [½]; Musical Instrument (Flute)-9 [½]; Musical Notation-11 [½]; Needlecraft-8 [½]; Poetry-15 [8]; Savoir-Faire-13 [2]; Writing-17 [12].

## Languages

English (native)-13 [1]; Flemish (Dutch)-10 [½]; French-10 [½].

Behn's Social Stigma means that she can never be fully respectable; Puritans react to her at -3, and slightly less high-minded folk (especially "Whigs") at -1 or -2. On the other hand, the court and theatrical world care little about respectability (although a few wits carp at her). But she avoids appearing promiscuous, and is probably nothing like as licentious as her detractors claim, while the hints of lesbian impulses in her writing are probably not significant. Her HT is debatable; she is prone to sickness, but survives travel and poverty in an age of plague.

She may know a little Italian or Spanish, and her French improves after 1683, but she never learned Latin or Greek, which her contemporaries consider essential for a proper education. She may have some limited Contacts at court or in the intelligence world. Her finances are unstable; even in later life, she sometimes survives by borrowing. A cinematic Aphra might be a theatrically-trained mistress of espionage (code-



named "Astrea," her romantic pen-name); more realistically, the determination needed to succeed as an independent woman suggests Strong Will.

## BIOGRAPHY

Frustratingly little is known about Aphra Behn's early life; her own accounts and the one near-contemporary biography are flagrantly romanticized. Historians have found it so easy to debunk claims about her that they have ended up denying verifiable facts.

She was born near Canterbury, and grew up during the English Civil War. Her parents may have been minor gentry, but more likely they were a barber and a wet-nurse. (This could have given her entry into the higher classes; wet-nurses sometimes grew close to the families they served.) She somehow acquired a "ladylike" education; literacy, and an acquaintance with contemporary literature, the Bible, and French.

In 1663, she traveled to Surinam with her mother, sister, and brother; she later claimed that her father had been appointed lieutenant-general of this colony, but that he died on the voyage out. Either her family was upper-class, she was talking about an adoptive or foster-father, or this was fiction; one theory is that she was sent as a government agent, to report on Parliamentarians among the colonists. One of these was William Scot, the son of a "regicide" – one of the

Parliamentarians who had signed Charles I's death warrant. Aphra formed a friendship, possibly romantic, with Scot, which ended when she returned to England in 1664.

Back home, she married a merchant of Dutch or German descent. However, "Mr. Behn" swiftly disappears; Aphra was a widow (and short of money) by 1666. (The Plague swept London in 1665, and merchants were vulnerable, as they couldn't afford to leave their businesses to flee the city.)

Meanwhile, Britain was at war with Holland, and a number of old Parliamentarians were aiding the Dutch – including Scot. However, the British government thought that he might be willing to change sides, and recruited Behn to travel (with her family along for cover) to Antwerp, across the border from Holland, to make contact with him. Unfortunately, Scot wavered, and the little information he provided was vague. Worse, Charles II was trying to run the war on a budget. Left short of funds, Behn borrowed to cover her debts, returning home in 1667; she may have spent a short time in a London debtors' prison before settling her affairs.

(Scot is never heard of again; Behn's family also disappear at this time.)

In 1668, the opportunities for a woman to earn even a half way respectable living were limited, and Behn was already too old to make a good marriage without a dowry. Outrageously, she resolved this by becoming the first woman ever to earn her living by the pen in England, perhaps one of the first in the world.

Her first play was produced in 1670. Thereafter, her reputation as a playwright and poet grew. Later, when a more puritanical age turned against the theatre, she wrote prose fiction, similar to the old, melodramatic "romances," but more realistic, arguably pioneering the English novel. She also wrote political propaganda, supporting Charles II and later James II. At one point, she may have been jailed for attacking Charles' rebellious illegitimate son, the Duke of Monmouth; it was not her place to criticize the sons of kings. (Not all of her set were monarchists, though; the love of her life seems to have been a republican radical lawyer. Another regicide's son, John Hoyle was well-read, bisexual, moody, and violent; the relationship was uncomfortable.)

Charles flirted with Roman Catholicism; James was an open convert. (Behn had a liking for Catholic ritual, but never converted.) But the country (or at least Parliament) would not tolerate a Catholic king; James was deposed in 1688, replaced by his daughter Mary and her husband, William of Orange. Behn was uncomfortable with the change; she was also chronically ill (possibly with arthritis, sciatica, gout, or venereal disease). Five days after William and Mary's coronation, she died, allegedly because of an incompetent doctor. Still respected as a writer, she was buried in Westminster Abbey.

## Encountered

Behn is handsome (but not stunning), and witty (GMs might give her Charisma instead of Attractiveness), and can pass among courtiers and theatrical folk, but she may display her boredom at dull people. She is a working writer and former spy; anything strange or unusual may catch her interest. She can sometimes seem self-contradictory; a political conservative whose choice of career is radical, an independent spirit who loves a domineering man of opposite views, a snob who mocks formality, a Catholic sympathizer with atheistic interests. At heart, she is perhaps simply a romantic, with a survivor's instincts.

– Phil Masters

### Further Reading:

Duffy, Maureen: *The Passionate Shepherdess*.

Goreau, Angeline: *Reconstructing Aphra*.

Todd, Janet: *The Secret Life of Aphra Behn*.

For all her productive talent, Behn's career may not look excessively important; her spying was unsuccessful, 1670s London was not short of good writers, and her political propaganda supported the losing side.

And posterity has been ungenerous to her. In her time, she followed the prevailing literary fashion for bawdiness, but for centuries afterward, English literature labored for respectability; Behn was dismissed as vulgar, if she was mentioned at all. She regained some fame in the 20th century, but was still often criticized as a hack, who wrote (profusely) for money rather than art.

All of which may underestimate her role. First, she was a trailblazer. Before 1670, any woman who produced so much as a poem was mocked; after 1689, women published poems, plays, and novels. And artistic concerns aside, the existence of capable, independent female writers is crucial to feminism.

And second, one of her prose stories, *Oroonoko*, was admired in the libraries of Enlightenment thinkers as a picture of a "noble savage." Supposedly based on events she witnessed in Surinam, it describes an enslaved African prince who leads an unsuccessful revolt; without it, the later anti-slavery movement would lack one inspiration.

It would be all too easy for anti-liberal time-meddlers to remove Behn; she spent time at sea, in the tropics, in a plague-city, and as a spy. (On the other hand, she was something of a survivor; she might foil overconfident attackers.) A subtler meddler might *save* the life of her husband; for all her wit, the job of managing a merchant's household would surely put paid to any other career.

"THE POETESS, TOO, THEY SAY,  
HAS SPIES ABROAD"

One theory has Behn working as a Royalist agent from an early age, perhaps even before the Restoration of the Monarchy. In that case, even if she gave up on the British government, perhaps she found another employer?

But who would want to spy on the literary world? Behn had little direct contact with the ruling classes, apart from the odd dissipated aristocrat-poet. Perhaps her new employers had subtle, long-term aims? Behn herself was dismissive of the great conspiracy theory of her time, the "Popish Plot" (an excuse for persecuting Catholics), and while she was interested in scientific ideas, she made jokes about Rosicrucianism, alchemy, and the idea of life on other worlds. Conspiracy theorists may assume this is misdirection.



Born 1642; died 1727.

Age 63; 5'9"; 150 lbs. An expensively-dressed Englishman, with brooding eyes and sharp features, usually wearing a wig, under which his hair is white and thinning.

<b>ST:</b> 10 [-]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.75
<b>IQ:</b> 18 [125]	<b>HT:</b> 12 [20]	<b>Move:</b> 5
<b>Dodge:</b> 5		

## Advantages

Administrative Rank 3 (Master of the Mint) [15]; Ally Group (Most of the Royal Society, 12-) [60]; Filthy Rich [50]; Legal Enforcement Powers [5]; Literacy [5]; Mathematical Ability [10]; Patron (Lord Halifax, 6-) [5]; Patron (Prince George, 9-) [10]; Reputation +4 (Great scientist, among gentry and academics) [10]; Single-Minded [5]; Status 5\* [15].

\*Includes +1 for each of Wealth and Rank.

## Disadvantages

Age 63 [-39]; Code of Honor (Puritan) [-10]; Intolerance (Catholics) [-5]; Obsession (Discover "God's Truth") [-10]; Odious Personal Habit (Arrogant) [-5]; Reputation -3 (Ruthless prosecutor, among counterfeiters, 10-) [-2]; Secret (Arian, non-Trinitarian) [-10]; Self-Centered [-10]; Stubbornness [-5]; Workaholic [-5].

## Quirks

Believes in mercy for men and animals (but not counterfeiters); Generous to relatives and hangers-on; Hypochondriac, and treats himself with medicines of his own making; Obsessed with the color crimson; Secretive. [-5]

## Skills

Administration-18 [2]; Area Knowledge (London)-17 [½]; Astronomy-17 [2]; Chemistry-18 [4]; Cyphering-21 [1]; Economics-15 [½]; Engineer (Laboratory Equipment)-17 [2]; History-17 [2]; Mathematics-21 [4]; Law-15 [½]; Leadership-16 [½]; Occultism-18 [2]; Pharmacy-16 [1]; Physics-23 [14]; Research-20 [6]; Savoir-Faire-20 [0]; Theology-19 [6]; Writing-17 [1].

Newton's skills are learned at late TL4, though his work lays the foundations of TL5 physical science.

## Languages

English (native)-18 [0]; Aramaic-17 [1]; Classical Greek-17 [1]; French-16 [½]; Hebrew-17 [1]; Latin-17 [1].

This is Newton in late 1705. His great discoveries are behind him, but he is at the height of his prestige and influence. Earlier in his career he would

have a different set of allies and patrons, and Flamsteed, Leibniz or Hooke could be classed as enemies (although their attacks were academic rather than physical). A less critical view might reduce his disadvantages; a more conventional one would de-emphasize the occult interests, probably wrongly. His Code of Honor enjoins honesty and good faith.

Another view might add homosexuality, although the evidence for this is far from clear; his relationship with women does seem to have been uncertain.

As Master of the Mint, he has built up a network of street-level agents to track down counterfeiters; if they are involved in games, these could be treated as an Ally Group or a large set of Contacts, depending how the GM wishes to play them.

## BIOGRAPHY

Isaac Newton was born on Christmas Day 1642 in Woolsthorpe, Lincolnshire, to a family on the borderline between yeomanry and gentry. His father died before he was born, and when his mother remarried when he was four, Newton was separated from her, which he bitterly resented. His stepfather died when he was 11 and he was reunited with his mother. In 1654 he began attending school in Grantham, but at age 16, his mother took him out of school to work on the farm. He neglected his duties, preferring to read at the house of the apothecary, and his old schoolteacher eventually persuaded his mother to let him go to college.

Newton arrived at Cambridge in 1661. He remained there until 1696, apart from two years starting in 1665 when he returned to Woolsthorpe to escape the plague. During this time he carried out ground-breaking work in mathematics, optics, and mechanics. He studied theology and ancient history in order to support his unconventional religious views, coming to the conclusion that the Trinity was a lie propagated by corrupt popes; he secretly adopted "Arian" beliefs, which denied the Divinity of Christ. He also studied the occult and alchemy (esoteric thought *and* hands-on experimentation). He acquired tenure as a Fellow in 1667, and became Lucasian Professor at the age of only 27.

He became a member of the Royal Society in 1672, and the following years saw bitter clashes with Robert Hooke, the Society's Curator of Experiments. Hooke became secretary of the Society in 1677, and as two of Newton's patrons died that year, he withdrew from the scientific community. In 1679 he nursed his mother through her final illness. The astronomer Halley befriended him in 1684, and convinced him to rejoin public debate, and in 1687 to publish his masterpiece, the *Principia Mathematica*.

He was part of the university delegation that, in 1685, failed to stop James II from forcing Cambridge to accept Catholics. Following the bloodless revolution of 1688, William and Mary took the English throne and the political situation became more favorable for Newton; he was Whig MP for Cambridge in 1689 and 1701.





## ACTIONS AND REACTIONS

Two moments of truth stand out in Newton's career. First, if his mother could be prevented from relenting and allowing her son to go to college, he might have gone down in history as a mediocre farmer. And second, a word in the right ear could have persuaded King James not to grant Newton a special dispensation from taking holy orders when he became Lucasian Professor. Newton would have resigned rather than violate his Arian beliefs, depriving him of the resources and status needed for him to publish his great scientific works.

### THE CHANGING OF BODIES INTO LIGHT

In many ways, Newton was the first modern scientist, establishing the scientific method; he was obsessive about not publishing until he had concrete proof of his theories. At the same time, he was the last of the alchemists, struggling to unlock the hidden secrets of ancient knowledge.

He had more "Illuminated" connections than one can comfortably list. His religion was distinctly heretical, and he is known to have researched alchemy and sacred history, attempting to create a timeline that would prove his peculiar beliefs. He drew up plans of the Temple of Solomon, was interested in Rosicrucianism, and in 1669 he may have contacted a secret society of alchemists in London. Shortly before his death he burned a large number of papers. Given the nature of the papers left untouched, it's likely that these documented his socially unacceptable researches into the occult, alchemy, and other fields.

In an Illuminated campaign, Newton could easily have advantages such as Illuminated or Magery, and any number of odd skills from History: Esoteric through Alchemy to Ritual Magic. If he had uncovered the secret of the Philosopher's Stone, it would have given him immortality, near-divine wisdom, and limitless wealth. Such a Newton could still be around today, having faked his own death. His web of informants would still exist (and probably have grown truly formidable) as he guided his personal conspiracy toward his aim of probing the secrets of the universe. This would, of course, imply the existence of an occult conspiracy equipped with ultra-advanced technology and lead by an immortal genius . . .

For an alternate history in which Newton is the keystone and a major figure, see J. Gregory Keyes' series of novels, "The Age of Unreason," starting with *Newton's Cannon*.

In 1693, he appears to have had a nervous breakdown from overwork and frustration at his lack of social advance. He wrote *Praxis*, a rambling philosophic and alchemical treatise, around this time. By 1696 he had recovered, and was made Warden of the Royal Mint. This implied few responsibilities, but he set about the job with a vengeance, reclaiming ancient powers and using it to advance himself; he oversaw the much-needed recoinage of the currency, and set up his anti-counterfeiter network. He was promoted to Master of the Mint in 1699.

Hooke died in 1703, and Newton rejoined the Royal Society and was elected President. The Society was in a sorry state; Newton set about reorganizing it. He also took the opportunity to publish *Optics*, a treatise on light, gravity, theology and much more. He ran the Society for the rest of his life, filling its ranks with sympathizers and suppressing his opponents, while clashing acrimoniously with Leibniz and Flamsteed, the Astronomer-Royal. In 1705 he was knighted by Queen Anne.

### *Newton in History*

Newton's *Principia Mathematica*, considered by many to be the greatest scientific work ever, introduced calculus, united terrestrial and celestial mechanics, and explained the operation of gravity. It paved the way for the industrial revolution, which would probably have been markedly slowed without him. Furthermore, without his recoinage work, Britain might very well have suffered a serious financial crisis.

### *Encountered*

Newton was always secretive and self-confident; in later years this develops through arrogance into egomania. He thinks himself intellectually superior to any of his contemporaries, and although he isn't far wrong, this doesn't make him likeable. He considers himself almost divinely appointed to reveal the secrets of nature; whatever task he sets himself he pursues wholeheartedly, often neglecting to sleep or eat. (In game terms, he might have Less Sleep – although his breakdown may show that he needed more than he took.) Although he can be extremely hypocritical, he stays true to his Arian beliefs, but *always* keeps them secret (the alternative being social disgrace). He has little time for most people, but an offer of significant information or social advancement might interest him.

– Gareth L. Owen

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#### **Further Reading:**

White, Michael: *Isaac Newton – The Last Sorcerer*.



Born 1647; died 1717.

Age 52; 5'7"; 140 lbs. An aging Swiss German woman, prosperously dressed and with observant eyes.

**ST:** 8 [-15]    **DX:** 11 [10]    **Speed:** 5.75

**IQ:** 12 [20]    **HT:** 12 [20]    **Move:** 5

**Dodge:** 5

## Advantages

Acute Vision +1 [2]; Comfortable Wealth [10]; Literacy [5]; Manual Dexterity +2 [6]; Patron (Amsterdam city government), 9- [10]; Reputation +2 (Skilled nature painter, among naturalists) [3]; Status 1 [5].

## Disadvantages

Age 52 [-6]; Code of Honor (Mercantile) [-5]; Sense of Duty (to her family) [-5]; Social Stigma (Second-class citizen, as a woman) [-5].

## Quirks

Labadist; Modest about her achievements; Prefers to paint plants and animals; Sympathetic to slaves. [-4]

## Skills

Accounting-11 [2]; Administration-11 [1]; Agronomy-11 [1]; Area Knowledge (Amsterdam)-12 [1]; Artist-16 [8]; Calligraphy-12 [1]; Chemistry (specializing in paints and dyes)-9/15 [1]; Cooking-12 [1]; Cyphering-12 [1]; Diplomacy-11 [2]; Flower Arranging-12 [1]; Gardening-12 [1]; Herbalist-11 [2]; Merchant-15 [8]; Naturalist (specializing in insects)-11/17 [4]; Needlecraft-12 [1]; Profession (Printmaker/Publisher)-13 [4]; Savoir-Faire-14 [0]; Stealth-10 [1]; Teaching-13 [4]; Weaving-13 [1]; Writing-11 [1].

## Languages

German (native)-12 [0]; Friesian-10 [½]; Dutch-12 [2]; Latin-11 [1].

## Equipment

Merian will almost always have a sketchbook and drawing tools. She came to Surinam equipped to collect and preserve biological specimens of all types.

This is Merian shortly after her arrival in Surinam. She has the skills of an artist and a naturalist, as well as those of a successful businesswoman. After she has been in Surinam for a year, she could gain some skill in Anthropology and Linguistics and improve as a Naturalist, but her HT would be lower. A younger Merian would have most of the same skills, but at somewhat lower levels, and would not have a Reputation. She would also have children in her care and, early in her life, a husband.

Her Code of Honor is that of an honest merchant; she will stand by contracts and give fair measure.

## BIOGRAPHY

Maria Sibylla Merian was the daughter of Mattheus Merian the Elder, a noted Swiss engraver and publisher, by his second wife. Her father died in 1650. She was raised by her mother's second husband, Jacob Marell, who taught her art, and in 1665 she married his apprentice, Johann Andreas Graff, ten years her elder, to whom she bore two daughters: Johanna Helena in 1668 and Dorothea Maria in 1678.

After her marriage, she continued to work as an artist, specializing in flowers and insects. She published three volumes of flower engravings in 1675, 1677, and 1680. This was followed by a series on the metamorphoses of insects, in which she showed insects at various stages of their life-cycles together with the plants they fed on; she described the life-cycles of 186 species, most for the first time, and her work helped undermine the belief that insects were spontaneously generated from mud or trash.

In 1685 Merian, her two daughters, and her mother went to live in a Labadist religious commune in Friesland. (Labadism was a mystical, highly contemplative sect that had split from Roman Catholicism a few years earlier.) In 1690, after her mother died, she moved to Amsterdam, where she became acquainted with many wealthy men with scientific interests. Her husband divorced her in 1692.

Nearly a decade later, in 1699, she received a loan from the city to travel to the new Dutch colony of Surinam (acquired from Britain in a peace treaty since Aphra Behn's visit – see p. 65) with her younger daughter; her older daughter was already there, married to a merchant. For two years, until malaria damaged her health and forced her to return, she sketched the native flora and fauna and gained information on them from the inhabitants, especially the Indians, whose harsh treatment by the Dutch planters drew her criticism, while the planters considered her foolish to think of anything but growing sugar. She recorded what plants were called in Indian languages and described black and Indian slave women using the seeds of a local plant to abort their pregnancies rather than bear children to be enslaved.

Back in Amsterdam, she sold specimens she had collected and produced a massive volume of engravings of Surinamese life. She continued to publish her art until 1715, when she had a stroke. She died in 1717, not long before her younger daughter published the third volume of her book on metamorphosis.

## Merian in History

Merian was widely acclaimed in her own time; the early journal *Acta Eruditorum* praised her research, and many editions of her work were published. Peter the Great of Russia (see p. WWi82) bought her books and hung her portrait in his study. Seventeen species of plants and insects were named for her. Her description of Surinamese plants was part of the data for Linnaeus' great taxonomic enterprise, and her



demonstration of insect life cycles prefigured Pasteur's disproof of spontaneous generation. But in the 19th century, her work came under attack, and was largely forgotten until the late 20th century, when historians of art and science rediscovered its merits and originality.

### *Encountered*

Merian is a quiet woman who attempts to practice the Christian virtue of humility. However, she is aware of her own talents and seeks opportunities to use them to the fullest. She has visited many eminent naturalists and admired their collections, and she has taught drawing to daughters of wealthy households; wealth does not overawe her. She is a shrewd businesswoman, but is more interested in science than in profit.

— William H. Stoddard

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#### **Further Reading:**

Davis, Natalie Zemon: *Women on the Margins*.  
Harris, Ann Sutherland, and Nochlin, Linda: *Women Artists: 1550-1950*.  
Schiebinger, Londa: *The Mind Has No Sex?*.

## WHAT IF?

History without Merian would likely be only subtly different. It would take an extraordinarily subtle time-meddler to make her a target – but that might be the most dangerous kind. Merian's early death might be the first clue to some larger plot, whether of obsessive creationists or desperate victims of a genetically manipulated future tyranny.

### THE IMPERIAL ENTOMOLOGIST

Shortly before Merian's American journey, Peter the Great of Russia made his great European tour. Suppose he had been introduced to the artist whose work he later discovered and admired? Might he have tried to recruit her, as he did so many other western experts, seeing her knowledge and skills as valuable resources? Could she have resisted a patron with such wealth and enthusiasm, or the chance to describe an entire empire's plants and insects? Perhaps Russia could have ended up with a school of naturalists informed by her work.

### RESCUES REQUIRED

What if Merian's voyage to Surinam had been more exciting? PCs captured and held for ransom by pirates might find this aging, quiet woman emerging as a leader, fiercely determined to protect her daughter – or PCs might actually *be* the pirates in question.

In a weirder game, what if one of Merian's specimens was the giant, sinister orchid later described by H.G. Wells? Either she or one of her customers might soon need help . . .

### REVOLUTIONARIES

The New World has a long history of slave revolts, as fictionalized by Aphra Behn (p. 64). What if Surinam had expelled or killed its Dutch planters nearly a century before Haiti? Merian's sympathy for the slaves, and her willingness to learn from their wise men and women, could enable her to survive, but her situation would be perilous. And what would she make of African religious beliefs, not yet systematized into anything as coherent as Haitian voodoo, but perhaps still carrying mysterious and unchristian power?

(Behn and Merian make an interesting contrast. Behn lost all her family ties, and struggled for acceptance throughout her life; Merian had children, and found an unorthodox but accepted social position. Behn portrayed a noble prince enslaved, but didn't criticize the institution of slavery; Merian attacked it for its general cruelty. They probably never met in reality, but an encounter in a game, perhaps when Behn seems to have made a brief trip to France in 1683, could lead to incomprehension – or to fireworks.)



# Le Comte de Saint-Germain

Total Points: 219½

Born c.1710; died 1784.

Age (seemingly) 50; 5'6"; 140 lbs. A handsome, dark-complexioned, black-haired man of medium build, dressed in simple but exquisitely tasteful nobleman's clothing of black and white, adorned with diamonds.

<b>ST:</b> 10 [-]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.25
<b>IQ:</b> 13 [30]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5		

## Advantages

Ambidexterity [10]; Attractive [5]; Charisma +2 [10]; Comfortable Wealth [10]; Composed [5]; Courtesy Rank 7 (Russian Army General) [7]; Language Talent +3 [6]; Less Sleep +3 [9]; Manual Dexterity +1 [3]; Musical Ability +2 [2]; Reputation +3 (Gifted alchemist, among European nobility) [7]; Status 5 [25]; Versatile [5].

## Disadvantages

Compulsive Lying [-15]; Enemy (Duc de Choiseul, 6-) [-5]; Odious Personal Habit (Vainglorious) [-5]; Reputation -3 (Adventurer, among many government ministers) [-5]; Secret (Bourgeois merchant background) [-5].

## Quirks

Eats and drinks little or nothing in public; Even lies about his name and age; Generous; Hints of mysterious royal or magical connections; Talks about history in the first person. [-5]

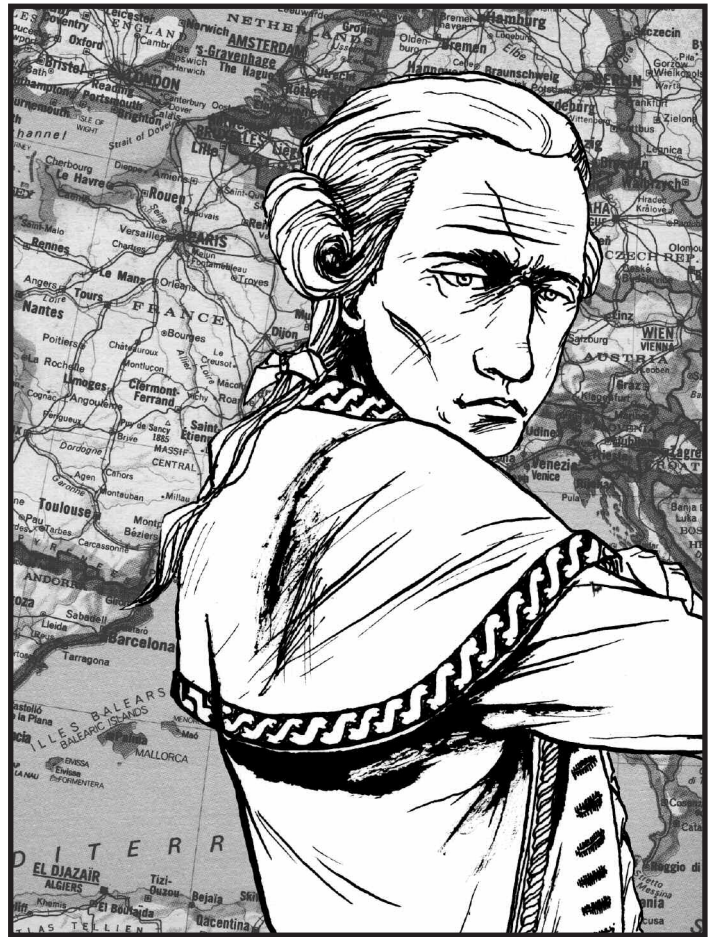
## Skills

Acting-15 [6]; Alchemy-13 [8]; Appreciate Beauty-13 [7]; Area Knowledge (Europe)-13 [1]; Artist-12 [½]; Bard-14 [½]; Chemistry-14 [6]; Dancing-12 [2]; Diplomacy-11 [1]; Dyeing-17 [10]; Fast-Talk-13 [2]; Forgery-14 [4]; Fortune Telling-14 [1]; History-13 [4]; Hobby (Bibliophilia)-12 [1]; Jeweler-17 [12]; Leatherworking-12 [½]; Merchant-16 [8]; Musical Composition-14 [1]; Musical Instrument (Flute)-13 [½]; Musical Instrument (Guitar)-13 [½]; Musical Instrument (Harpichord)-13 [½]; Musical Instrument (Piano)-14 [1]; Musical Instrument (Violin)-15 [2]; Musical Notation-14 [½]; Naturalist-14 [6]; Occultism (specializing in Rosicrucian lore)-11/17 [1]; Pharmacy-12 [2]; Physician-12 [2]; Poetry-13 [1]; Profession (Beekeeping)-11 [½]; Riding (Horse)-10 [1]; Savoir-Faire-15 [0]; Singing-12 [½]; Sleight of Hand-12 [4]; Theology-12 [2].

All skills are at TL5 where appropriate.

## Languages

Czech (native)-16 [0]; English-16 [2]; French-16 [2]; German-16 [2]; Greek-14 [½]; Hungarian-14 [½]; Italian-16 [2]; Latin-14 [½]; Polish-14 [½]; Portuguese-16 [2]; Russian-14 [½]; Spanish-16 [2]; Swedish-14 [½]



This is a generously cynical view of Saint-Germain during his major itinerant phase, roughly between 1763 and 1774; he can claim Louis XV as a Patron until 1760, and Prince Karl von Hesse-Cassel as one after 1779. In between those dates, of course, Saint-Germain claimed many of the most prominent figures in Europe as Patrons, but the accuracy of such statements is best left to the GM. He should correctly have several Contacts in the lesser nobility and upper mercantile classes, but these are too numerous and changeable to define.

Contemporary Freemasons were sure that Saint-Germain was not of their order, although he has been identified with any number of Masonic and neo-Masonic groups since – adding either *more* Contacts or an Ally Group can reflect a Masonic Saint-Germain. His Status is, of course, imposture – by birth and rank he probably merits Status 1, if that. The skills and languages listed here are restricted to those mentioned in well-supported (and occasionally, openly hostile) contemporary documents. Arguments could be made for the addition of Sanskrit, Chinese, Arabic, Turkish, Persian, and Hindi. Among other talents, Saint-Germain also claimed Meditation and Snake Charming – other contemporary sources add Astral Projection, Fencing, Black Powder Weapons, Naval Strategy, and Spirit Lore. Even a realistic GM might grant Saint-Germain 30-point Eidetic Memory; his prodigious feats of memorization fascinated the French court.

# BIOGRAPHY

In 1757, a mysterious figure appeared at the court of Louis XV of France. Calling himself the “Comte de Saint-Germain”, he had vast alchemical powers, of which the ability to repair flawed diamonds was only the most trifling. A gifted conversationalist, his eloquence (and diamonds) gained him Louis’ ear and confidence. When Saint-Germain went to Holland and England on a secret peace mission in 1760, the Foreign Minister Choiseul ruined him by betraying him to the English. Rather than imprisoning or treating with him, London deported him to the Austrian Netherlands; he engaged in many investment projects there but soon moved on, crisscrossing Europe from noble court to alchemical factory and back. In 1779, he became court alchemist to Prince Karl von Hesse-Cassel, the mystically-minded Duke of Holstein. He died in Eckernförde in 1784.

In reality, nobody knows who he was. Most likely, he was a jeweler’s son from Bohemia or Hungary who invented his mystical persona as a selling point for his coloring techniques. He claimed to possess the elixir of youth, probably prompted by a senile Countess’ faulty recollection of seeing him (looking the same age) in 1710. He claimed descent from a family as noble as Louis’ and thus earned Choiseul’s enmity. His “peace mission” may have been a similar fantasy, or simply one of Louis’ harebrained schemes. By then, Saint-Germain was trapped in his own lies (and in those of Casanova and of Choiseul’s spy Lord Gower, both of whom impersonated him, making even wilder claims themselves). He made the best of them, earning substantial profits from a dye manufactory in Flanders and, likely, other confidence games. Frederick the Great refused the bait in 1777, but played along with the joke. Prince Karl’s patronage, although less remunerative, was welcome – Saint-Germain was getting old, and probably tired of grifting.

Saint-Germain was not without actual, honest talents, some quite remarkable. His Russian commission probably resulted from his inventing “Russia Tea,” a medical purgative used by the Russian Navy during a Mediterranean campaign; there is no reason to doubt either his commission or Count Orlov’s gratitude. The top musicians of the day performed his songs and sonatas. His compositions have been compared to those of Gluck, Telemann, and Handel (all of whom Saint-Germain knew), and one appears copied out in Bach’s personal notebooks. There can be little doubt that he independently developed some potentially revolutionary dyeing techniques, which he used (among other purposes) to counterfeit gems. But, given that his talents as a confidence man dwarfed even his musical and chemical abilities, who can blame le Comte for following his true calling?

## Encountered

Saint-Germain dresses only in black and white (in public, at least), adorned with diamonds to pique the interest of marks and margraves. He travels under a bewildering array of aliases: Conte Aglié, Marquis d’Aymar, Signor Balletti, Conte di Bellamare, Marquis of the Black Cross, Monsieur Castelane, M. Giovannini, Marquis de Montferrat, Prinz Ragozy, Chevalier Schoening, General Soltikov, Lord Stormont, Graf Tsarogy, Count Welldon, and M. de Zurmont.

– Kenneth Hite

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### Further Reading:

Butler, E.M.: *The Myth of the Magus*.

Cooper-Oakley, Isabel: *Comte de Saint-Germain*.

Fuller, Jean Overton: *The Comte de Saint-Germain*.

# SAINT-GERMAIN . . .

## PRINCE OF TRANSYLVANIA

Removing Saint-Germain from history would, realistically, have little effect, except to make it duller. Compulsively interventionist PCs might prefer to place him on a throne he sporadically claimed: that of Transylvania. Prince Franz II Ragozy (or Rákóczy, or Radetsky), defeated by the Austrians in 1708, died in exile in 1735. His firstborn son, Leopold George, had apparently died in 1700 at the age of four. Saint-Germain, and many of his later devotees, claimed that he was either Leopold George or the illegitimate son of Franz II and Princess Violante Wittelsbach de Medici. Putting Saint-Germain on the throne of Transylvania would weaken Austria (and Choiseul, patron of the Franco-Austrian alliance).

This may also be the context in which to note that Chelsea Quinn Yarbro has written a series of novels wherein Saint-Germain figures as a vampire.

## ILLUMINATUS

Saint-Germain figures prominently in secret histories. Supposedly a Masonic adept, he established occult lodges wherever he traveled. According to legend, he taught Mesmer, Swedenborg, and Cagliostro; was in Russia during the 1762 revolt that placed Catherine the Great on the throne; was arrested in London in 1745 for conspiring against George II; and may have been the legendary “Professor” in black who designed the flag and seal of the U.S.A. for Masons Washington and Jefferson. He supposedly attended a great 1782 Templar-Masonic Conference at Wilhelmsbad, and one in Paris a year after his “death.” Conspiracy theorists hint that he caused the French Revolution, although his actions and Rosicrucian legend argue that he worked desperately against it (and against the Illuminati behind it).

## IMMORTAL

Rosicrucian/Theosophist legend goes still farther, declaring Saint-Germain an Ascended Master, one of the seven Mahatmas who guide the world. Through reincarnation (or a long series of faked deaths) he has been an 18th dynasty High Priest of Ra, the prophet Samuel, St. Alban, Proclus, Merlin, Roger Bacon, founder of Yellow Hat Buddhism Tsong-ka-pa, Christian Rosenkreutz, Transylvanian hero Janos Hunyadi, Columbus, Sir Francis Bacon, Richelieu’s “Father Joseph,” Noctambule, Okhrana spymaster Rachkovski, and Marcel Duchamp. He appeared on Mount Shasta in 1930 to Guy Ballard, who founded a religious movement (with at least two surviving branches) worshiping him. Saint-Germain’s political enemies identified him as a Jew – a Wandering one?



# Captain James Cook

Total Points: 195½

Born 1728; died 1779.

Age 48; 6'; 175 lbs. A tall, broad-shouldered Englishman, usually dressed in the uniform of a Navy officer.

**ST:** 11 [10]   **DX:** 11 [10]   **Speed:** 6.25  
**IQ:** 13 [30]   **HT:** 14 [45]   **Move:** 6  
**Dodge:** 6

## Advantages

Charisma +1 [5]; Imperturbable [10]; Military Rank 5 (Royal Navy Captain) [25]; Reputation +3 (Greatest navigator of all time, all sailors) [7]; Status 2\* [0]; Strong Will +1 [4].

\*Free from Military Rank.

## Disadvantages

Compulsive Behavior (Journal-keeping) [-5]; Duty (to England and the Navy) [-15]; Obsession (to explore) [-10]; Odious Personal Habit (Secretive, even to officers under his command) [-5]; Sense of Duty (to his crew) [-5].

## Quirks

Believes that the Pacific Islanders and their cultures will suffer as a result of his explorations; Firm believer in discipline, healthy diet, and cleanliness; Proud; Open-minded; Workaholic. [-5]

## Skills

Administration-13 [2]; Area Knowledge (England)-15 [4]; Area Knowledge (New Zealand)-14 [2]; Area Knowledge (South Pacific)-13 [1]; Area Knowledge (Tahiti)-14 [2]; Artist-10 [½]; Astronomy-14 [6]; Black Powder Weapons (Flintlock Pistol)-13 [1]; Boating-12 [4]; Carpentry-12 [½]; Cartography-20 [8]; Diplomacy-13 [4]; Gunner (Naval Cannon)-11 [½]; Intimidation-13 [2]; Leadership-15 [4]; Mathematics-13 [4]; Meteorology-13 [2]; Navigation-21 [20]; Riding (Horse)-10 [1]; Sailor-15 [6]; Savoir-Faire-15 [0]; Savoir-Faire (Military)-14 [2]; Seamanship-16 [6]; Shipbuilding-10 [½]; Shiphandling-16 [10]; Tactics (Naval)-11 [1]; Writing-11 [½].

All skills are at TL5 where appropriate.

## Languages

English (native)-13 [0].

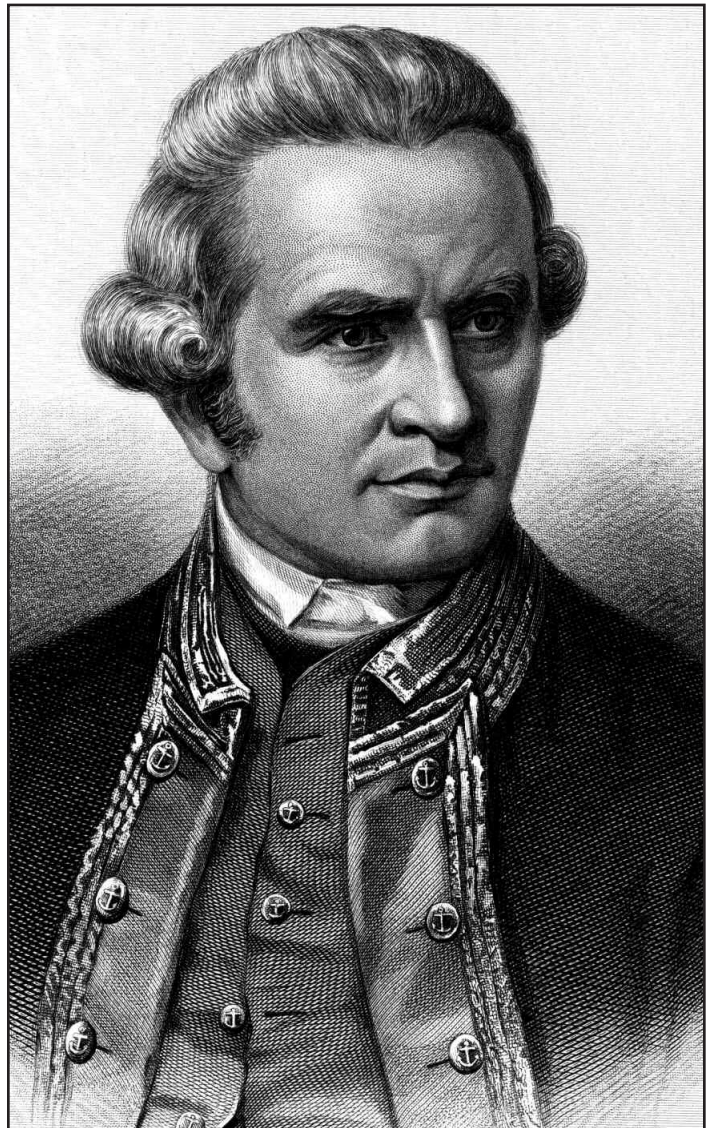
## Equipment

If encountered at sea during one of his famous expeditions, Cook will be in command of one or more Whitby colliers (coal transports), outfitted for a larger crew and packed with provisions and surveying equipment instead of coal.

The above is a realistic view of Captain Cook at the height of his achievement and fame, after he has returned from his second voyage but before he sets out upon his third and final journey.

## BIOGRAPHY

James Cook was born of lower-class parents in Yorkshire, England. His life at sea began at the age of 18, when he apprenticed aboard a collier. When he was offered a command six years later, he refused, apparently deciding to try his luck in the Royal Navy. He spent the next several years working his way up to the rank of Master (the senior non-commissioned grade on board), becoming respected for his abilities as a seaman and navigator. During this time he saw some military action in Canada, thanks to the Seven Years' War, while continuing his study of mathematics, navigation, and astronomy.



## WHAT IF?

It is unlikely that removing Cook from history would have more than a moderately delaying effect on the spread of European influence in the Pacific. While Cook was clearly the man for the job, if he had not been available the Lords of the Admiralty would have sent someone else. If the first they sent had met with failure, they would simply have sent another. (Cook himself was often following up on the failures or oversights of previous explorers).

But it is possible that the spread of European influence might have been decidedly less British. France or Spain, Britain's leading naval rivals, might have annexed more territories had Cook not lived. Certainly, since Cook was perhaps the most prodigious namer of places in history, many islands, mountains, bays and straits would be known differently. Also, scurvy would have claimed many more sailors' lives.

### "I CLAIM THESE LANDS!"

In an alternate universe, who is to say that the Great Southern Continent doesn't really exist?

If it did, Cook would certainly have found and claimed it on his second voyage. If suitably temperate (it was believed to extend almost up to Australia and South America), it could have given Britain a huge boost of natural resources and living space.

Less radically – Terra Australis was believed to include the area that we now know is covered by Antarctica. An early discovery by Cook might have changed the balance of power that exists even today with regard to that continent. In fact, Cook was maddeningly close to discovering Antarctica during his second voyage; he came within 300 miles of Wilkes Land, and even closer to other parts of the continent.

### STARS OVER THE PACIFIC

Cook was an astronomer and mathematician as well as navigator and cartographer. But during his third and final voyage, he was uncharacteristically lackadaisical while traveling through the South Pacific near Tahiti, to the extent that he ignored tales of nearby uncharted islands. Tahiti was one of the objectives of his first famous expedition, when he transported Royal Society members there to observe the transit of Venus. Had Cook seen something on that first voyage that required very quiet re-investigation, perhaps at a particular time? Something to do with, say, a sunken city from pre-human times, that might one day rise from the waves . . .

The Lords of the Admiralty needed the best navigator they had for a special mission; the rather obscure Cook was nonetheless recognized as the obvious choice and quickly commissioned as a lieutenant. The publicly-known reason for his first famous voyage was to transport a group of Royal Society scientists to King George's Island (Tahiti), in order to observe the transit of Venus. The less-advertised objective was to find "Terra Australis," the Great Southern Continent, which was believed to fill most of the extreme South Pacific.

Cook's first voyage left in 1768; he would not see England again until 1771. During this time he discovered that New Zealand was in fact two islands, not one, and he discovered the east coast of Australia. He circumnavigated the globe in order to return home, and charted and named everything he saw. Naturally, he claimed it all for Britain.

Upon his return to England he was promoted to Commander, and given two ships to lead back to the South Pacific in 1772. His objective was to see if the Great Southern Continent might exist elsewhere in the region. During this voyage he again circumnavigated the globe and became the first person to cross the Antarctic Circle (a feat he repeated twice more on this journey). Terra Australis was proven to be a myth. Cook returned to England in 1775 to be greeted with honors. He was made a Fellow of the Royal Society, awarded the Copley Gold Medal for the best experimental paper (detailing methods of combating disease while at sea), and promoted to Captain.

Cook's last voyage was to discover whether the North West Passage (a sea route from Pacific to Atlantic over North America) really existed. Cook became the European discoverer of the Sandwich (Hawaiian) Islands. He explored the northwest coast of North America and the coast of Canada during the trip, before leading his ship into the Bering Strait, where the pack-ice made him retreat. He returned to the Sandwich Islands with the intention of waiting until the next summer to try again. The natives deified him upon his return, but matters quickly deteriorated. Cook's career ended when he tried to retrieve a boat stolen from his ship. He was stabbed to death after his men fired shots at the natives.

## James Cook in History

Cook's influence was more profound than just his various discoveries; he also showed that extended sea voyages did not have to claim a large number of lives due to illness. Scurvy was one of the sailor's worst enemies; Cook showed that simple dietary measures, properly enforced, could result in a three-year expedition without a single death due to illness.

### Encountered

Cook is in every detail a perfectionist, from his mastery of his chosen trade to the completeness of the notes he keeps. He is also the master of his ship and men; he makes all decisions and brooks no insubordination. If encountered aboard ship, he will certainly demand and expect to receive the respect due an officer of the Royal Navy.

His primary emotional struggle is probably that of duty versus conscience. His journals show him to be aware of, and regret, the likely consequences of his explorations for the Pacific Islanders – yet he defends his ships with deadly force when he feels it necessary, and is not above taking hostages to force the return of stolen property. Duty and personal achievement seem to be more important to him than any misgivings he may feel about his actions.

– Matt Merrill

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### Further Reading:

MacLean, Alistair: *Captain Cook*.

Wilcox, Desmond: *Ten Who Dared*.



# Johann Wolfgang von Goethe

Total Points: 246½

Born 1749; died 1832.

Age 55; 5'8"; 145 lbs. A well-dressed, aristocratic man with long gray hair and a cap, unassuming and patient, but a captivating speaker.

**ST:** 10 [-]    **DX:** 10 [-]    **Speed:** 6  
**IQ:** 15 [60]    **HT:** 14/12 [35] **Move:** 6  
**Dodge:** 6

## Advantages

Acute Vision +3 [6]; Administrative Rank 4 [20]; Charisma +1 [5]; Comfortable Wealth [10]; Empathy [15]; Intuition [15]; Longevity [5]; Reputation +2 (Literary genius) [10]; Status 3\* [10]; Versatile [5].

\*Includes +1 for Rank.

## Disadvantages

Curious [-5]; Delusions (Metaphysical view of reality) [-5]; Honesty [-10]; Reputation -1 (as a scandalous bad influence, among the bourgeois) [-2].

## Quirks

Brooding and stubborn; Falls in love easily; Shifts between excesses of analysis, metaphysics, and romanticism, according to his mood. [-3]

## Skills

Accounting-12 [½]; Acting-14 [1]; Administration-14 [1]; Agronomy-13 [½]; Alchemy-13 [2]; Anthropology (specializing in folklore)-11/17 [½]; Appreciate Beauty-15 [7]; Archaeology-12 [½]; Artist-13 [½]; Botany-14 [2]; Detect Lies-13 [0]; Fast-Talk-13 [½]; Geology-15 [4]; History-12 [½]; Law-12 [½]; Literature-18 [10]; Naturalist-13 [1]; Occultism-15 [2]; Philosophy (Classical)-15 [4]; Physics-12 [½]; Physiology-14 [4]; Poetry-20 [9 ½]; Psychology-12 [½]; Savoir-Faire-17 [0]; Sculpting-11 [2]; Teaching-14 [1]; Theology-13 [1]; Writing-20 [9 ½]; Zoology (specializing in anatomy)-11/17 [½].

All skills are at TL5 where appropriate (but see below).

## Languages

German (native)-18 [3]; English-14 [1]; French-14 [1]; Greek-14 [1]; Italian-14 [1]; Latin-15 [2].

This is Goethe in 1804, with Schiller still alive. Reports suggest that he aged very well, and these details could apply for most of his life. If he is to be played much younger, some of his skill levels could be lower.

At any date, his intelligence might be set higher; according to some assessments, he may have been the most intelligent human being in recorded history. However, this does not necessarily equate to a high

*GURPS* "IQ"; rather, he has been given various Advantages to reflect his idiosyncratic genius. His writing and poetry are regarded well enough in some circles to justify even higher skill levels. His scientific work, while sometimes brilliant, was frequently based on a wholesale rejection of contemporary theories; arguably, some of those skills should be higher, but at TL3 . . .

There is evidence that Goethe was actively bisexual at times, which would rate as at least a Quirk; given the legal and social situation of the time, even with the tolerance of his immediate circle, it could represent a dangerous Secret.

## BIOGRAPHY

Goethe was the first-born in a leisurely middle-class Frankfurt home, and had a happy childhood. At 16, he was sent to study law at the University of Leipzig, though he already had a taste for the classics. This inspirational trip was cut short by a long, severe illness. After returning home, he dabbled in alchemy, astrology, and the occult. By 1773, he had studied law in Strasbourg, and found his great passions, writing the first of his many plays and poetic tributes. One piece, *The Sorrows of Young Werther*, was both successful and scandalous; its tragic hero kills himself, and many real-life suicides were blamed on its influence.

In 1775 he moved to Weimar, partly to escape his literary infamy. He was appointed Privy Councilor to Duke Karl Augustus, and would spend the rest of his life in this town, where his creativity would blossom. He became a local administrator and fell in love with Charlotte von Stein, the wife of a court official – one of a long series of unattainable loves which inspired him by their sorrow. Charlotte was extremely intelligent and a good friend; Goethe wrote her some 1,500 letters over many years.

He developed into a true Renaissance man, whose collected works, covering every style and topic, fill 133 volumes. He was one of those rare individuals who amassed a fair amount of the world's knowledge during his lifetime. While he is best known for his tortured *Faust*, his other literary works (including *Egmont*, *Tasso*, *Nausikaa*, and *Iphigenie*) were also very influential.

In 1788, he returned to Weimar after almost a year in Italy and Greece, where he fell in love a few times, failed as a painter, and stood on the peak of Vesuvius, admiring the forces of nature.

He met the great Friedrich von Schiller, who became a lifelong friend and source of literary inspiration. They worked together, running a magazine, critiquing and embellishing each other's works, and fueling the Romantic movement. With Schiller's death in 1805, Goethe was devastated, but was soon caught up in the new school of Romantics in Jena. Weimar became "the Athens of Germany," drawing pilgrims from across Europe.





Goethe often felt that, while people properly admired his poetry and plays, his scientific achievements were more important. His thinking was a curious mix of deep insight and a raw search for aesthetics. He was concerned with humanizing the sciences and improving education, and he created and named the science of Morphology, the study of forms and transformations; his work on the structure of plants and on human anatomy is still admired. However, he rejected much of the blossoming science of Europe. Of Newton's prism experiment, he commented, "That all colors mixed together make white is an absurdity." Likewise, though he was director of Weimar's forests and agriculture, he could not remember all the complex names invented by Linnaeus; he felt that all plants were reflections of one true species, and refused to divide them into rigid categories. With his "metaphysical" view of the world, he had trouble respecting mathematical approaches, at best leaving such work to others.

He remained alert and outrageously productive to the very end. In 1806 he finally got married, after a lifetime of impossible loves. From 1791 to 1817 he was director of the court theatres. He finished part I of *Faust* in 1808, and part II in 1832, just before he died. He and Schiller are buried together in Weimar.

### Encountered

Carlyle said, "You will find that this sunny-looking courtly Goethe held veiled in him a Prophetic sorrow deep as Dante's"; Beethoven thought of him as an irritating aristocrat; he was variously described as a serene optimist and a tortured skeptic. When performing his administrative duties, he is likely to be in a rush to get things done properly, so he can go home and write. Socially, he will be either brilliant to listen to (on many topics), or long-winded and hard to follow (on the sciences). He can be stubborn, self-centered, and emotional, but is always charismatic and inspiring.

— S.C. Virtes

#### Further Reading:

Dieckmann, Liselotte: *Johann Wolfgang Goethe*.

Lewes, George H.: *The Life of Goethe*.

Goethe in Weimar CD-ROM: see <http://ourworld.compuserve.com/homepages/AOSOFT/goethe.htm>

## WHAT IF?

### ON THE BATTLEFIELD?

In 1792, Goethe accompanied his duke on the Prussian campaign into France, and was present at the disastrous battle of Valmy. This is one point in history where a great mind could be eliminated without raising immediate suspicion. At this time, he had written some fine works, but had barely started his career. There would be no *Faust*, the Romantic movement might have lost momentum, and many theatres and museums would never have been built. Without his heroic figure and critical view of science, Europe might have been a bleaker place.

### HIS BIGGEST FANS

Toward the end of his life, Goethe was a victim of his own fame. His town and property were often swarming with young Romantics, poets and scholars, eager to share in his wisdom, yet he still had administrative duties to perform, as head of the theatre and gardens. This is an opportunity for PCs to meet one of the great minds of his time, and probably be completely baffled by him. They could join the fans, or help protect him from them. They might even get hired to help sneak him out of town, or sneak important guests in. There is a vast list of noted contemporaries who may have visited Goethe during his long life, from Ben Franklin to Lord Byron, Mozart, Lavoisier, and Hegel.

The American Revolution broke out just after he settled in Weimar, and when he returned there from Italy in 1788, the French Revolution was not far behind. Conspiracy theorists may wonder what the Romantics were really up to, with their tales of heroes and men of passion. It is noticeable that, under Duke Karl (who lived until 1828), the area around Weimar and Jena became a hotbed of learning, creativity, free speech, and liberalism.

### LOST IN PARIS?

Goethe met Napoleon (p. 80) at Erfurt in 1808. Napoleon was very impressed with him, and claimed to have read *Werther* seven times, even taking it to Egypt with him. He later invited Goethe to join his court. Had Goethe accepted, what might have happened? This was after Schiller's death, and Goethe could easily have fallen into despair without the creative freedom of Weimar. Paris was a tumultuous cultural center, and might have smothered his creativity. If Goethe did go to Paris, PCs might be sent by Duke Karl to bring him back.



# Horatio Nelson

Total Points: 139½

Born 1758; died 1805.

Age 39; 5'5"; 125 lbs. A small-boned man, with blue eyes (and a scar under the right eye), and once-sandy hair turning white, dressed in a Royal Navy uniform according to his rank and occasionally sporting a gauze patch over his good *left* eye to protect it from the elements.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 4.5
<b>IQ:</b> 13 [30]	<b>HT:</b> 8 [-15]	<b>Move:</b> 4
<b>Dodge:</b> 4	<b>Parry:</b> 5	

## Advantages

Charisma +3 [15]; Military Rank 7 [35]; Reputation +1 (Skilled commander, in the navy and among Britons who follow war news) [2]; Status 4\* [5]; Wealthy [20].

\*Includes +2 for Rank and +1 for Wealth.

## Disadvantages

Duty (Royal Navy) [-15]; One Eye [-15]; Sense of Duty (King and Country) [-10].

## Quirks

Can be vain and snobbish about his accomplishments and acquaintances; Hates the French revolutionary regime and Napoleon; Obsessed with his failing health; Prefers action to inaction, and prone to rashness; Somewhat susceptible to the opposite sex. [-5]



## Skills

Administration-12 [1]; Agronomy-11 [½]; Area Knowledge (Caribbean)-13 [1]; Area Knowledge (Mediterranean)-14 [2]; Black Powder Weapons (Flintlock Pistol)-13 [2]; Boating-12 [7 ½]; Broadsword-11 [4]; Climbing-10 [2]; Diplomacy-11 [1]; Gunner (Naval Cannon)-11 [1]; Law (specialized in Naval Law)-9/15 [½]; Leadership-18 [6]; Mathematics-11 [1]; Meteorology-12 [1]; Navigation-15 [6]; Politics-11 [½]; Sailor-15 [6]; Savoir-Faire-15 [0]; Savoir-Faire (Military)-15 [4]; Seamanship-17 [8]; Sex Appeal-7 [1]; Shiphandling-18 [14]; Strategy (Naval)-15 [2]; Tactics-20 [18]; Teaching-12 [1]; Theology-11 [1].

All skills are at TL5 where appropriate.

## Languages

English (native)-13 [0]; French-11 [½].

## Equipment

Nelson will be armed with sword and pistol when appropriate. He will have a dress sword and uniform for formal occasions, with the uniform acquiring medals, ribbons and other insignia as his career progresses.

This represents Nelson after the victory of Cape St. Vincent but before he loses his right arm (One Arm disadvantage) at Tenerife (1797). His right eye is damaged in the Calvi action of 1794. His Status is 3 prior to his knighthood, and Military Rank would be lower for earlier encounters. After 1797, he gains a markedly greater Reputation in the Navy and beyond as Britain's greatest admiral (especially after his "Grand Tour" of county towns in 1801), with his injuries and affectations of dress making him recognizable to the masses. His Status increases to 5 with ennoblement (as a baron in 1798 and a viscount in 1801), and his Rank rises to 8 when he becomes a vice-admiral. From 1798, Lady Hamilton should count as a Dependent; her high living drains his finances and she distracts him from his duty.

Nelson was, ironically, prone to seasickness, though this never seemed to disrupt his career; he also seemed to hate fast *land* travel (such as stagecoaches). He might be given Motion Sickness with Limitations, some kind of Phobia, or just another Quirk. Like many of his peers, he was brought up to hate the French, but he visited France to learn the language and even formed a brief romantic attachment with a Frenchwoman, so this wouldn't rate as full Intolerance.

The borderline between *GURPS* Tactics and Strategy for a naval officer can be blurred. Nelson had little influence over worldwide grand strategy; was highly competent but not infallible at maneuvering fleets over large areas; was brilliant and innovative in ship-level to fleet-level battles; and was known to make mistakes in boat-level skirmishes. His skills have been set to reflect this as well as possible.

# BIOGRAPHY

Nelson was the sixth of 11 children of the rector of the village of Burnham Thorpe. At 12, he joined the navy as a midshipman under his maternal uncle, Captain Suckling, who sent him to the West Indies in a merchantman to learn seamanship. In 1773, he sailed on an unsuccessful Arctic expedition. He caught malaria in the East Indies and returned to England in 1776. After promotion to lieutenant in 1777, he fought in the American War of Independence in the West Indies, and was promoted to post-captain in 1779.

An unsuccessful flirtation with politics was followed by peacetime Caribbean service. His strict enforcement of mercantile laws and friendship with Prince William Henry earned him the displeasure of local merchants and the Admiralty. He married Fanny Nisbet in 1787. He was on half-pay until recalled to active duty in the Mediterranean in 1793 against France.

In 1797, Nelson, now a commodore, transformed potential disaster into victory against the Spanish off Cape St. Vincent. Knighted and promoted to rear admiral, he virtually annihilated the French squadron supporting Napoleon (see p. 80) at the Nile in 1799. He also fell in love with Lady Emma Hamilton, wife of the ambassador to Naples, who bore him a daughter, Horatia, two years later.

In 1801, Vice-Admiral Nelson led his squadron against the Danish fleet at Copenhagen, compelling them to withdraw from a coalition against Britain. Estranged from Fanny, Nelson spent the subsequent armistice with Emma and her elderly ailing husband, Sir Gilbert.

When war resumed in 1803, Nelson was given command of the Mediterranean fleet. On October 21st, 1805, he defeated a combined Franco-Spanish fleet off Trafalgar, but was killed by a French sniper.

## *Nelson in History*

In his lifetime, Nelson was famed for success in battle, humanity, and the scandal of his private life. His death granted him mythic status, an appeal which remains even today, especially in the Royal Navy, which continues to commemorate Trafalgar.

Nelson delivered the navy from a tactical straitjacket to a more imaginative, independent style. The Battle of the Nile ended Napoleon's hopes of Eastern conquest, securing Britain's vital links to India, while Trafalgar safeguarded Britain from sea-borne invasion; henceforth, Napoleon was constrained to land warfare, and his enemies were assured of an ally in Britain. Nelson's successes also transformed an already formidable navy into a seemingly invincible force, establishing British sea power as supreme until the First World War.

## *Encountered*

Socially, Nelson's vainglory expresses itself in accounts of military actions delivered in his Norfolk drawl. He is a genial, urbane host, and modest in his appetites. He will complain about his failing health, although such concerns will fade given an opportunity to strike a blow against France. In military circles, he will often be found discussing strategy with like-minded captains in his squadron. He is sympathetic to officers and men, but unswerving in the maintenance of discipline. In times of crisis, he shows his preference for action, prefers honor and glory to pecuniary reward, and will not hesitate to place himself in the thick of battle.

— *Nicholas Caldwell*

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### *Further Reading:*

Bradford, Ernie: *Nelson: The Essential Hero.*

Pocock, Tom: *Horatio Nelson.*

Walder, Nelson: *Nelson.*

# WHAT IF?

Britain did not lack for dedicated, resourceful naval officers throughout the Napoleonic Wars; still, without Nelson, it is likely that the sea war would have been "a close run thing," lasting much longer and maybe ending in either defeat or national exhaustion. Prior to Nelson, a battle in which a couple of enemy ships were taken or destroyed was considered a glorious victory; Nelson showed the Royal Navy how to capture or destroy entire squadrons. His example spurred on the later expansion of the British Empire and perhaps instilled greater arrogance in Victorian empire-builders. Had Nelson survived Trafalgar, more victories might have followed; however, he would have been blind within five years if he had remained at sea. As Viscount Nelson, he could have opted for a political career in the House of Lords; he was no orator, and his basic honesty would have made him easy prey for unscrupulous politicians.

## MOMENTS OF TRUTH

In 1776, Nelson came out of a deep depression following malaria with the vision that he would be a hero for King and country, braving every danger with a trust in Providence; "From that time, a brilliant orb was suspended before my mind's eye."

There were many dangers, ranging from yellow fever in Nicaragua, a boat action off Cadiz where a seaman (John Sykes) saved Nelson's life by warding a cutlass blow with his hand, to a roundshot smashing his right arm at Tenerife, where he was saved by his stepson, Josiah Nisbet. Time-traveling protectors will be very busy.

## A TOOL OF THE CONSPIRACY?

In an Illuminated campaign, the "brilliant orb" doubtless controls Nelson as the Secret Masters use him to counter Napoleon, whose European conquests and oriental ambitions threaten established conspiracies. Nelson's ill health is deliberately induced so that he remains a pawn, and Emma Hamilton is an Illuminati agent who seduces Nelson so that Napoleon can elude capture by the Royal Navy after defeats in Egypt, return to France, and establish himself as First Consul.

Still more bizarre: the Duke of Wellington recorded meeting Nelson in London and being part of a one-sided conversation which Nelson conducted in vain style. Nelson then left the room to determine who Wellington was, and on his return, engaged Wellington on the state of Britain and affairs on the Continent; "A more sudden and complete metamorphosis I never saw." Was Nelson really "two quite different men?"



# Jean-Baptiste Bernadotte

Total Points: 222½

Born 1763; died 1844.

Age 50; 5'10"; 155 lbs; a Frenchman with dark hair, swarthy looks, and a very prominent nose, lavishly dressed as befits a Prince Royal.

<b>ST:</b> 11 [10]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5.5
<b>IQ:</b> 12 [20]	<b>HT:</b> 12 [20]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 5	

## Advantages

Charisma +1 [5]; Fashion Sense [5]; Filthy Rich [50]; Military Rank 8 [40]; Reputation +3 (National hero, among Saxons) [5]; Reputation +1 (Distinguished general, among Frenchmen) [2]; Status 6\* [10]; Strong Will +1 [4].

\*Includes +1 from Wealth and +3 from Military Rank.



## Disadvantages

Reputation -2 (Traitor, among Frenchmen, 10-) [-2].

## Quirks

Arrives late for battles; Explosive Gascon temper; Given to flowery Orders of the Day; Opportunistic, but hides it with professions of loyalty; Talks about his days as a Marine sergeant at great length (especially when drunk). [-5]

## Skills

Administration-15 [8]; Area Knowledge (Paris)-12 [1]; Area Knowledge (West Germany)-13 [2]; Bard-12 [1]; Black Powder Weapons (Flintlock Musket)-11 [½]; Black Powder Weapons (Flintlock Pistol)-12 [1]; Broadsword-10 [2]; History-11 [2]; Leadership-17 [10], Politics-14 [6]; Riding (Horse)-10 [2]; Savoir-Faire-14 [0], Savoir-Faire (Military)-14 [4]; Spear-8 [½]; Strategy-14 [7 ½]; Tactics-15 [10]; Writing-11 [1].

## Languages

French (native)-12 [0].

## Equipment

At Leipzig, Bernadotte wore a violet velvet tunic braided with gold and a white-feathered hat surmounted by a long plume in Sweden's national light blue and yellow, and carried in his hand a marshal's baton ornamented at each end with a gold crown. He usually wore a sword, and carried a pistol in battle.

This is Bernadotte as commander of the Army of the North in 1813. Before becoming Prince Royal in 1810, he had lower Status, lower Military Rank, and lower Wealth. As King of Sweden, he will gain Status 7 and one level of Multimillionaire, but will have only Courtesy Rank, and the Age disadvantage.

Pro-Napoleonic viewpoints would make him considerably less able than shown here – drop his Strategy to a ½ point's worth, and possibly also his IQ to 11.

## BIOGRAPHY

Jean-Baptiste Bernadotte was the fourth son of a lawyer, born in Pau in southwest France. He joined the French regiment "Royal-la-Marine" (the lineal ancestor of today's Foreign Legion) at 17 and served first in Corsica (without meeting Napoleon) and then Besançon. He was a sergeant-major in Grenoble when the Revolution began and was commissioned out of the marines as a lieutenant before the war broke out in 1792. He proved a very able and brave officer who rose quickly through the ranks to be made a general on the field of the Battle of Fleurus in June 1794.

He served in the Army of the Sambre-et-Meuse in Germany until 1797, when he led a corps across the Alps in mid-winter and fought in Italy under Napoleon (p. 80), before

being sent to Paris, where he only missed the Fructidor coup (1797) because he had a hangover. He became involved in Parisian political intrigue in 1797-99, and became ambassador in Vienna and Minister for War for short periods, until Napoleon's coup of Brumaire (November) 1799 put an end to all this.

The relationship between Bernadotte and Napoleon was stormy, but never completely broke down (at least in this period), partly because in 1798 Bernadotte married Désirée

Clary, Napoleon's sister-in-law. Bernadotte became Marshal of the Empire in 1804 and Prince of Ponte Corvo in 1806. He commanded I Corps in 1805-7, with distinction at Austerlitz (1805), but managed to miss the battles of Jena-Auerstadt (1806) and Friedland (1807) in spite of being in close proximity to the battlefields. As Governor of (occupied) Swedish Pomerania, he acquired a good reputation among the Swedes. In 1809 he commanded IX (Saxon) Corps at Wagram and gained Saxon respect.

In 1810, Bernadotte campaigned in a positively Presidential style to be made Prince Royal and heir to the throne by the Swedish Riksdag (parliament). As Prince Royal, Bernadotte resisted enormous pressure from Napoleon to join France in the 1812 invasion of Russia. After the disaster of the retreat from Moscow, Sweden was among the first to join the war against France. Bernadotte took command of the Allied Army of the North in 1813 and (in classic Bernadotte style) arrived late on the third day of the four-day Battle of Leipzig. Bernadotte's beloved Saxons switched sides when he arrived. Soon after Leipzig, Bernadotte set off to carry out his election pledge to bring Norway into union with Sweden.

After defeating Denmark in 1813-4, Bernadotte gained Norway from Denmark and returned to the front line, seeking to achieve his personal ambitions in France. The Russians reached Paris before Bernadotte reached the front and organized his army, and he lost his opportunity to be King of the French.

Bernadotte headed home to Sweden, where he found the Norwegians in revolt. A skilful combination of a quick military victory over the rebels and sensible concessions (including a separate Norwegian Parliament) established a union that would last 90 years.

Bernadotte became "Karl XIV Johan, King of Sweden, of Norway, of the Goths and of the Vandals" in 1818. He reigned for just over 25 years, a reasonably successful and popular king.

## Encountered

Bernadotte may well be found in camp giving out detailed orders at a tremendous pace without reference to notes or map. On some of his campaigns, he spends a fair amount of time receiving diplomats from various sovereigns. He rides well and always has fine mounts, as PCs meeting him on a journey may observe. See his Quirks and his record for a picture of his character, and don't expect him to be on time.

— Richard Gadsden

### Further Reading:

Chandler, David: *The Campaigns of Napoleon*.

Palmer, Alan: *Bernadotte* (the only English-language biography published since 1930).



## WHAT IF?

### VICTORY AT ST. PETERSBURG

Sweden was probably certain to choose a French Prince Royal in 1810, and of the candidates, only Bernadotte would be likely to resist Napoleon's subsequent demands. A Swedish alliance during the invasion of Russia in 1812 would have let Napoleon march on St. Petersburg and link up with the Swedes rather than starving in Moscow, and a successful Napoleonic invasion of Russia would leave Napoleon totally dominant in Europe.

(Of course, this raises the question of what the disappointed Bernadotte would be up to all this time.)

### KING OF THE FRENCH

In 1813-14, Bernadotte was certainly hoping to be acclaimed King of the French – and might have been, had he marched on Paris faster. He proved a very able King of Sweden in later life, as did his son Oskar. Perhaps under the House of Bernadotte, France would have escaped its three revolutions in the years between 1830 and 1870.

Since Bernadotte could not be King of both France and Sweden, the Riksdag would have to choose a new Prince Royal. While the campaign in Denmark itself was completed at this stage, the Norwegian rebellion might have succeeded against lesser generals than Bernadotte. Time-traveling Norwegian patriots would be a *surprising* intervention in 1814 France.

### JEAN-BAPTISTE MEROVÉE?

Bernadotte, the lawyer's son and former enlisted man from southern France, becoming Prince Royal and then King of Sweden is so unlikely that it is easy to believe that he did not achieve it on his own talents alone. Perhaps he was a descendant of the Merovingians, restored at last to a throne by the Prieuré de Sion (see *GURPS Illuminati*, p. 160). If this is the case, then any time traveler trying to interfere with Bernadotte's career may find that they have bitten off far more than they can chew.



# Napoleon Bonaparte

Total Points: 317½

Born 1769; died 1821.

Age 38; 5'6"; 145 lbs. A short, sallow, black-haired Mediterranean man, passing his prime and with a small pot belly, but broad-chested and still spry; clean-shaven, with a distant look in his blue-gray eyes, and always well-dressed.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5
<b>IQ:</b> 14 [45]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 6	

## Advantages

Acute Taste and Smell +3 (Limitation: Smell Only, -50%) [3]; Ally Group (Imperial bodyguard, medium group, 15-) [60]; Charisma +3 [15]; Filthy Rich with Multimillionaire x2 [100]; Military Rank 8 [40]; Reputation +2 (Savior of France, to the French People) [5]; Single-Minded [5]; Status 8\* [10]; Strong Will +2 [8].

\*Includes +3 from each of Military Rank and Wealth.



## Disadvantages

Fanaticism (Self and France – the same thing to him) [-15]; Megalomania [-10]; Self-Centered [-10]; Sense of Duty (Family) [-5]; Stubbornness [-5]; Workaholic [-5].

## Quirks

Dislikes rich food; Fascinated by antiquity; Nepotistic; Prefers to dictate rather than write; Wants to found a dynasty. [-5]

## Skills

Administration-17 [8]; Area Knowledge (Corsica)-15 [2]; Area Knowledge (Europe)-14 [1]; Area Knowledge (France)-15 [2]; Area Knowledge (Germany)-14 [1]; Bard-15 [½]; Black Powder Weapons (Flintlock Musket)-11 [½]; Black Powder Weapons (Flintlock Pistol)-11 [½]; Carousing-9 [1]; Chemistry-11 [½]; Dancing-11 [4]; Detect Lies-12 [1]; Diplomacy-12 [1]; Fast-Talk-13 [1]; Fencing-9 [1]; Gambling-13 [1]; Gunner (Cannon)-14 [8]; History-13 [2]; Law-13 [2]; Leadership-19 [6]; Mathematics-11 [½]; Physics-11 [½]; Politics-15 [4]; Riding (Horse)-12 [8]; Savoir-Faire-16 [0]; Savoir-Faire (Military)-16 [4]; Strategy-19 [14]; Tactics-15 [4].

All skills are at TL5 where appropriate.

## Languages

Italian (native)-14 [0]; French-14 [2]; Latin-12 [½].

This is (hopefully) a balanced account of a man of genius and charisma, driven by self-serving ambition, at the height of his career. Although he is overbearing, he *has* risen from obscurity to world-shaking power; some egotism may be justified. Starting in Russia in 1812, he will experience attacks of inaction at vital points. Many explanations have been offered: piles and bladder trouble; manic-depression; poisoning; a brain tumor; an addiction to arsenic as a narcotic . . . In short, he will lose his Strong Will and slowly manifest extra disadvantages; Manic-Depressive would simulate a growing neuropsychological illness, or Migraines and Unfit a physical deterioration.

Napoleon inspires ferocious loyalty; his bodyguard has been rated as an Ally Group because of this (though GMs may prefer to drop it for consistency with other characters in this book). The Napoleon of cinematic legend would have a higher Strategy rating, and be several inches shorter.

## BIOGRAPHY

Napoleone di Buonaparte (he later changed his name from the Corsican style to the French, and dropped the aristocratic “di”) was born in Ajaccio, Corsica, a French possession. He was sent to a military school, where he learned to love history, mathematics, and science. At 16, he was selected, for his mathematical skill, to receive a commission in the artillery.

## WHAT IF?

Napoleon once said: “My son could not replace me, I could not replace myself. I am a creature of circumstances.” He lived in – and shaped – tumultuous times. The following are a bare selection of the possible turning-points (and don’t even include the countless finely-balanced battles and closely-timed campaigns):

### NAPOLÉON OF ENGLAND?

Napoleon’s family almost went into exile in England following the French conquest of Corsica. And in 1783, he applied to the British Admiralty for a Navy cadetship, but was ignored. He could conceivably have fought *for* Britain, or have acquired training in (British) naval strategy . . .

### NAPOLÉON OF AMERICA?

Alternatively, he could have ended up in the New World, either following his family’s exile, or fleeing there after Waterloo. Lord Cochrane, a British Admiral in Chilean service, apparently considered freeing him from St. Helena in 1820-1 and asking him to build a Chilean Empire in South America. The rescue would have been straightforward; Cochrane had an effective fleet and plenty of troops, but it seems Napoleon pre-empted the plan by dying.

### SHIPS IN THE NIGHT

In June 1798, Napoleon and his fleet were sailing to Egypt, and Nelson was searching for them. The fleets passed within 60 miles, and had Nelson had a scouting screen of frigates (and he always bemoaned the lack), they would undoubtedly have met, and Napoleon would probably have been brought to battle. An English victory would have been near-certain.

### SECRETS OF SUCCESS

In his time, Napoleon was the most powerful man in Europe and a force to be reckoned – even, perhaps, for Secret Masters. He rose from the French Revolution – which many blamed on the Bavarian Illuminati. In a sense, he accomplished (however briefly) what Adam Weishaupt set out to do by founding the Illuminati.

His rise from bourgeoisie to conqueror would have been a tremendous disruption to any illuminated timetable – or its result. Certainly, any conspiracy would have had to control or recruit him; if there was more than one, Napoleon had the will to play them off against each other.

Was his invasion of Egypt *just* a strategic maneuver, or was he pursuing ancient secrets? Why did he never get rid of his treacherous minister, Talleyrand (a prime candidate for Secret Master status), who he called a “devil”? And why did Napoleon himself insist that there should be an autopsy after his death?

His career took off in 1793, when he offered a plan to dislodge the British from Toulon using artillery. This succeeded, though Napoleon was bayoneted in the leg during the assault. In 1795, he suppressed Royalist riots in Paris, using cannon (his “whiff of grapeshot”) to break up the mobs. In 1796, he married Josephine de Beauharnais, and departed days later for service in Italy. Over the next two years he fought the Austrians in Italy and forced them to sign a generous treaty.

Napoleon then convinced the government to invade Egypt, seeing it as the key to defeating England. He beat the Mamluks at the Pyramids, but his victory turned to ashes when Nelson (p. 76) defeated his fleet, stranding his army. Pressured by Turkish troops in Syria, and cut off from home, Napoleon escaped, leaving his army behind.

France was a shambles, with rampant inflation. Napoleon joined a conspiracy that overthrew the Directory and replaced it with a new government, the Consulate; he was named First Consul. By 1802 he was declared First Consul for life; in 1804 he crowned himself Emperor. Both acts were cheered by French citizens. He reorganized the army (especially the artillery), formulated a new legal code (still the basis of modern French law), and reformed the treasury and budget.

Despite his efforts, Napoleon could not preserve peace with Britain. A treaty signed only a few years earlier crumbled, and Napoleon was again at war. In 1805, while he was forming a “Grande Armée” to invade England, France’s enemies allied against him. He reacted rapidly, defeating Russia and Austria shatteringly at Austerlitz. He then beat the Prussians at Jena and forced Russia to the negotiating table. But his fleet was beaten again by Nelson, this time at Trafalgar, finally ruling out any chance of his invading England.

In 1808, Napoleon put his brother Joseph on the throne of Spain. This embroiled him in the Peninsular War, a six-year struggle with both Spanish guerrillas and British troops under Wellington, which drained France of men and money. Meanwhile Napoleon, still without an heir, divorced Josephine (though he always retained an affection for her, despite suspicions of her infidelity), and married the Austrian Archduchess Marie Louise. Their match produced Napoleon II.

In 1812, he invaded Russia, but after forcing his way to Moscow, he was driven to retreat as winter set in and the Russians fought on. The Grande Armée was whittled away by Cossacks and cold. Napoleon raised a new army, but was defeated at Leipzig. Paris fell shortly thereafter.

Napoleon abdicated in April 1814, and was sent to, and made Emperor of, the island of Elba. While the Allies fell to squabbling, Napoleon escaped and returned to France. French armies sent to stop him joined him instead. He engaged the Allies at Waterloo in 1815, but was defeated. He was exiled to St. Helena and died there six years later.

## Encountered

Napoleon could be encountered on campaign, at scientific lectures or the theatre (he likes tragedies), or working late in his office. He dislikes crowds – especially hostile crowds – and does not enjoy speech-making. He works late into the night, forcing others to conform to his pace.

He is interested in science, often attended scientific lectures early in his career, always reads extensively, and once hoped to write a thesis on gravitation between small bodies to extend Newton’s theory; he could make a useful patron for a scientist or engineer. His scientific bent and focused drive would help him deal with anything unusual.

– Peter V. Dell’Orto and Alex Johnston

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### Further Reading:

Barnett, Correlli: *Bonaparte*.

Cate, Curtis: *The War of the Two Emperors*.

Chandler, David G.: *The Illustrated Napoleon*.

Cronin, Vincent: *Napoleon Bonaparte*.

Hapgood, David and Weider, Ben: *The Murder of Napoleon*.



Born 1775; died 1844.

Age 33; 5'10"; 155 lbs. Little is known of Cheng Shih's appearance; one can assume an average Chinese woman, but with a most un-Confucian air of command.

<b>ST:</b> 11 [10]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.5
<b>IQ:</b> 13 [30]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 7	

## Advantages

Ally (Chang Pao, 9-) [10]; Ally Group (In-laws, small group, 9-) [10]; Charisma +2 [10]; Comfortable Wealth [10]; Literacy [10]; Military Rank 5 (Pirate confederation leader) [25]; Reputation +3 (Fine leader, among pirates) [5].

## Disadvantages

Code of Honor (Confederacy Code) [-10]; Dependent (Infant son, loved one, 6-) [-16]; Enemy (Chinese navy, formidable group, 6-) [-20]; Reputation -2 (Pirate and protection racketeer, among traders and fishermen, 10-) [-2]; Reputation -3 (Fierce pirate queen, among the Chinese navy) [-5]; Social Stigma (Assertive woman) [-5]; Status 0\* [-10].

\*Includes +2 for Military Rank.



## Quirks

Organized and tidy-minded. [-1]

## Skills

Accounting-13 [4]; Administration-15 [6]; Area Knowledge (Canton)-15 [4]; Area Knowledge (South China Coast)-14 [2]; Black Powder Weapons/TL4 (Flintlock Musket)-14 [2]; Boating-12 [4]; Cooking-12 [1/2]; Cyphering-13 [1]; Fishing-13 [1]; Gambling-13 [2]; Gunner/TL4 (Cannon)-13 [2]; Knife-13 [4]; Law-14 [6]; Leadership-15 [2]; Merchant-13 [2]; Meteorology-12 [1]; Navigation-12 [2]; Professional Skill (Prostitute)-14 [4]; Seamanship-14 [2]; Shortsword-14 [16]; Strategy (Land)-12 [1 1/2]; Strategy (Naval)-14 [6]; Streetwise-13 [2]; Tactics-11 [1]

## Languages

Cantonese (native)-13 [0].

## Equipment

Cheng Shih will normally be dressed in (clean) sailor's clothes, and armed with cutlass and dagger. On important occasions, she wears silk robes, without the cutlass. Her flagship, a 600-ton junk with 400 crew, always has at least \$50,000 cash on board.

This represents Cheng Shih in 1808. She commands considerable resources, but they mostly belong to the Confederacy rather than to her personally. Law skill reflects her knowledge of the Confederacy's code and of the coastal trade regulations. Her two small sons do not limit her activities much, but their existence must restrict her options.

Some sources point out that there is no evidence that Cheng Shih was literate, but details of her career would seem to imply that she was (and there's no evidence that she *wasn't*). Her Code of Honor is basically the laws she imposed on her fleet, plus the ethics of the standard Pirate's Code.

## BIOGRAPHY

One western historian has described Cheng Shih as the greatest pirate who ever lived, yet she receives little attention in her homeland, possibly because of her distance from Confucian ideals of womanhood.

The Kwangtung Confederacy originated in the fishing communities of the South China Sea. Traditionally, these have occasionally turned their hands to piracy. In 1797 the leaders of the Tay-son rebellion in Vietnam, needing support, offered sponsorship to a number of pirates. When the rebellion was defeated in 1802, the pirates lost their leader and their base. However, they were able to acquire a new base at the mouth of the Pearl River in China, and a new leader, Cheng I. In 1801 Cheng I had married Cheng Shih (or Cheng I Sao, meaning "wife of Cheng I," born Shih Yang), a former employee of a Cantonese floating brothel, who proved a highly capable partner.

## WHAT IF?

The Kwangtung Pirate Confederacy was held together by raw charisma as much as anything. If Cheng I had married a less capable woman, and still died in 1807, the fleets would probably have gone their separate ways, so the pirates would have been less of a threat to the Ch'ing regime, who would have been less likely to call in foreign help. This could have implications for the Opium Wars later that century.

### KEY MOMENTS

The death of her first husband forced Cheng Shih to take control of the Confederacy, but she needed Chang Pao's charisma to consolidate that power; otherwise, there would have been a bloodier struggle. Then there was the Imperial blockade; given better deployment of the fireships, Cheng Shih would have taken far greater losses. Even if she survived, the government would have been less likely to negotiate.

And, of course, her appearance at the governor of Kwangtung's palace was a gamble; she could easily have been taken hostage, or even executed. Chang Pao's wrath would then have been terrible.

### IN THE SHADOWS

The Confederacy was almost a victim of its own success: if it had been merely an annoyance, the government might have decided that crushing it was too expensive. On the other hand, if Cheng Shih had had greater ambition, and established contacts among the aristocracy, she might have started a rebellion on the coast, perhaps establishing a new nation. But then, perhaps the *secret* point of the Confederacy was to control China's trade; to have an eye in every cargo hold. Perhaps Cheng Shih was looking for something . . .

And after the death of Chang Pao, did Cheng Shih really just run a gambling house, or did her influence extend more widely through the underworld? After all, a great many Confederacy members neither took the amnesty nor continued their piracy. Did they *really* just go back to fishing?

### OTHER MILIEUS

It seems incredible that Cheng Shih is not already a major protagonist in Hong Kong movies; certainly, she could be an important figure in a *GURPS China* or *Martial Arts* campaign. (For cinematic style, she might know a Martial Art herself; Wing Chun, p. MA105, seems appropriate.) For that matter, many fantasy campaigns can accommodate a pirate nation – or give Cheng Shih a pressure suit and a force-sword, and she can be dropped straight into a *GURPS Space* campaign.

In 1804, the Chengs organized the pirate bands into a confederation of six fleets (called after the color of their flags: Red, Black, White, Green, Blue, and Yellow), with about 70,000 men, 200 ocean-going junks, 600-800 coastal junks and a host of river vessels. Written agreements dictated procedures for internal affairs, “business” with outsiders, and vessel registration, and provided a system for splitting money between a common purse and individuals. Laws later posted on each vessel commanded severe penalties for desertion, and death for bucking the command structure, pilfering, and rape of captives. (Un-ransomable female captives could be auctioned among the crews for marriage, however.)

When Cheng I was swept overboard in a gale in 1807, Cheng Shih took over. This was partly due to her full participation in Cheng I's piracy, partly to the support of her in-laws, and partly to her appointment of Chang Pao, Cheng I's adopted son, as commander of the Red Flag Fleet and her lieutenant. She consolidated her position by taking Chang Pao (10 years her junior) as her lover, and later husband.

Under her leadership, the Confederacy ransomed vessels and people, raided coastal towns and villages, and sold protection (regularized by a system of certificates, purchased annually at pirate offices in Canton and Macao or at small outposts). By 1808, government patrols would avoid contact with Confederacy ships, even resorting to sabotaging their own vessels. When contact was unavoidable, government forces came off worst; at one point, there were more government junks awaiting repair than sailing. In 1809, a new provincial governor-general, Pai Ling, rebuilt the navy and embargoed coastal movement, hoping to starve out the Confederacy. But Cheng Shih started attacking inland, at one point threatening Canton itself, while continuing to plague foreign traders.

Annoyed by this, the East India Company and their Portuguese counterparts hired out seven warships to Pai Ling. His fleet blockaded Cheng's forces, and periodically bombarded them. But when imperial fire-ships were deployed, a change in wind direction forced the fleet to scatter, enabling the pirates to fight their way triumphantly free.

As it was now obvious that a military solution would be prohibitively expensive, in 1810 the government changed tack, offering an amnesty. Cheng, realizing that without political support the Confederacy couldn't last, decided to negotiate. In a dramatic move, she approached the governor-general's palace in Canton accompanied by 30 pirate women and children. Two days later, terms were agreed. Those pirates who came forward voluntarily got to keep their loot and received places in the imperial bureaucracy.

Chang Pao became a naval mandarin in Fukien province and kept 20 junks. Over 17,000 pirates surrendered with over 200 junks.

In 1822 Chang Pao died, and Cheng Shih returned to Canton, where she ran an “infamous” gambling house until her death.

## Encountered

Cheng Shih is the strategist, and Chang Pao the tactician of their partnership, but she is also a fighter, like most of the pirate wives, taking active part in even routine attacks. Since her pirates are well-disciplined, and Chang Pao is the tactical commander, she may not be recognized as the leader.

While Cheng spends most of her time at sea, she undoubtedly has occasions to visit Confederacy shore offices. She will probably travel incognito as a fish-wife or trader, with a discreet bodyguard.

– Nelson Cunnington

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### Further Reading:

Stanley, Jo (ed.): *Bold in Her Breeches*.

Murray, Dian H.: *Pirates of the South China Coast*.

Cordingly, David & Falconer, John: *Pirates: Fact & Fiction*.



# Allan Pinkerton

Total Points: 234

Born 1819; died 1884.

Age 43; 5'8"; 150 lbs. A thick-set, bearded man, with cool, penetrating blue-gray eyes and a thick Glaswegian accent dressed in a suit and flat bowler hat.

**ST:** 12 [20]   **DX:** 10 [-]   **Speed:** 5.75  
**IQ:** 14 [45]   **HT:** 13 [30]   **Move:** 5  
**Dodge:** 5

## Advantages

Alertness +2 [10]; Ally Group (Personal staff of operatives, medium group, 15-) [60]; Reputation +2 (Tough, relentless and reliable, among police and some others) [5]; Status 1\* [0]; Strong Will +2 [8]; Wealthy [20].

\*Includes +1 from Wealth.

## Disadvantages:

Odious Personal Habit (Blunt, socially awkward) [-5]; Proud [-1]; Reputation -2 (Relentless enemy, among many criminals and Confederate officers and spies) [-5]; Sense of Duty (to operatives) [-5]; Stubbornness [-5]; Workaholic [-5].

## Quirks:

Believes in sexual and racial equality; Control freak; Does not smoke or drink; No great sympathy for labor unions; Voracious reader. [-5]

## Skills

Acting-15 [4]; Administration-16 [6]; Artist (specialization in pen portraits)-11/17 [1]; Brawling-12 [4]; Cooperage-14 [1]; Criminology-18 [10]; Cryptanalysis-14 [4]; Cryptography-14 [4]; Guns (Pistol)-12 [1]; Intelligence Analysis-14 [4]; Interrogation-14 [2]; Law-11 [½]; Leadership-15 [4]; Riding (Horse)-12 [8]; Shadowing-15 [4]; Stealth-12 [7]; Streetwise-14 [2]; Writing-12 [½].

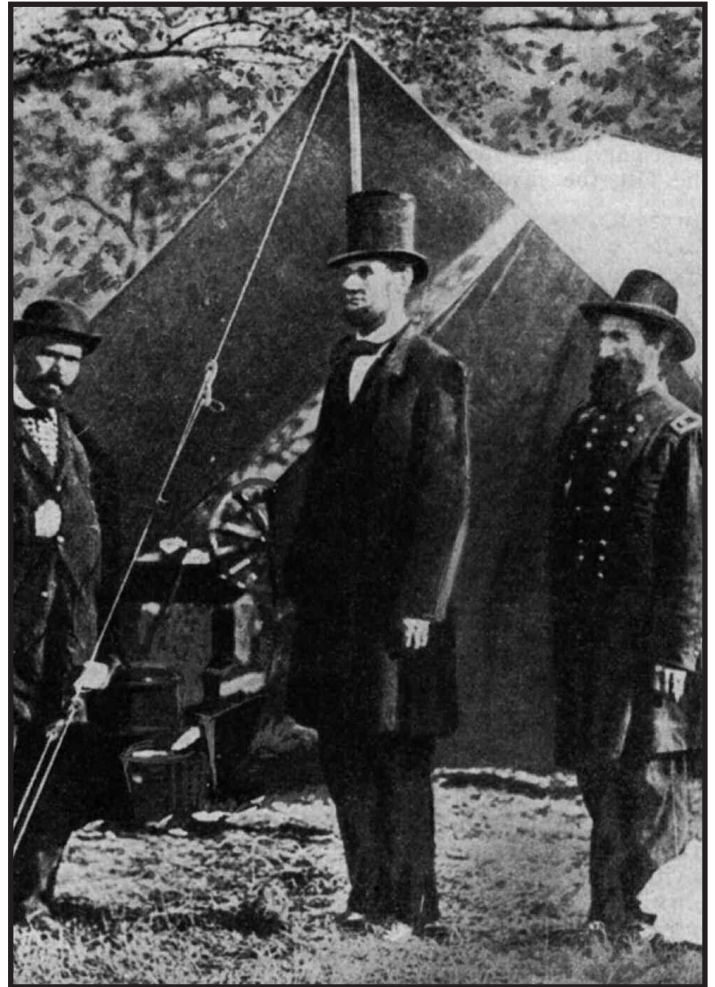
## Languages

English (native)-14 [0].

## Equipment

Pinkerton will almost always be armed with at least a pistol outside of his home.

The above portrays Pinkerton near the height of his powers while operating as spymaster for the Army of the Potomac. A younger Pinkerton would have fewer and lower-valued detective and spying skills, but a higher strength (13). An older Pinkerton, after recovery from his stroke, will have lost ST, DX and HT, and will have the physical disadvantages *Lame (Crippled Leg)* and *Stuttering*; his negative Reputation will eventually also cover labor union organizers.



## BIOGRAPHY

Allan Pinkerton was born in The Gorbals, a particularly poor area of Glasgow, Scotland. His father died when he was 10 or 11, forcing him to quit school and go to work, eventually as a cooper's apprentice. He became a prominent militant and strong-arm man in the Chartist movement, which fought for universal suffrage and broader democracy as a solution to the social injustices of the period. (Incidentally, Chartism was *not* much concerned with workplace organization or the right to strike, and Pinkerton worked against labor unions later in his life, arguing that he was helping working men by opposing the unions.)

In 1841 he met his wife, Joan, who he married in 1842; they subsequently emigrated to the New World, first to Canada, then moving down to Illinois. He set up a quite successful cooperage and might have stayed thus employed if he had not noticed a fire-pit on an out-of-the-way island in 1846. Becoming suspicious, he and the local sheriff eventually closed down a counterfeiting operation that was using the island as a base. This led to a succession of law-enforcement jobs, including employment as the first detective on the Chicago police force.



Finally, in 1850, he founded a company with lawyer Edward Rucker: The North-West Detective Agency, later renamed Pinkerton and Co. after Rucker left. This organization filled a void in crime-fighting in an era in which there was no overarching national (or even state) police organization and little cooperation between local authorities. Pinkerton built up a large and successful organization, famous for its relentlessness and with strict standards for the behavior of its operatives and as to what type of cases it would take. His favorite crime-fighting tactic was infiltration: putting undercover agents into the area, sometimes into the criminal organization itself, to obtain the information needed to close the case. The expanding railroads made particular use of his services.

All through his time in America, Pinkerton was a fervent abolitionist, participating in the underground railroad, and giving aid and shelter to such individuals as Frederick Douglass and John Brown. With the outbreak of the Civil War, Pinkerton and his agents applied their skills spying for the Army of the Potomac. Pinkerton became an especially close friend of the commander, General McClellan, which caused his eventual return to private detection when McClellan was replaced. He later expressed regret at this, believing that he could have prevented Lincoln's assassination.

The Pinkerton organization's success and reputation grew after the war, particularly fighting such criminal groups as the Reno Gang. But then, in 1868, Pinkerton suffered a stroke that left him paralyzed and unable to speak for several years. Eventually, through sheer will, he worked his way back up to walking 12 miles a day, but his right side was thereafter always weak, his speech slurred and his handwriting palsied.

In 1871 he took back the reins to his company and led the prosecution of some of its most famous cases, including the pursuit of the James Gang and the destruction of the Molly McGuires. (The latter is still controversial; some sources claim that there was no organized secret society behind the violence in this affair, and that the Pinkerton agency connived in a frame-up to destroy a mining union movement.) Allan remained in control until he turned over management of the agency to his sons in the 1880s.

## ***Pinkerton in History***

Pinkerton's organization is often considered the first real detective agency, certainly the first in the United States that was more than just source of security guards. He introduced many techniques that would later become standard in detection, such as the use of "rogues galleries" (now called mug books). He is usually credited with preventing of the assassination of Abraham Lincoln during Lincoln's initial trip to Washington after his election. The involvement of his agency in union-busting makes him more controversial.

## ***Encountered***

Pinkerton is easy to involve in any crime-related plot line, either as an ally, rival or, possibly, foe of the PCs. They could be operatives in his organization, taking on the most famous criminals of that age, while receiving the help of (or contending with the interference of) their boss. (Enjoying field work, Pinkerton often took a personal hand in cases even while running a large, national organization.) And Pinkerton's agents included many female operatives.

PCs could also be members of Pinkerton's wartime spy organization, ferreting out the plans of the Confederacy and aiding the war effort. Alternatively, as Confederate spies, they would have to avoid the "unblinking eye" Pinkerton turned to espionage.

– James H. Hay

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### ***Further Reading:***

MacKay, James: *Allan Pinkerton: The First Private Eye*.  
Wormser, Richard.: *Pinkerton: America's first private eye*.

## **WHAT IF?**

Allan Pinkerton would be easy to eliminate from history. The ship he and his wife took to the Americas was wrecked, and the ship that they had originally planned to take from Montreal to the States sank with all aboard. This could lead to the death of Abraham Lincoln *before* the Civil War, and perhaps the perpetuation of the Confederate States of America. It might also increase western lawlessness and hamper the westward expansion of the U.S., with the railroads now ever more vulnerable to the likes of the James Gang.

Alternately, if Pinkerton had stayed on after McClellan's departure, Lincoln's assassination after the war might have been averted.

### **MEGALOMANIA.**

At the time that General McClellan was ordered to step down as commander of the Army of the Potomac, he was immensely popular with his troops, and some suggested that he turn his army on Washington and take command of the United States – and some have put forward evidence that, after the war, McClellan suggested to Lee that they jointly could take over the restored Union, with Lee becoming military commander under McClellan's administration. In either of these cases, had Pinkerton supported the coup (placing his personal loyalty over any sense of duty to the elected government), he would most assuredly have been named by his friend McClellan as head of intelligence. Players could help thwart this attempted takeover, or fight a glorious effort to restore the Republic with spymaster Pinkerton the main impediment to their cause.

Alternatively, using his agents as many police and military officials would their men in the next century, a power-crazed version of Pinkerton could stage his own grab for power, possibly for Illinois and the western states, with the Union's strength thus divided in fighting two secessionist groups. The weakened United States would then be largely blocked in its westward expansion efforts.

There is, of course, no evidence that Pinkerton had any such inclinations to megalomania – but he *did* create an organization that played a key role in social conflicts of the era. In any alternate history involving social or political breakdown in the 19th-century United States, Pinkerton is likely to feature large, one way or another.



# Ulysses Simpson Grant

Total Points: 134½

Born 1822; died 1885.

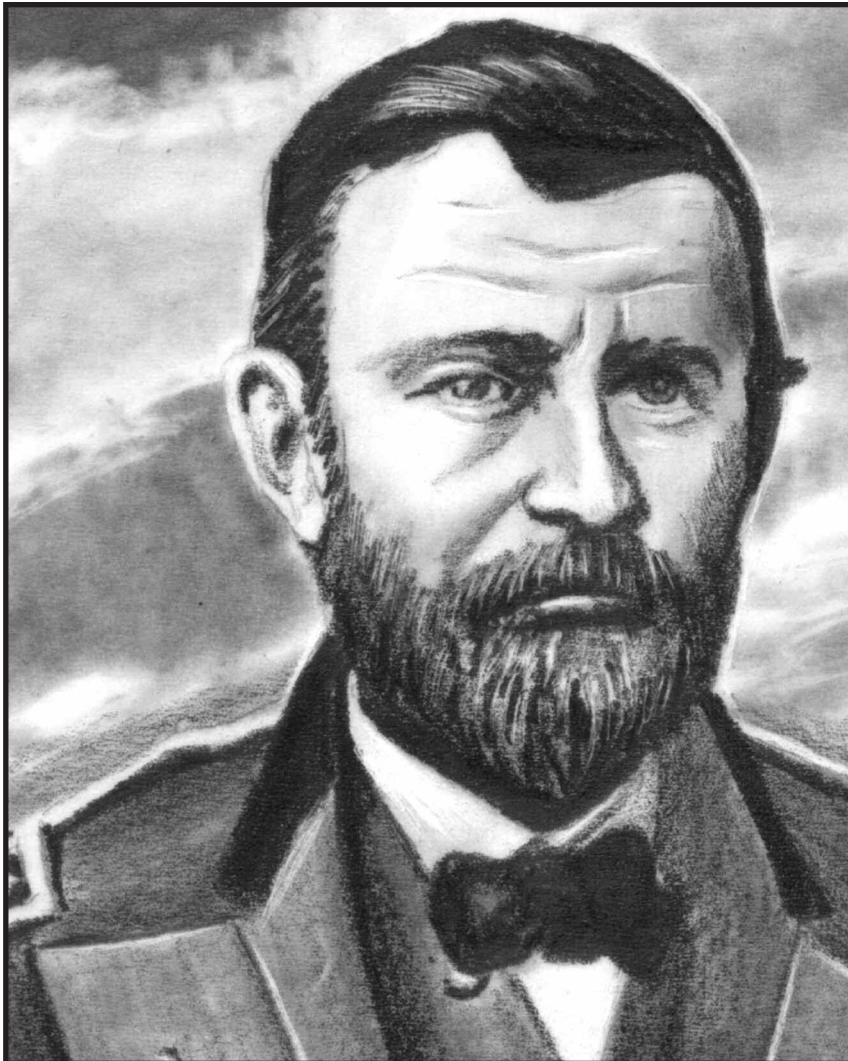
Age 42; 5'8"; 135 lbs. A stocky-framed but underfed man with brown hair, a full beard and an unassuming demeanor; dressed in part (but seldom all) of a Union general's uniform.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5
<b>IQ:</b> 14 [45]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 4 (Brawling 6)	

## Advantages

Comfortable Wealth [10]; Military Rank 8 [40]; Patron (Lincoln, extremely powerful individual, 9-) [20]; Reputation +2 (Determined fighter, local armies) [10]; Reputation +2 (Quick, dry wit, local officers, 10-) [1]; Status 3\* [0]; Strong Will +3 [12].

\*Includes +3 from Military Rank.



## Disadvantages

Addiction (Tobacco) [-5]; Alcoholism\* [-15], Duty (U.S. Government, 15-) [-15]; Sense of Duty (Wife and Family) [-5]; Reputation -2 (Hard-drinking, cigar-chomping butcher, local armies, 10-) [-2]; Workaholic [-5].

\*Grant should be treated as a "withdrawn" alcoholic (see p. B30).

## Quirks

Afraid of losing momentum; Irritated by peers who are frightened of Lee; Likes to travel; Likes animals and dislikes seeing them mistreated; Loves and misses his wife. [-5]

## Skills

Administration-12 [½]; Agronomy-12 [½]; Animal Handling-11 [½]; Black Powder Weapons (Flintlock Rifle)-12 [1]; Brawling-10 [1]; Broadsword-8 [½]; Engineer (Combat)-12 [1]; Guns (Pistol)-12 [1]; Leadership-14 [2]; Mathematics-12 [1]; Riding (Horse)-14 [23 ½]; Savoir-Faire-16 [0]; Savoir-Faire (Military)-13 [½]; Strategy (Land)-16 [8]; Survival (Woodlands)-12 [½]; Tactics-15 [6]; Writing-13 [1].

All skills are at TL5 where appropriate.

## Languages

English (native)-14 [0].

## Equipment

As a general, Grant will have (some sort of) a uniform and a mount. However he is busy and pragmatic, so he may not have his sidearm, sword, jacket, etc. (He accepted Lee's surrender without his sword and wearing only half his uniform).

This is Grant in 1864, after taking command of the Union Army. His rapid rise in ranks made him many enemies (not all Confederate), and he was the victim of constant bad press, making it hard to see the real man. A more idealized Grant might be Collected, with Charisma and a higher Strategy. A more cynical one might have a lower IQ, Stubbornness and a worse Reputation. Some say he suffered migraines, which were mistaken for drunkenness. Between wars he had neither reputation nor rank and suffered periods of depression and poverty. When he does not have a Duty to the U.S., he carries a Sense of Duty to it. From '69-77 he serves as President (Status 7), but his reputation declines amidst accusations of corruption. After being swindled, he ends up Poor, but his memoirs are a posthumous success, salvaging his reputation. A cinematic Grant might have Animal Empathy.

# BIOGRAPHY

Hiram Ulysses Grant was born in 1822 in rural Ohio. He worked on his family's land, attended local one-room schoolhouses and was good with horses. When his father secured him a place at West Point, he protested but was given no choice. West Point accidentally registered him as Ulysses Simpson, which he accepted rather than struggle with bureaucracy. He graduated 21st of 38, but excelled in horsemanship.

He applied for cavalry, but his marks were too low. He was assigned to infantry in St. Louis, Missouri, where he met Julia Dent. A gentlemanly courtship ensued until, faced with the looming Mexican-American war, he realized his feelings and proposed. Although he considered the war "wicked" and political, he served bravely in every major battle but one, meeting several future Civil War generals, including Lee.

After the war, he married Julia in 1848. He was moved around, and ended up on the Pacific coast where, although now a Captain, he missed his family and, away from Julia's influence, began to drink. He resigned in 1854 and, joining his family, tried farming, real estate and selling firewood, all unsuccessfully. Finally, the Grants moved to Galena, Illinois, where he worked as a clerk in his father's store.

In 1861 the Civil War began and he volunteered. He soon won battles at Forts Henry and Donelson, and at Shiloh. His reputation and rank increased rapidly. When he commanded the successful siege of Vicksburg, the terms he offered earned him the nickname "Unconditional Surrender" Grant. After winning at Chattanooga, he became lieutenant general (the first American to bear the rank since Washington). He was given command of the entire Union Army and launched a four-pronged attack: Sherman came east from Chattanooga into the heart of the South (his famous march to the sea), Sheridan cleared the Shenandoah Valley, Butler landed at the James to march east to Petersburg, while Meade, with Grant in close supervision, marched south to Richmond. After months of terrible, bloody fighting, Grant accepted Lee's surrender at Appomattox Court House, Virginia in April of '65.

After the war, he was elected Republican president in 1868, serving two terms during the tumultuous postwar era. He focused on Reconstruction, rebuilding and protecting the economy. His intentions were noble but he was hounded by accusations of corruption (from anti-Reconstruction political opponents, and so somewhat suspect) and the economic backlash from the destructive war.

After 1877 he took Julia on a two-year trip around the world. Finally, he returned to New York to retire in comfort, and was shortly swindled by Ferdinand Ward just before learning he had throat cancer. Now deep in debt and dying, he began writing his memoirs. He dictated and, when the cancer was too bad to speak, he wrote. He died within a few days of finishing in 1885. The memoirs were successful, quickly became a classic and allowed his wife to live comfortably until her death in 1902.

## Encountered

In Grant's life, one very consistent element emerges; determination. Whether isolated in California, or commanding at Cold Harbor, he never bemoaned his problems or blamed them on others. He wrote "[o]ne of my superstitions had always been when I started to go anywhere, or to do anything, not to turn back, or stop until the thing intended was accomplished." Otherwise he is quiet and sensitive, and possesses a distinct written style and a sharp sense of humor.

He is not likely to panic if exposed to strange or unexpected circumstances. The greater danger is that he will not alter his plans, possibly missing opportunities – especially if they would require retracing his steps. Away from war and duty, he will be affable, if quiet, and fascinated by stories of travel.

– Alex Johnston

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### Further Reading:

Grant, U.S.: *Personal Memoirs* (still in print, and a must-read for Civil War-era Grant!).

Frank J. Scaturro: *President Grant Reconsidered*.

(Note: A lot of Grant books are out of print, but there are *many* Internet resources.)

# WHAT IF?

Grant's steady determination meant few *single* events changed his life. Without him, Lincoln might have found someone else with the commitment necessary for victory (perhaps even Sherman or Sheridan), but the question is, would he have found them in time?

## MOMENTS OF TRUTH – PEACETIME

Grant's peacetime story is ambivalent; he was unsuccessful in business and his presidency is remembered critically. If he (or someone else) had convinced his father to let him follow his heart, he would likely never have joined the army, perhaps becoming a veterinarian or a writer. However, if he had been posted closer to his family after the Mexican War, he might never have left the army, retaining his commission and proving himself sooner, making Lieutenant General by '63 or '62.

## MOMENTS OF TRUTH – WARTIME

Grant's victories were won by perseverance and stubbornness. His other strength was the ability to delegate: though he won few unmitigated successes himself, he put Sherman and Sheridan in positions of authority, and they did win stirring victories. By the end, the war was one of willpower; Southern independence could only be won in the ballot boxes of the North – the Confederates needed to make the Northern *people* weary and eager for peace. The key was the election of 1864 (essentially a referendum on the war) between Lincoln and McClellan (who planned to negotiate with the Confederacy). Sherman, Grant's protégé, won the morale-boosting victories that secured Lincoln's victory.

## A MAN CALLED GRANT

Early in Grant's life, he was forced to go against his sensitive nature and enter the military. What might he have been like if he hadn't? He loved to travel, loved animals, had a sharp wit, clean writing style and an indefatigable will – what else could one ask from an explorer? A young Grant might have struck west to the frontier. Or perhaps, if he somehow lost Julia while in California, he might have fled civilization. Perhaps, on encountering the great buffalo herds and the Plains Indians, he would have found sympathy with their horse-centered culture – his affection and facility for horses was noted. When the Indian Wars began in earnest, an Indian sympathizer with Grant's willpower and (possibly) knowledge of the white man's tactics might . . . complicate things. (Especially if his ability with horses were extended; in some campaigns, Indian shamans could awaken a latent mystic gift.)



# William Walker

Total Points: 77

Born 1824; died 1860.

Age 32; 5'8"; 130 lbs. A slight, unimpressive-looking man with very light blond hair, gray eyes, and a soft voice.

<b>ST:</b> 9 [-10]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5.25
<b>IQ:</b> 11 [10]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 4 (Brawling 6)	

## Advantages

Collected [5]; Comfortable Wealth [10]; Reputation +2 (Champion of the oppressed, among non-political Nicaraguans) [5]; Status 4 [20]; Strong Will +2 [8]

## Disadvantages

Enemy (Legitimist army, 9-) [-20]; Overconfidence [-10]; Reputation -2 (A pirate, among American authorities and Nicaraguan political factions) [-5]; Stubbornness [-5].

## Quirks

Believes his conquests are for the benefit of the locals; Doesn't drink alcohol, smoke, or swear; Gives himself titles of rank ("Colonel," "General," "President," etc.); Somewhat megalomaniac; Strongly focused on his own cause. [-5]

## Skills

Administration-12 [4]; Bard-12 [4]; Black Powder Weapons (Caplock Rifle)-11 [1]; Brawling-10 [1]; Broadsword-9 [1]; Diagnosis-11 [4]; Diplomacy-8 [½]; First Aid-12 [2]; Guns (Pistol)-11 [1]; Guns (Rifle)-11 [1]; History-9 [1]; Law-12 [6]; Leadership-12 [4]; Literature-9 [1]; Orienteering-9 [½]; Physician-11 [4]; Politics-10 [1]; Profession (Journalism\*)-12 [2]; Riding (Horse)-10 [2]; Sign Language-12 [4]; Strategy-10 [2]; Tactics-12 [6]; Writing-14 [8].

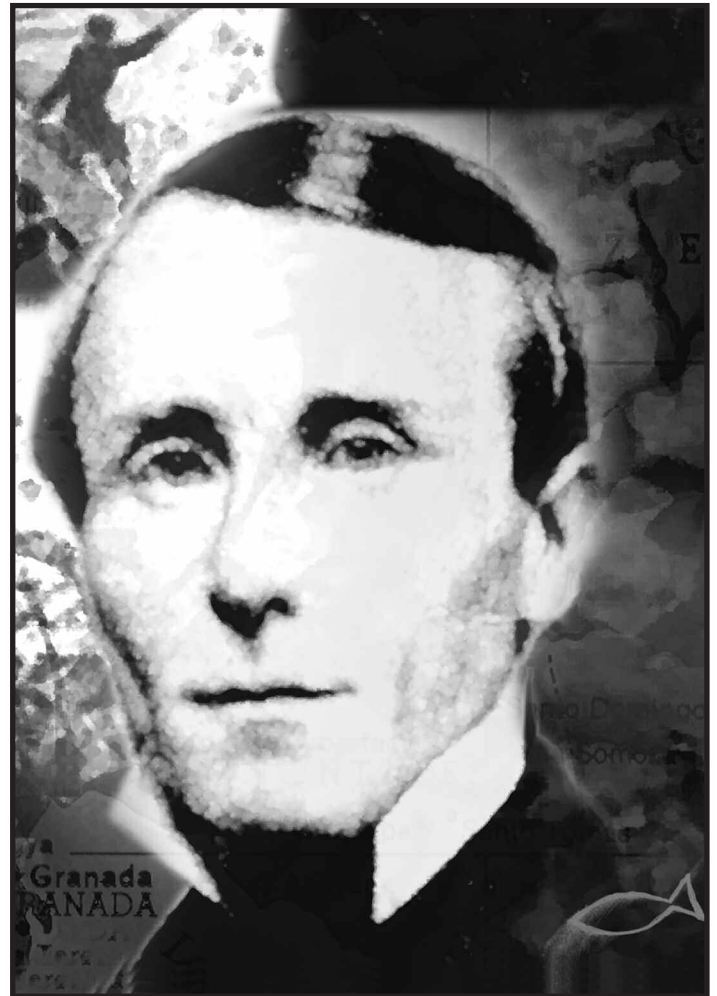
All skills are at TL5 where appropriate.

\*Defaults to Writing at -3.

## Languages

English (native)-11 [0]; French-10 [1]; Spanish-10 [1]; Greek-9 [½]; Latin-9 [½].

This is Walker in 1856 after becoming President of Nicaragua; it is a modest, middle-of-the-road depiction of him. His Status and Wealth reflect his very temporary position, and would be markedly lower at other times. A more heroic version would drop the last two listed Quirks, raise Bard, Politics, and his combat skills, and add a minor Obsession (to build Nicaragua into a better country). A more negative view would raise give him full-blown Fanaticism and Megalomania. An earlier Walker would only have combat skills at the default level, but his professional skills would be fresher.



## BIOGRAPHY

William Walker was born in Nashville, Tennessee on May 8, 1824 and spent much of his unremarkable youth taking care of his ailing mother. Walker studied to become a doctor, then briefly moved to New Orleans to practice law, and finally moved to California, becoming a journalist. Taking an interest in local politics, he met a group of men wanting to establish an American colony in Sonora, Mexico. Walker agreed to lead this endeavor, which amounted to taking a boatload of armed troops to secure land for the new colony. The doctor-lawyer-journalist now added to his list of occupations the title of filibuster, a term of the time for such military adventurers.

His invasion failed and Walker and his cohorts were put to trial for violating neutrality laws. Speaking in his own defense, Walker achieved nationwide fame by convincing the jury to find him not guilty when they had convicted his backers and officers. This brought him to the attention of Cornelius Vanderbilt, railroad baron and entrepreneur. A civil war in Nicaragua was endangering a crucial rail line Vanderbilt possessed there, and so his agents arranged a deal between Walker and the Democratic rebels.

Vanderbilt would covertly fund Walker to assist the Democrats in restoring order, and Walker's men would be allowed to settle in Nicaragua.

In 1855, Walker and his small army of the "Fifty-Six Immortals" sailed to Nicaragua and received more soldiers and supplies from his local allies. Striking out independently, his force engaged in several battles with the Legitimist army, inflicting heavy casualties, and finally taking their capitol in Granada. Then the situation changed. Vanderbilt's agents in Nicaragua had decided to double-cross their employer and struck a new deal with Walker; he would seize Vanderbilt's assets in the country and turn them over and they would bring in more recruits from the United States. Walker agreed, but after Vanderbilt got wind of the scheme and began to take action, his supply shipments began to grow scarce.

However, Walker found new strength from the Nicaraguans. His gray eyes coincided with local superstitions and the indigenous tribes rallied to him; his declarations that he was "a friend to the oppressed and a protector to the helpless and unoffending" won over the rest. Though some areas were still held by hostile political factions, Walker had the most might and support. He declared himself President of Nicaragua on July 12, 1856.

He soon had to contend with multiple invasions by neighboring countries. Financed by a vengeful Vanderbilt, they eventually besieged Granada with a force of 3,000 men. Though the town's population (including Walker's men) was only about 400, they managed to hold out for 17 days and then escape. Walker was forced out of the country and returned to the U.S. in 1857. He spent the next three years making several attempts to return with no success. His final excursion was intercepted by a British ship and Walker was handed over to the Honduran government. He was executed in Honduras six days later.

### ***Walker in History***

"The Gray-Eyed Man of Destiny" was the most successful filibuster in a time when many Americans were acting on their feelings of Manifest Destiny. Except for the more extreme proponents of expansion, Walker was looked upon, both by contemporaries and historians, as a power-hungry scoundrel. Even those critical of him, however, admit that his desire to create a better nation for the locals he assumed power over was an honest one. He is considered in Central America to be a major figure in the history of that region, and his writings on Nicaragua were long considered to be the definitive history of that country despite the hatred with which he was remembered.



### ***Encountered***

Contemporary descriptions of Walker sometimes described him as having a "womanish" temperament. Around strangers, he only speaks when he has something to say, and is usually very brief and to the point. He believes wholeheartedly in the righteousness of his cause and is capable of justifying anything on its behalf. He is prone to snap decisions and quick action with little regard for the long-term affects, which often leads him to alienate potential allies.

— Joe Taylor

### ***Further Reading:***

Scroggs, William: *Filibusters and Financiers*.  
Walker, William: *The War in Nicaragua*.

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**"They laid at his feet the simple offering of their fruits and fields, and hailed him as the 'Gray-Eyed Man' so long awaited by their fathers."**

**— from the newspaper  
*El Nicaraguense*, December 8, 1855**

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## **WHAT IF?**

Had William Walker never lived, history might be largely unaffected. On the other hand, had he been more successful, American history might have taken a very different course. Though he long professed anti-slavery beliefs, Walker knew that his support in the United States lay with the expansionist, pro-slavery factions and courted their support by legalizing slavery in Nicaragua. Since Walker was stirring up trouble during the years just before the American Civil War, he is a good target for anyone wanting to change the outcome of that part of history. His invasion of Nicaragua could be the focus of a mission for time travelers like Eternity's Rangers (see *GURPS Time Travel*, p. TT69), either to help him or hinder him. Time travelers who lack the power to assist the Confederacy directly might try to help Walker establish a pro-Southern government in Nicaragua.

### **MOMENTS OF TRUTH**

While in New Orleans, Walker met and fell in love with a deaf woman named Helen Martin. When she died later that year from yellow fever, the already serious Walker became even more melancholy, and moved west. Before that time, he showed no interest in becoming a military adventurer. Had Helen not died, he probably would have stayed in New Orleans and lived a much more ordinary life.

Another turning point in Walker's career was his decision to betray Vanderbilt. When he did so, Vanderbilt brought the might of the world's greatest personal fortune against him. Had Walker kept on Vanderbilt's good side, he probably would have remained in power as long as he could keep the region stable. In Central America, his drive was only limited by the amount of assistance his financial backers could give him. With more funding and recruits, who knows how much territory he would have carved out? Perhaps he would have been able to build the great republic he always claimed he would.

(See "Dixie" in *GURPS Alternate Earths*, for an alternate history in which Walker collaborated with Vanderbilt to achieve complete success.)



# George Armstrong Custer

Total Points: 166

Born 1839; died 1876.

Age 36; 5'10"; 170 lbs; An athletic man with long, curly golden hair and mustaches, a pale face, and blue eyes in deep sockets, wearing a long blue uniform coat and eccentric broad-brimmed hat.

<b>ST:</b> 12 [20]	<b>DX:</b> 12 [20]	<b>Speed:</b> 6.25
<b>IQ:</b> 11 [10]	<b>HT:</b> 13 [30]	<b>Move:</b> 6
<b>Dodge:</b> 6	<b>Parry:</b> 6	

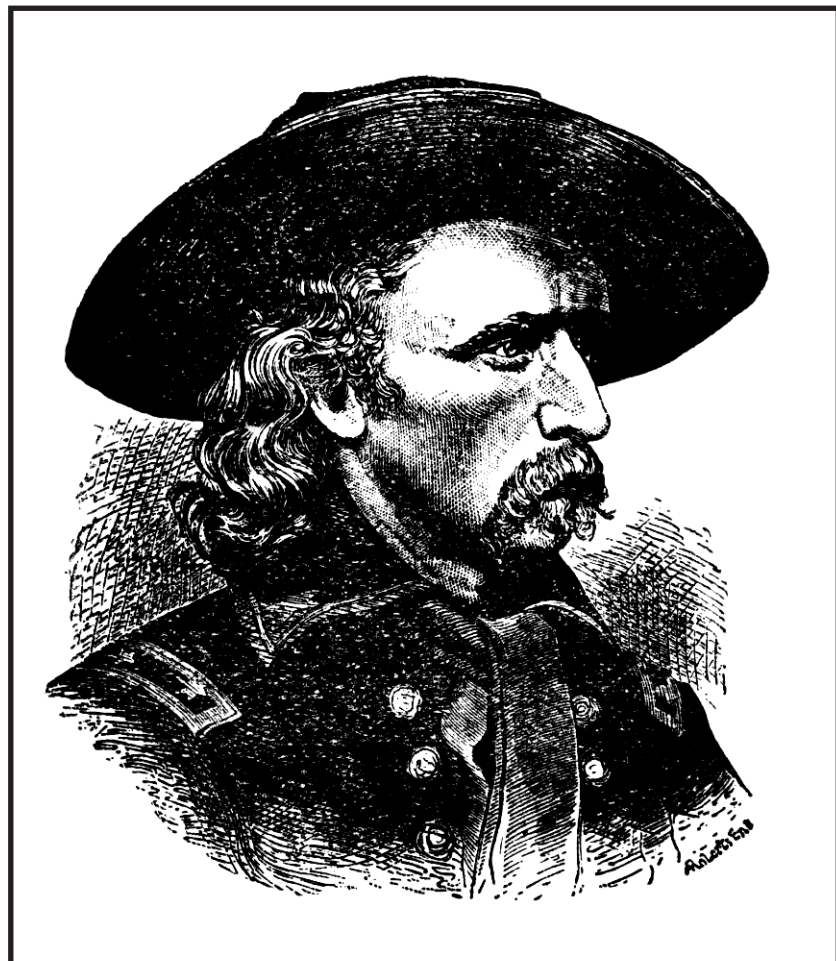
## Advantages

Charisma +1 [5]; Comfortable Wealth [10]; Courtesy Rank +2 (increase to General from actual Rank) [2]; Fit [5]; Handsome Appearance [15]; Military Rank 5 (Lt. Col. of Cavalry) [25]; Reputation +3 (Brilliant commander and fearless Indian fighter) [15]; Status 2\* [0].

\*Includes +2 from Rank.

## Disadvantages

Dependent (Wife, loved one, 6-) [-6]; Duty (U.S. Army, 15-) [-15]; Glory Hound [-15]; Impulsiveness [-10].



## Quirks

Always rides in front in battle; Boundlessly energetic, optimistic and free with emotions; Fiercely loyal to friends and country; Practical joker; Loves horses, dogs and music. [-5]

## Skills

Animal Handling (specialized in horses and dogs)-8/15 [2]; Area Knowledge (Great Plains)-12 [2]; Bard-11 [1]; Broadsword-13 [4]; Carousing-13 [2]; Guns/TL5 (Pistol)-15 [4]; Guns/TL5 (Rifle)-15 [4]; Leadership-14 [6]; Profession (Taxidermy)-10 [1]; Riding (Horse)-14 [6]; Savoir-Faire-13 [0]; Savoir-Faire (Military)-11 [1]; Singing-12 [½]; Strategy-12 [6]; Survival (Plains)-14 [8]; Tactics-14 [10]; Tracking-10 [1].

## Languages

English (native)-11 [0]; French-9 [½]; German-9 [½]; Sign Language-9 [½].

## Equipment

Custer wields a Springfield '73 rifle, Colt revolvers (treat as S&W Russian), and sometimes a cavalry saber. His cavalry greatcoat gives him DR 1. He also has use of other standard military equipment whenever he needs it.

This represents Custer on the day of the Battle of the Little Big Horn. He was loved by many, despite everything, so the reaction bonuses he receives (especially within the army) are fully justified, and his Charisma might be set higher. Since he survived his recklessness in battle nearly unscathed until his Last Stand, GMs may want to assign him Luck or Daredevil, or at least Combat Reflexes.

His wife did not, in fact, become involved in dangerous situations, but he did take her with him on campaign, and sometimes diverted from his duty to see her, so she has been treated as a Dependent. His favorite horse, Vic, knows and likes him, which can give him +5 to Riding (see p. B46).

## BIOGRAPHY

George Armstrong Custer was a true adventurer and an example of *GURPS* advantages and disadvantages in action; his erratic behavior got him into trouble and his charm got him out. He strove to be always in the front, building his reputation.

After barely graduating from West Point, in 1861, he escaped the first of his two courts-martial due to the North's need for soldiers for the Civil War. In that war, he became famous for his bold tactics and merciless hounding of the enemy; it was to him that the Southern flag of truce was first presented. He achieved the brevet rank of general.

## CROSSING PATHS ON THE GREAT PLAINS

“Old West” PCs could encounter Custer in many ways:

- Hired as Army scouts, they find that their commander sends them into danger, leads troops in random directions, and charges into battle without stopping to listen. If they survive, campaigning with Custer could make them famous.

- They meet Custer’s cavalry company, and he tries to commandeer their mounts and provisions. If they protest with suitable humility, he’ll suddenly change his mind and charge them with delivering an important message across three rivers and through Indian territory. The message, if opened, is a brief love note to his wife, with a footnote indicating that he is about 150 miles from where he is supposed to be.

- They find Custer alone and lost after riding off to chase buffalo and accidentally shooting his horse. (This actually happened.) If they help him home, and even make his indiscretion seem somehow glorious, Custer might reward them with a quality horse, an Indian artifact from his collection, a recommendation to a friend in Washington, or a Contact with a friendly quartermaster. PCs could also accept a Favor to be redeemed in the future, should both parties live that long. (This can be used to lead into the party’s getting hired as scouts.)

### PRESIDENT CUSTER VS. THE CONSPIRACY?

Custer made enemies by criticizing corruption in government. Some scholars speculate that the ultimate purpose of his glory-seeking was to ride into office as a war-hero President. And in 1873, he was rejected by the Masons.

What if the 19th-century U.S. government is already in the clutches of a Conspiracy? Eager to be rid of the dangerously popular soldier before he can enter politics, and unable to keep him out of action, the Conspiracy sends Custer on fools’ errands. Meanwhile, they let the Indian chiefs know where to gather if they want to defeat the Army. PCs in an Illuminati-flavored campaign could find themselves working for an “Anti-Conspiracy,” who intend to make Custer their figurehead President. Magical or super-science divination shows that he is a pivotal figure in history – if he survives. The PCs’ mission: Keep Custer alive – a task made difficult not only by the machinations of their enemies, but by Custer’s own behavior. Unfortunately, by protecting him all his life, the Anti-Conspiracy has convinced Custer that he is invulnerable . . .

After the Civil War, Custer entered the Indian Wars. He was again court-martialed after abandoning his post and ordering the shooting of deserters on a forced march to visit his wife. Suspended from service for a year, Custer was miserable. He returned to duty in 1868 and fought Indians for eight years, increasing his reputation as a fierce and brilliant commander. He also gained many detractors.

On various occasions, Custer charged enemy forces of unknown strength, broke formation to chase game and got lost, and made wild detours against orders, looking for Indians. His men admired his bravery but suffered long marches and erratic discipline. Custer frequently “forgot” his orders when they conflicted with his own desire for glory, amusement, or the company of his wife Elizabeth. He traveled with his own dogs and horses, a chef, and a brass band. He was crazy about Elizabeth but kept an Indian concubine. He wept in public when one of his beloved dogs died. Indians knew him as “Yellow Hair”; some sought the honor of killing him, others swore personal allegiance.

In 1874, Custer led an expedition into the Black Hills of South Dakota, discovered gold, and started a gold rush. Prospectors streamed into the lands reserved by treaty to the Sioux. Conflict was inevitable, and Custer intended to be in the thick of it. He was nearly prevented from participating by political enemies, including President Grant (p. 86), but for the last time, the intervention of his admirers got Custer back to the front line.

### *Custer’s Last Stand*

A campaign was set for 1876. The plan was for Custer’s regiment to make a slow sweep and meet with two other columns, trapping the Indians between them. In May, Custer rode out at the head of some 650 men. As he left the fort, a peculiar mirage caused the column of men and horses to appear reflected upside down in the sky.

Custer’s scouts put him on the trail of a large camp and he drove his men hard in pursuit. In a few days they caught up, and the scouts reported that the troops were already discovered. Not wanting any Indians to escape, Custer chose immediate attack. He split his forces, spurring 250 men far ahead in hopes of making a flank attack. (He may have hoped to earn sole credit for a decisive victory ending Indian resistance.) The camp unexpectedly contained numerous tribes, such as great chiefs as Gall and Crazy Horse, and possibly 2,500 warriors. Custer sent back messengers telling the others to hurry, strayed too close to the camp, and was surrounded by hundreds of Indians. Before his other commanders knew the situation, Custer and all his men lay dead. The remaining soldiers came under siege for two days until the Indians were frightened off by another Army column.

### *Custer in History*

George Custer achieved popularity out of all proportion to his accomplishments, which were often brought off at unwise risk to himself and his men. His final bid for glory successfully increased his reputation; the Last Stand became a romantic legend, and was used by the Army to justify relentless campaigns against the Indians which soon resulted in their surrender.

### *Encountered*

From a GM’s point of view, Custer is *fun*. His extravagant personality and thoughtless pursuit of excitement make a lively encounter; he may lead men in song one night, then gallop off the next morning to investigate some interesting ruins, or suddenly reverse his direction of march. He is thoughtless and charming, but vicious with equal thoughtlessness if crossed.

– Joel Sparks

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#### **Further Reading:**

Ambrose, Stephen E.: *Parallel Lives: Crazy Horse and Custer*.

Connell, Evan S.: *Son of the Morning Star*.



# John Wesley Hardin

Total Points: 124½

Born 1853; died 1895.

Age 21; 6'1"; 165 lbs. A young man with black hair and brown eyes, usually wearing a ribbon tie and cowboy hat and boots. He wears a pair of Colt .44 pistols, one on each hip, butts forward and facing his body. In later years, he has a long mustache.

<b>ST:</b> 11 [10]	<b>DX:</b> 14 [45]	<b>Speed:</b> 6.25
<b>IQ:</b> 12 [20]	<b>HT:</b> 11 [10]	<b>Move:</b> 6
<b>Dodge:</b> 7	<b>Parry:</b> 7 (Knife)	

## Advantages

Alertness +1 [5]; Attractive Appearance [5]; Charisma +1 [5]; Collected [5]; Combat Reflexes [15]; Reputation +2 (Fast gun) [10].

## Disadvantages

Bloodlust [-10]; Compulsive Gambling [-5]; Enemy (Texas Rangers, as a medium group, 9-) [-20]; Intolerance [-10]; Overconfidence [-10]; Reputation -2 (Cold-blooded killer) [-10]; Social Stigma (Frontier Gunman, as a minority group) [-10]; Sense of Duty (to close friends and family) [-5].

## Quirks

Partial to Colt .44s; Practices fast-draw shooting daily; Prefers card games and horse races but will bet on *anything*; Settles problems with guns; Touchy. [-5]

## Skills

Animal Handling-12 [4]; Area Knowledge (Texas)-14 [4]; Armoury (Rifles and handguns)-12 [2]; Bard-12 [1]; Body Language-12 [4]; Brawling-14 [1]; Carousing-10 [1]; Fanning-16 [0]; Fast-Draw (Pistol)-19 [16]; Gambling-12 [2]; Guns (Pistol)-20 [16]; Guns (Rifle)-18 [3]; Guns (Shotgun)-18 [3]; Intimidation-13 [4]; Knife-14 [1]; Law-10 [1]; Leadership-13 [2]; Mathematics-9 [½]; Riding (Horse)-15 [4]; Speed-Load (Single-Ejecting Revolver)-14 [1]; Stealth-13 [1]; Survival (Woodlands)-12 [2]; Tactics-11 [2]; Teaching-12 [2]; Wrestling-14 [2].

## Languages

English (native)-12 [0].

## Equipment

Hardin will always be armed, circumstances permitting, and will rarely be without his Colts; he is also likely to carry a derringer and/or backup pistol. When on the lam or in danger, he will equip himself with a rifle or shotgun.

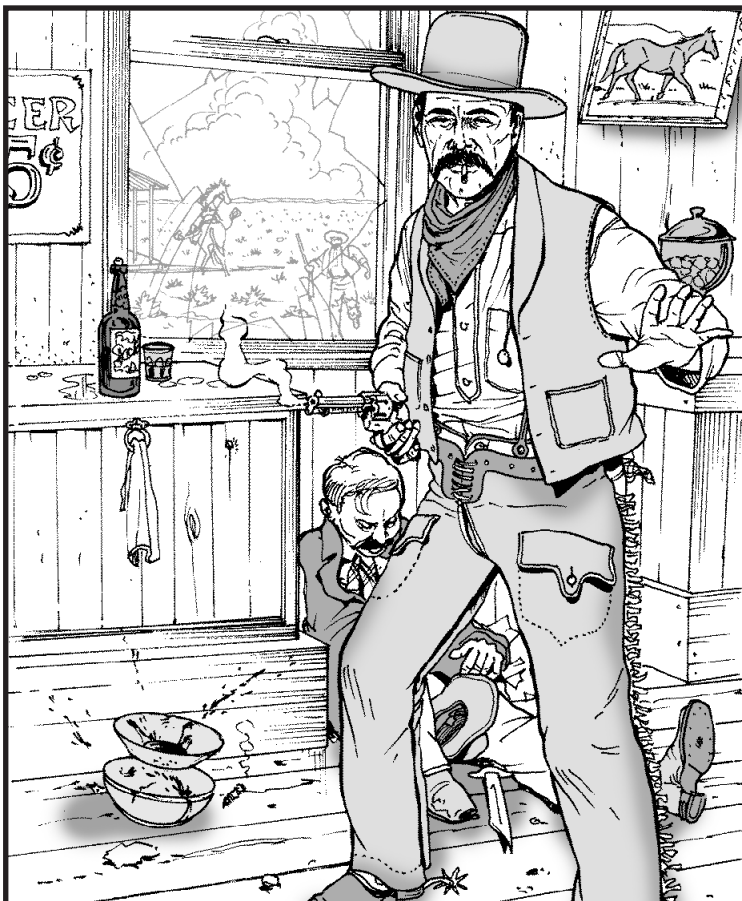
John Wesley Hardin presented himself in his autobiography as even faster and deadlier than he is depicted here. To match his self-portrait, raise DX, Fast-Draw and Guns (Pistol), and give him Danger Sense, Increased Speed, and Luck. Sharpshooter is a perfect fit. A much older Hardin, 1894 or later, would have Law-12 and Writing-13 – he wrote constantly in prison. Hardin's Intolerance mellowed by the time he was released.

Hardin was certainly a tough, healthy individual; the ST and HT above could realistically be increased a little.

## BIOGRAPHY

John Wesley Hardin was the son of a preacher, and named for an English Methodist. He was a marksman by age ten, won a knife fight at 11, and by his mid-teens he was known as the best shooter in a county where every adult male knew how to shoot. By 16 he was renowned in Texas as a gunfighter, and said to be the fastest on the draw. He was well-educated, served as a schoolteacher for a time when he was 15, and later completed a course in Texas law despite being on the run.

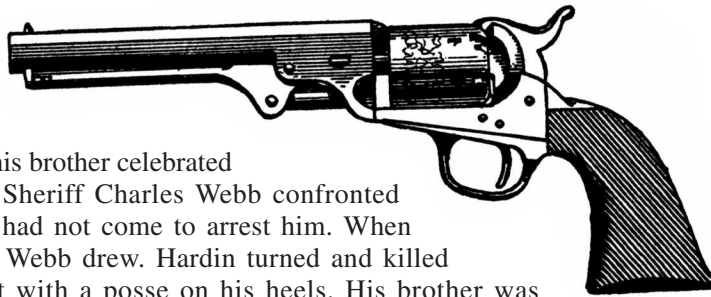
Hardin killed his first man at age 15 – a black plantation hand who ambushed him with a stick after Hardin beat him wrestling. Hardin shot him three times. He was forced to flee his home, with soldiers hunting him. When they caught up with him, he ambushed them and killed all three.



After this, he began to drift around Texas, working as a cowboy or just following a pattern that would characterize his life. He would enter a town, quickly end up shooting someone – a robber, a circus hand who mocked him, Federal soldiers hunting him, a card cheat – mount his horse and ride out. He frequented saloons, gambling heavily and drinking. He was an excellent card player, and more than once kept his winnings by threatening upset losers with his guns.

In 1872, Hardin married Jane Bowen. They would have three children together (two girls and a boy), and always remained devoted. Hardin spent almost no time at home, instead working cattle drives or fleeing the authorities. He briefly surrendered, seeking to face all the charges against him, but after being accidentally shot in the leg by a nervous guard, and learning that he was expected to hang, he escaped by sawing through a barred window.

On his 21st birthday he was in Comanche, Texas, where he and his brother celebrated in a saloon. Deputy Sheriff Charles Webb confronted him, but claimed he had not come to arrest him. When Hardin turned away, Webb drew. Hardin turned and killed Webb, then fled east with a posse on his heels. His brother was lynched by an angry mob. Texas posted a \$4,000 reward for Hardin, dead or alive.



He lived under the name J.H. Swain for three years, keeping a low profile. He was then seized on a train in Florida by Texas Rangers and returned to Texas. He defended himself well in court, and was convicted of second-degree murder and given 25 years hard labor instead of being hanged. He would spend 16 years in prison, studying law, attempting escape and leading revolts, and writing letters daily. He was finally released in 1894, two years after Jane died.

Hardin became a model citizen, running for office and practicing law. In El Paso in 1895, John Selman, Sr., whom Hardin held in mutual antipathy, entered a bar where Hardin was gambling. He shot Hardin in the back of the head, then twice more after he fell. He later claimed that Hardin had seen him in the bar mirror and had gone for his weapons, but witnesses refuted this. One legend is that Selman was acquitted by a jury on the grounds that killing Hardin was a public service.

## Encountered

Hardin has a willingness to kill, and an ensuing body count, that suggest a psychopath, and yet he is loyal to friends and family, and can argue that he only kills when provoked (though he provokes easily). He is completely honest about his behavior, and completely without remorse. He might be given Bad Temper, save that he rarely becomes spectacularly angry; he kills with cool precision.

An encounter with Hardin could be exciting but dangerous. He is not afraid of anyone, but he respects bravery; he would not fight “Wild Bill” Hickock because Hickock treated him with respect. He will react very poorly to someone calling his honor or skill in question. He doesn’t shirk from danger – if he finds himself trailed, he will ambush or confront his opponents. If Hardin is confronted with the unusual, he may react with violence, but he is unlikely to feel fear.

– Peter V. Dell’Orto

## Further Reading:

Hardin, John Wesley: *Life of John Wesley Hardin As Written by Himself*.

Horan, James D.: *The Authentic Wild West: The Gunfighters*.

Nash, Jay Robert: *Encyclopedia of Western Lawmen & Outlaws*.

## FASTEST GUN IN THE WEST?

John Wesley Hardin was a bona fide quick-draw artist, perfecting an usual cross-body draw. He was reputed to be the fastest gun in the west. He killed at least 21 men, and claimed to have killed 40. A cocky gun-fighter PC in a *GURPS Old West* campaign might well want try Hardin out – a dangerous ambition.

But Hardin can make an excellent ally for those willing to try and take up his case. A non-combatant party could genuinely enjoy an encounter with Hardin. He certainly could use a good (PC?) lawyer during his trial – by all accounts he was acting in self-defense but no witnesses showed for him – or during his many appeals. If that doesn’t work, a jailbreak is another way to get Hardin out – something Hardin tried himself over and over again. With a little outside (or inside) help, he could manage it.

## TURNING POINTS

What if Hardin had chosen to celebrate his birthday back at camp? He might not have encountered Webb, and his brother and friends would not have been killed by the mob. With his brother alive and with less pressure from the law, Hardin might never have served jail time.

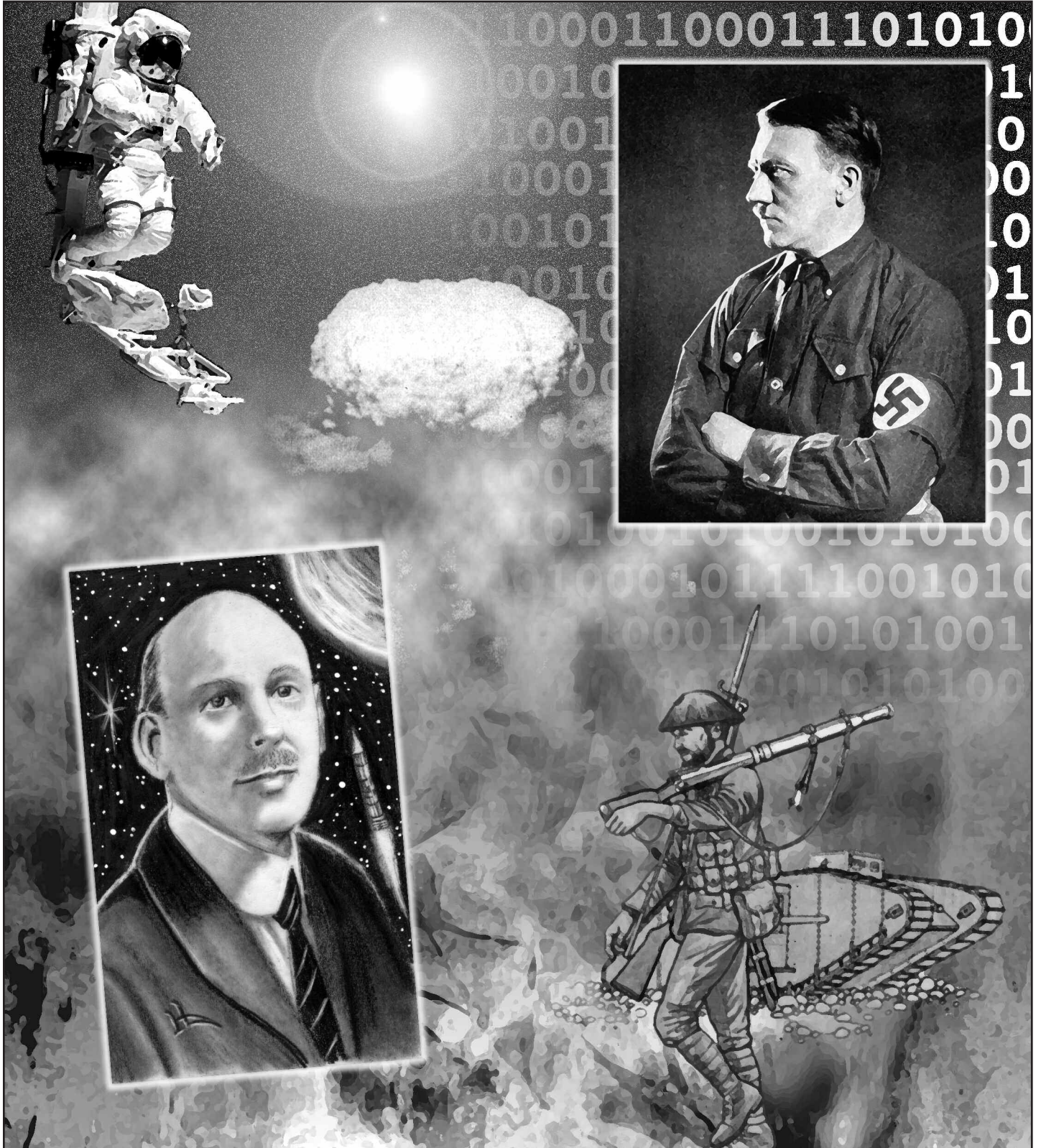
A second possibility emerges once Hardin is imprisoned. What if one of his escape attempts succeeded? Instead of dying a successful lawyer, he might have traveled back East, or haunted the badlands of Texas. Hardin was not a bandit, just a killer; he would probably survive by taking cowboy jobs or gambling. He would be sure to try and visit Jane Bowen, making her excellent bait for someone trying to catch him. If Hardin escaped and took Bowen with him, she should count as a Dependent.

## WES LIVES?

Hardin died an ignominious death, shot in the back of the head. Thus, he is an excellent candidate to become a Ghost or Revenant (see *GURPS Undead*). Selman died several months later, shot four times by U.S. Marshal George Scarborough, a man known to both Selman and Hardin. Selman and Scarborough had been friends, but they fell out suddenly. Possession by the ghost of Hardin would explain many of the inexplicable details of Selman’s death . . .



# The Twentieth Century





This chapter brings the book up to date, being dedicated to characters whose careers hit their peaks in the last hundred years.

## WHO MIGHT HAVE BEEN?

Of course, the century *could* have gone very differently . . .

### *Frederick Stuckard*

Frederick Stuckard (1892-1947) was merely the editor of a minor Berlin newspaper until 1922. That year, he started attending meetings of Communist groups, and was severely beaten when one was broken up by Nazi toughs. He reacted by speaking out against the growing Nazi party, and after Hitler's failed 1923 Beer Hall Revolution, people started to listen. He found just the right mixture of analysis and contempt to stigmatize the Nazis as brutes, and their support dwindled.

In 1925, Stuckard's Marxist leanings developed; he labored to help make leftist politics palatable to the mass of Germans. He blamed capitalism for the Great War and the Versailles Treaty; after the economic collapse of 1929, most Germans agreed with him. In 1930, a revolution replaced the Weimar Republic with the German Communist Union. Staying out of government, Stuckard remained outspoken, openly opposing Germany's near-merger with the U.S.S.R. in 1947. When he was killed later that year, "capitalist agents" were blamed (though many conspiracy theories suggest Stalin was responsible).

— Joe Taylor



### *Police Constable Booth*

In 1936, 19-year-old Constable Victor Booth was off-duty in a Cambridge park, where he encountered the mathematician Alan Turing. Turing made a homosexual approach to him; at this time homosexuality was illegal in Britain. Booth arrested Turing, who was convicted, but committed suicide before sentence could be passed.

Without Turing, British attempts to crack the German Enigma codes were far less successful, and the consequences snowballed; Britain ultimately lost the Battle of the Atlantic. On the brink of starvation, Britain sued for terms in 1941. "Pacifying" Britain tied up Germany for years, during which time the Russians and Americans put aside their differences and assembled forces that could destroy the Reich. Japan stayed neutral, playing both sides against each other, and eventually dominated China and most of the Far East. The war ended in 1947, with the nuclear bombing of Berlin, Hamburg, and the Ruhr.

Booth became a resistance leader in Cambridge from 1941 to 1945. Ironically, one of his main activities was arranging the escape of Jews, homosexuals, and other "undesirables." He was eventually caught and executed by collaborationist authorities.

Today, the shaky U.S.A./U.S.S.R. alliance confronts the Asian Co-Prosperty Sphere; the European Socialist Union is dominated by the U.S.S.R. Booth is mentioned in numerous books about the Resistance; Turing is largely forgotten. Computer development was slowed considerably at first, but, oddly, bypassed several blind alleys in later years.

— Marcus L. Rowland

### *Michael Potter*

Born in Iowa in 1915, Michael Potter attended college intending to study Southeast Asian anthropology. His dreams were realized, after a fashion, with the entry of the U.S.A. into WWII. Potter became an OSS advisor to the Vietnamese insurgents, and his academic knowledge developed into a more colloquial understanding.

When Japan surrendered in 1945, Potter and his friends expected Vietnam to be given independence — but the Truman administration, mostly concerned with bolstering the French against Communism, let Ho Chi Minh's revolutionaries languish. Seeing the misconceptions and fears behind this policy, Potter traveled to Washington in 1947 to lobby for the Vietnamese. Emphasizing their willingness to form a democratic nation and the danger of pushing them toward China, Potter gained aid and support.

With a strong partner in Vietnam, including the navy base at Cam Ranh, the U.S. was easily able to oppose Communist forces in Laos and maintain a credible threat against China, leading to the successful prosecution of the later Korean and Taiwanese wars. Potter died in 1978, his barely-recognized legacy the democratic nations of Vietnam, Korea, Taiwan and Laos.

— Alexander Shearer



# Theodore “Teddy” Roosevelt | Total Points: 165

Born 1858; died 1919.

Age 43; 5'6"; 200 lbs. A muscular, energetic man with light brown hair and piercing blue eyes shining out from behind pince-nez glasses, and gleaming white teeth put on display whenever he smiles.

<b>ST:</b> 10 [-]	<b>DX:</b> 12 [20]	<b>Speed:</b> 5.75
<b>IQ:</b> 14 [45]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 5		

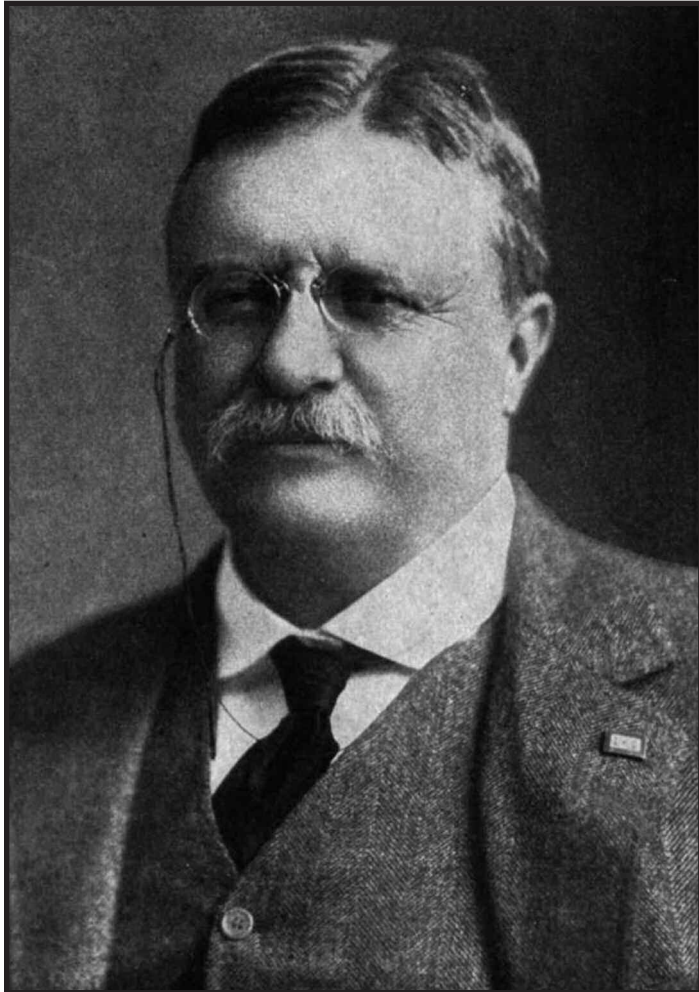
## Advantages

Charisma +3 [15]; Fit [5]; Reputation +2 (National hero, in America) [5]; Reputation +1 (Internationally respected figure) [5]; Status 7\* [30]; Strong Will +3 [12]; Wealthy [20].

\*Includes +1 from Wealth.

## Disadvantages

Bad Sight [-10]; Bad Temper [-10]; Code of Honor (Gentleman's) [-10]; Impulsiveness [-10]; Sense of Duty (to the U.S.A. and its citizens) [-10]; Stubbornness [-5].



## Quirks

Characteristic expression – “Bully!”; Likes strenuous activity; Overwhelmingly boisterous; Slightly careless with money. [-4]

## Skills

Administration-13 [1]; Area Knowledge (Cuba)-13 [½]; Area Knowledge (New York)-14 [1]; Area Knowledge (North Dakota)-13 [½]; Area Knowledge (U.S.A.)-13 [½]; Boating-10 [½]; Bard-15 [½]; Carousing-9 [½]; Guns/TL6 (Rifle)-14 [1]; Boxing-13 [4]; Diplomacy-12 [1]; History-15 [6]; Lasso-10 [½]; Law-11 [½]; Leadership-16 [1]; Literature-14 [4]; Naturalist-16 [8]; Politics-17 [8]; Riding (Horse)-14 [8]; Swimming-11 [½]; Savoir-Faire-16 [0]; Tactics-13 [2]; Wrestling-11 [1]; Writing-15 [4].

## Languages

English (native)-14 [0]; French-12 [½]; Latin-13 [1]; German-12 [½]; Greek-12 [½].

This is Roosevelt in 1901, just after he has become president; in earlier years, his physical attributes would be those of a good amateur athlete (albeit one who started skinny and asthmatic). He has become a somewhat legendary figure; a cinematic version would have higher attributes and more and higher skills.

Roosevelt's recollection of *anything* he had ever read was apparently phenomenal; Eidetic Memory might actually be justifiable. His Sense of Duty would of course cover his family; they would be unlikely to get into danger, and so are not classed as Dependents.

## BIOGRAPHY

As a child (born in New York City), Theodore Roosevelt was afflicted with asthma and a frail physique. Exhorted by his father to “make your own body,” he built up his physical fitness through sheer willpower and determination. By the time his father died in 1878, Roosevelt was a fine physical specimen.

At first, he was considered to be a very poor scholar. It turned out, however, that his problems were caused by undiagnosed poor eyesight. Soon after he was fitted with glasses he shot to the top of the class; he was elected to the prestigious Phi Beta Kappa honor society, and graduated from Harvard.

Roosevelt briefly spent some time studying law, but soon discovered that it bored him. So, instead, he became an arm-chair historian and published the first of a long series of books in 1882. At about that time he also began his political career, as a New York state assemblyman.

Then he suffered a double tragedy; his mother and his wife died on the same day. Seeking to escape his grief, he went out west to North Dakota and threw himself into ranching. But he couldn't stay away from politics, and within two years he was back in New York, running unsuccessfully for mayor and taking a second wife.

Over the next few years, he served as a Civil Service Commissioner, Police Commissioner, and Assistant Secretary of the Navy. Throughout this skyrocketing career, he consistently displayed two qualities: a burning desire to vanquish corruption and fight for the little guy, and an unerring ability to publicize himself and his crusades. Corrupt politicians disliked him intensely, but the man on the street loved him.

Roosevelt catapulted himself into the limelight during the Spanish-American War in Cuba. He resigned his office, volunteered for military service, and organized the cavalry force known as the Rough Riders. His position as national hero was secured when he led his Rough Riders in their successful charge up San Juan Hill. Returning from Cuba, he immediately made a successful run to be Governor of New York.

Roosevelt had been supported in this effort by New York's influential "king-maker," Thomas Collier Platt. However, the new Governor's successful efforts to expose corruption in New York politics (and his rather less successful efforts to clean it up), annoyed Platt so much that he decided to get rid of him – by making him Vice-President of the U.S.A.. In 1900, Roosevelt was elected as number two to William McKinley. A few months later, however, McKinley was assassinated by a crazed gunman, and Roosevelt was President.

Roosevelt's accomplishments in his two terms as President were legion. Among the more notable were his successful efforts at "trust-busting," the Pure Food and Drug Act, the establishment of the National Conservation Commission, the establishment of the National Park System, and the building of the Panama Canal. In the middle of this he also found time to become the first American to win the Nobel Prize, by mediating in the Russo-Japanese war.

Instead of resting after he left the White House, Roosevelt kept himself busy writing, traveling abroad, and acting as a sort of unofficial diplomat. By 1912, he got bored with that and ran for a third term as President, this time at the head of a third party called the Bull Moose (or Progressive) Party. However, he lost that battle. To take his mind off that, he went on a harrowing expedition into the Brazilian jungle, which damaged his health permanently. However, he kept active, supporting the allies in WWI and then opposing President Wilson's support for the League of Nations, and pushing himself at top speed until he died peacefully in his sleep on January 6, 1919.

## Encountered

The impression taken away by anyone who meets Roosevelt is of overwhelming energy and perpetual motion. The man is almost literally incapable of relaxing (his idea of "goofing off" is to indulge in some strenuous form of exercise). PCs expecting a dull, solemn meeting with the Chief Executive should be blindsided by encountering him in the most unusual places – up a tree, perhaps, or emerging from one of his notorious skinny-dips in the Potomac. His opinions are strong and honestly held, if sometimes crankish to modern eyes, and he will never be backward about expressing them. (Anyone expecting a 1990s liberal might be subjected to a diatribe about "race suicide" or the follies of amateur naturalists.)

Although he lost some elections, Roosevelt is a formidable political operator; he can make speeches on the stump, manipulate the new power of the media, or mediate among world leaders.

– Stephanie Rogers

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### Further Reading:

Brand, H.W.: *TR: The Last Romantic*.

Miller, Nathan: *Theodore Roosevelt, A Life*.

Morris, Edmund: *The Rise of Theodore Roosevelt*.

Roosevelt, Theodore: *An Autobiography*.

## WHAT IF?

Although there were many reformers attempting to protect the environment, alleviate the condition of the poor, and clean up politics, none of them enjoyed the political success of Theodore Roosevelt. An America whose history did not include him would be a lot dirtier and less safe. And there would be no teddy bears.

### MOMENTS OF TRUTH

During his run for a third term as president, Roosevelt was shot at by a would-be assassin. A long, verbose handwritten speech, tucked into his breast pocket, stopped the bullet and saved his life. Certainly, if a Cuban had got off a lucky shot at San Juan Hill, Roosevelt would never have made it to the Presidency. On a less bloody note, if McKinley had been saved from an assassin's bullet, Theodore Roosevelt might have had to be content with being the nation's most extraordinary Vice-President ever.

### IN (AND OUT OF) THE SHADOWS

Since Roosevelt takes the proverbial "bull in a china shop" approach to any problem, PCs attempting to enlist him on their side against the Forces of Darkness might find that he causes as many problems as he solves. On the other hand, his direct approach (his personal motto was "Over, Under, Through – But Never Around") might be a refreshing alternative to all the sneakiness and manipulation evinced by the minions of the Conspiracy.

### THE WILD SIDE

In a world whose history includes super-heroes, Roosevelt was as likely to fit a certain heroic stereotype as anyone; he was a superlative athlete, a brilliant scholar, and possessed of a strong, if very personal, sense of right and wrong. One can imagine him fighting the good fight for the little guy politically by day and more directly by night.

Alternatively, perhaps he was just a normal, ordinary human being – who just happened to have certain magical influences helping him out. What arcane lore did he discover while he was rubbing elbows with the American Indians in North Dakota? What terrible secret did he uncover on that awful trip into the Brazilian jungle?



Born c.1865; date of death unknown

Age mid-30s; 5'6"; 140 lbs. An Englishman – a “short, good-looking man with no indications of unusual strength,” with a large handlebar moustache, almost always wearing a coat draped over his shoulders as a cloak and a Derby hat, and carrying a walking stick if he is outdoors.

<b>ST:</b> 11 [10]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.25
<b>IQ:</b> 10 [-]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 7	<b>Block:</b> 5

## Advantages

Attractive Appearance [5].

## Disadvantages

Odious Personal Habits (Bragging) [-5].

## Quirks

Claims credit for others' ideas; Exaggerated idea of his own abilities; Jingoistic; Pompous. [-4]

## Skills

Architecture/TL5-11 [4]; Boxing-10 [1]; Brawling-12 [2]; Cloak-10 [1]; Engineer/TL5 (Civil Engineering)-13 [10]; Fencing-9 [½]; Judo-12 [8]; Performance-10 [2]; Savoir-Faire (Dojo)-10 [1]; Short Staff-11 [4]; Teaching-10 [2]; Wrestling-11 [2]; Writing-10 [2].

## Languages

English (native)-10 [0]; Japanese-9 [1]; Portuguese-8 [½].

This represents Barton-Wright around 1900 or just after, when he was most influential. His language skills are based on his known travels; he is assumed not to be particularly good in most of the fighting styles he studied, but could plausibly be upgraded a little – giving him the full Judo or Jujutsu packages from *GURPS Martial Arts* would be quite reasonable. Most records of his life and career were lost in bombing during WWII, and details of his earlier and later activities are unknown. His written comments about “foreigners” could justify giving him Intolerance, but in fact he sustained a career working abroad, so this aspect of his personality has been left at the quirk level.

## BIOGRAPHY

At the end of the nineteenth century, Japan went through a period of rapid industrialization which required the services of Western engineers, many from Britain. Japanese arts and crafts were extremely fashionable in Europe, and there was great curiosity about all aspects of Japanese culture, including martial arts. Some visiting Westerners naturally sought instruction, most notably at the dojo of the Tenjin Shinyo Ryu, which welcomed foreign students. Amongst them was E.W. Barton-Wright, a civil engineer.

Barton-Wright worked in Japan from 1891 to 1899, and toward the end of his stay trained under the Sensei Yukio Tani, aged 19. When he returned to Britain he persuaded Tani and his older brother to accompany him, with the aim of setting up a martial arts school in London. Their motives for accompanying him are obscure, Yukio Tani may have gone along because there were few opportunities for a young Sensei in Japan; his brother's reasons are unknown.

Once in Britain Barton-Wright began to publicize “his” martial art, christened “Bartitsu,” with articles and photographs in various magazines. Sir Arthur Conan Doyle read them, and immortalized “Bartitsu” as “Baritsu” when he wrote the Sherlock Holmes story “The Empty House” in 1903. Between 1899 and 1901, Barton-Wright also opened the “School of Arms and Physical Culture” near Piccadilly Circus.



Barton-Wright placed little emphasis on safety and restraint; most of the moves shown in his articles could cause serious injuries if carried out too vigorously. His claims for Bartitsu were grandiose: “it . . . will be of inestimable advantage when occasions arise when neither boxing, nor wrestling, nor any of the known modes of resistance is of avail . . .”; in fact Bartitsu was Jujutsu, with its philosophies de-emphasized and dubious “improvements” added; moves which seem more appropriate to a night-club bouncer than a martial art, such as the use of coats to entangle opponents. Later it incorporated a form of single-stick fighting using walking sticks, originally developed by a Swiss professor of arms, M. Vigny.

Bartitsu was unpopular – Barton-Wright’s changes deterred sportsmen interested in authentic Jujutsu – and the school closed within a few months. He tried to make money by staging Jujutsu displays in music halls; Tani’s brother promptly denounced this abuse of the art and returned to Japan.

Tani agreed to take part in the show and stayed on in Britain, and became friendly with another performer, William Bankier, an expert on muscle-building and wrestling. Bankier was fascinated by Jujutsu, and in 1903 he persuaded Tani to leave Barton-Wright and work with him instead. In 1904 they set up the British Society for Jujutsu.

Barton-Wright dropped out of the British Jujutsu scene shortly after his split with Tani. He later claimed that Tani had challenged him to a fight after demanding more money, and lost; no one who knew Tani’s abilities was prepared to believe him. Little is known of his subsequent career.

### ***Barton-Wright in History***

Barton-Wright is largely forgotten today, and was mostly important for his role in popularizing martial arts and bringing Jujutsu to Britain. His writing is utilitarian, largely aimed at publicizing his “school,” and includes pieces on strong-man tricks, stick-fighting, and Bartitsu itself.

### ***Tani’s Later Career***

Yukio Tani remained in Britain for the rest of his life, retiring in 1937 after suffering a stroke, and dying in London in 1950, aged 69; he was revered as the founder of martial arts in Britain. An encounter with Tani might also be interesting; his youth belied his skills, which undoubtedly exceeded Barton-Wright’s, and he would probably be a much more formidable ally or enemy. It is possible that he trained British agents during the First World War; his pupils taught Jujutsu techniques to British spies and commandos during WW2.

### ***Barton-Wright Encountered***

Barton-Wright seems to see the martial arts as a get-rich-quick scheme, not a way of life. He might be encountered at a gymnasium, or presenting a display of Jujutsu tricks at a music hall; he has a habit of challenging wrestlers and other fighters to a “friendly” bout. His writing disparages foreigners, even those who developed the martial arts he uses, and this is likely to be true of his conversation and behavior too. He isn’t an exceptional martial artist, but he is at least competent in a range of techniques; his exhibition bouts impress audiences of the period (who have mostly never seen oriental-style fighting arts before).

– Marcus L. Rowland

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#### ***Further Reading:***

*Pearson’s Magazine* January 1889, March-April 1899, and January-February 1901, included Barton-Wright’s original articles, which are reproduced on the *Forgotten Futures* CD-ROM; see <http://www.ffutures.demon.co.uk> See also various articles on the Martial Arts web ring.

(Author’s note: Alex Stewart unearthed many details used in this piece and in my original article on Barton-Wright, published in *Valkyrie* magazine, issue 12.)

Barton-Wright’s contribution to history is small, but he did help bring Japanese fighting skills to the West, which may have had some subtle cultural and military implications. He might have a place in a conspiratorially-minded campaign as an agent of a faction who want to spread such skills and their associated philosophies (or to cheapen and trivialize them). On these terms, the disappearance of most records of his life in wartime bombing seems *terribly* convenient; presumably, that phase of his work for the Conspiracy was over, and he moved on to other tasks.

In some period campaigns, he might be depicted as the expert martial arts teacher he claimed to be, and a certain Consulting Detective might sometimes come down from Baker Street to learn useful tricks in his gymnasium.

### **BARTITSU AS A MARTIAL ART**

Barton-Wright failed in his attempts to establish Bartitsu as a new martial art; what if he had succeeded, and Bartitsu became a British school of Jujutsu? Barton-Wright’s excessive claims, and the inclusion of stage strong-man trickery in his shows, suggests how a cinematic version would look. For a rather silly variation, it’s possible to imagine Bartitsu acquiring its own rituals, replacing those dropped by its founder; a tea ceremony incorporating cucumber sandwiches, thrown hats, and umbrellas used as throwing weapons or stick substitutes. (John Steed is obviously an initiate of the school.) The *GURPS Martial Arts*-style package might look like this:

*Primary Skills:* Brawling, Judo.

*Secondary Skills:* Cloak, Short Staff (in the non-Cinematic version).

*Optional Skills:* Boxing, Fencing, Lifting, Performance, Running, Stage Combat, Tournament Law (for Boxing, Judo, and Wrestling), Wrestling, Wrestling Sport.

*Maneuvers:* Arm/Wrist Lock, Head Butt, Head Lock, Knee Strike.

*Cinematic Skills:* Immovable Stance, Power Blow, Push, Short Staff.

*Cinematic Maneuvers:* Enhanced Parry is available but optional, and can be taken with bare hands and/or walking stick.

Total base cost of the art is 6/10 points. Short Staff skill is used with a walking stick (treat as a baton); alternatively, use some kind of sword skill for this. Coats used as weapons by this school are designed for combat, probably hemmed with sewn-in weights for even balance, and can be equal to a light or heavy cloak. Umbrellas and sticks would also be weighted appropriately.



# Harry Houdini

Total Points: 367½

Born 1874; died 1926.

Age 49; 5'5"; 160 lbs. A fit man with blue eyes and black, graying, wavy hair, dressed in fine clothes (wrinkled if not performing), or swimwear for some escapes.

**ST:** 12 [20]   **DX:** 15 [60]   **Speed:** 6.5  
**IQ:** 12 [20]   **HT:** 13 [30]   **Move:** 8  
**Dodge:** 6

## Advantages

Breath-Holding x1 [2]; Charisma +2 [10]; Collected [5]; Extra Arms x2 ("legless" when in use, -35%; Clumsy and lack opposable thumbs, -40%) [5]; Filthy Rich [50]; Fit [5]; Manual Dexterity +2 [6]; Reputation +2 (Celebrity) [10]; Status 2\* [5]; Temperature Tolerance x1 [1].

\*Includes +1 from Wealth.

## Disadvantages

Broad-Minded [-1]; Claustrophobia (Mild: Only when no method of escape, -50%) [-7]; Compulsive Generosity [-5]; Fanaticism (to himself) [-15]; Intolerance (Charlatans) [-5]; Motion Sickness (seasickness only, -50%) [-5]; Reputation -2 (A threat, among spiritualists) [-3]; Secret (Techniques) [-5]; Self-Centered [-10]; Workaholic [-5].

## Quirks

Avid collector and boxing fan; Destroys photos of people he's angry with; Health nut (but loves sweets); Mildly dyslexic; Slovenly. [-5]

## Skills

Acrobatics-14 [2]; Acting-14 [6]; Animal Handling-9 [½]; Area Knowledge (Australia)-11 [½]; Area Knowledge (Europe)-13 [2]; Area Knowledge (New York City)-12 [1]; Area Knowledge (North America)-13 [2]; Bicycling-14 [½]; Boxing-13 [½]; Breath Control-17 [28]; Detect Lies-12 [4]; Driving (Automobile)-13 [½]; Engineer (Diving Equipment)-9 [½]; Engineer (Magician/Escape Equipment)-15 [10]; Escape-21 [48]; Fast-Talk-12 [2]; First Aid-11 [½]; Hard-Hat Diving-10 [½]; Holdout-23 [18]; Lockpicking-21 [20]; Mechanic (Prop Plane Engine)-12 [2]; Mechanic (Security Devices)-12 [2]; Merchant-10 [½]; Occultism-12 [2]; Performance-13 [2]; Performance/Ritual (Spiritualism)-15 [6]; Photography-10 [½]; Piloting (Light Airplane)-13 [½]; Professional Skill (Advertising)-12 [2]; Professional Skill (Magician)-18 [14]; Professional Skill (Tailor)-11 [1]; Research-12 [2]; Running-12 [2]; Savoir-Faire-14 [0]; Sleight of Hand-17 [4]; Sports (Diving)-14 [1]; Stealth-13 [½]; Swimming-14 [½]; Theology-9 [½]; Typing-16 [½]; Video Production-11 [1]; Woodworking-13 [½]; Writing-11 [1].

All skills are at TL6 where appropriate.



## Languages

Hungarian (native)-12 [0]; Danish-10 [½]; English-15 [8]; French-10 [½]; German-11 [1]; Hebrew-10 [½]; Russian-10 [½]; Yiddish-10 [½].

## Maneuvers

Regurgitation (Holdout)-12 [16].

## Equipment

Houdini always carries lockpicks. He will usually have stage paraphernalia in his luggage.

This is Houdini around the time of his first attacks on fraudulent mediums. His skills cover knowledge of tricks and illusions, including both Western and Indian magic; Performance/Ritual covers the holding of séances. Individual illusions often combine skills such as Escape, Performance, Lockpicking, Sleight of Hand or Stealth. His "Extra Arms" are his feet, which he has trained to perform simple tasks; GMs should assign reasonable skill roll penalties to tasks performed with toes rather than fingers, but note that Houdini could achieve a fair amount with them. Regurgitation is a Hard Maneuver, defaulting to Holdout-20, which allows him to swallow and regurgitate objects at will.

He might well have the Glory Hound disadvantage, save that he is *not* dangerously overconfident, but is meticulous about preparation. His Secret reflects the fact that, if the public knew how he did his tricks, he would lose audiences and be inconvenienced.

## THE DARK SIDE

Houdini went through periods of dire poverty in his early days, and almost gave up his stage career. What if he had been amoral or desperate enough to pursue a less scrupulous line of work? Given his unparalleled abilities to pick locks, he would have made a formidable thief, and even if the police could capture him, he could have found a means of escaping virtually any jail.

Or what if a less scrupulous Houdini had used his powers of illusion to set himself up as a psychic or medium? With his charisma, he could easily have become a cult leader, a position the attention-loving Houdini would relish. At the worst, a cult led by the death-fascinated Houdini, his ego bolstered by his followers, might slip toward a terrible, apocalyptic destiny.

(While on the subject of crime; when he died, Houdini was planning a campaign against crooked gambling as his anti-spiritualist activities lost popularity. The interests that he might have offended in the 1920s would make interesting foes for him and PCs associating with him.)

## THE CURSE OF MARGERY CRANDON

In 1924, Houdini joined a committee formed by the magazine *Scientific American* to investigate mediums, with a prize of \$2,500 for any they could not prove a fraud. One candidate was Mina “Margery” Crandon, who, accompanied by her “spirit brother” Walter, could blow a “spirit trumpet,” ring a bell, and manifest “ectoplasm,” all while imprisoned in a wooden box. After several séances, the committee was split on whether to award her the prize, angering Houdini who believed he had deciphered her methods. (In 1926 *Scientific American* denied her the prize on a split decision.) After Houdini exposed her, Crandon’s supporters prophesied that he would die within a year. But was Crandon’s curse *real*? Was Whithead, the man who punched the escape artist, something more than an impulsive brute – perhaps a spiritualist operative trained in Deathtouch, Hand of Death or Pressure Secrets?

## MAGICIAN AMONG THE SPIRITS

Houdini became a Mason after his crusade against spiritualism began, and attained the rank of Master in only two years – a useful hook for conspiratorial games. If left as an opponent of the supernatural, he might make a good Patron for investigative *GURPS Horror* PCs. (He had an expansive occult library, and H.P. Lovecraft (p. WWi122) was one of his ghost-writers.)

His physical attributes are minimums; depending how much of his legend the GM wishes to include, they could be higher, especially when he was younger. Note also that in his youth, his grasp of English was markedly weaker, and before her death in 1913, he had a strong Sense of Duty to his mother. His wealth level was low early in life, but rose rapidly as his career took off.

In 1924, Houdini can gain an Ally Group of anti-spiritualist operatives, his negative Reputation might turn into an Enemy (numerous mediums filed lawsuits), and his Performance/Ritual skill increases.

## BIOGRAPHY

Harry Houdini was born Ehrich Weiss to a poor Jewish family in Hungary (not, as he later claimed, Wisconsin). When they traveled to America, Ehrich quickly showed a penchant for trickery and performance. In 1891, he read the memoirs of Robert-Houdin, a French magician; he and a fellow factory worker then formed “The Brothers Houdini.” His brother Theodore replaced his partner, and the two traveled the Midwest. Harry eventually went solo at a dime museum, where he met his wife Bess in 1894. The couple toured, performing whatever shows would bring in money; at one point, he posed as a medium, but the faith of his patrons frightened him. Houdini discovered a talent for escape artistry, often challenging local police departments to try and keep him locked up.

In 1899, Houdini went into vaudeville, soon dominating the theatres. He traveled to Europe in 1900, and became a sensation, constantly developing new illusions and escapes. In 1905, he began a world tour, spending most of his time in Europe or the U.S.A., where he had a residence in New York. He developed a brief obsession with aviation in 1909-10, becoming the first man to fly an airplane in Australia.

In 1913, Houdini channeled his energy into motion pictures, writing, and his large library, without huge success in his new careers. When his mother died, he became interested in spiritualism, and in 1922, he befriended Sir Arthur Conan Doyle, a staunch supporter of the movement. Doyle’s wife supposedly contacted Houdini’s mother, but he became disillusioned when the “spirit” spoke English, which his mother barely understood. By 1924, Houdini had become spiritualism’s greatest foe and began a crusade of exposing mediums as frauds.

Houdini continued to tour, attacking spiritualism and performing his stage show. On October 22, 1926, a college student punched him in the stomach to test his reputed ability to withstand such blows, not realizing that Houdini needed to be prepared. His appendix ruptured, but Houdini continued to push himself; he developed acute peritonitis, and died on Halloween.

## Encountered

Houdini is charming, and most people like him at first. However, he is actually an egomaniac who holds grudges. He prefers to be called an “escape artist” rather than a magician, and to be addressed by his adopted last name. If asked, he will gladly perform a few tricks (but he dislikes Indian magic). His interests border on the macabre; he is fascinated by criminals, death, insanity, museums, and children (especially twins). He would likely be thrilled to encounter supernatural forces that he could not disprove, probably seeing them as a means of contacting his mother.

In spite of appearances, Houdini actually leaves little to chance. His shows are prepared (and skillfully publicized) in advance, even “challenges” often being scripted. He talks his way out of immediate dares, researches locations, and prepares and sometimes plants what he needs for a trick. His mentalist acts are researched using town records and gossip.

– Brian C. Smithson

## Further Reading:

Meyer, Bernard C., M.D.: *Houdini: A Mind in Chains*.  
Silverman, Kenneth.: *Houdini!!!: The Career of Ehrich Weiss*.



# Sir Winston Churchill

Total Points: 176½

Born 1874; died 1965.

Age 65; 5'8"; 210 lbs.; a stolid Englishman with receding red hair, blue eyes, and a "bulldog" visage.

**ST:** 11 [10]   **DX:** 12 [20]   **Speed:** 6  
**IQ:** 14 [45]   **HT:** 12 [20]   **Move:** 3  
**Dodge:** 3

## Advantages

Charisma +1 [5]; Less Sleep ×2 [6]; Longevity [5]; Status 7\* [30]; Strong Will +2 [8]; Wealthy [20].

\*Includes +1 from Wealth.

## Disadvantages

Addiction (Cigar-smoker) [-5]; Bad Sight [-10]; Fat [-10]; Impulsiveness [-10]; Overconfidence [-10]; Reputation -1 (Clever but erratic) [-5]; Sense of Duty (England) [-10]; Stubbornness [-5].

## Quirks

Bully; Enjoys a drink or three; Prone to fits of depression (mostly unknown to the public); Slightly absent-minded; Trademark "V for Victory" sign. [-5]



## Skills

Administration-13 [1]; Architecture/TL6-12 [½]; Area Knowledge (Europe)-14 [1]; Artist-12 [1]; Bard-14 [1]; Diplomacy-15 [6]; Engineering/TL6 (Civil)-11 [½]; Fast-Talk-14 [2]; Gardening-13 [½]; Guns/TL6 (Pistol)-17 [8]; Guns/TL6 (Rifle)-16 [3 ½]; History-17 [10]; Games (Cards)-14 [1]; Intelligence Analysis/TL6-13 [2]; Leadership-15 [2]; Literature-12 [1]; Mathematics-12 [1]; Politics-15 [4]; Research-14 [2]; Riding-13 [4]; Sculpting-10 [½]; Sports (Polo)-12 [2]; Savoir-Faire-16 [0]; Savoir-Faire (Military)-14 [1]; Strategy (Naval)-15 [6]; Swimming-11 [½]; Tactics-13 [2]; Writing-18 [9].

## Languages

English (native)-18 [4]; French-12 [½].

This reflects Churchill in 1940, as he becomes prime minister of an empire at war. Most British Prime Ministers might be Status 6, but he currently has a pretty free hand with the empire's resources, and receives vast respect.

His Bard skill here will seem outrageously low to many, but the soul-stirring speeches that saw Britain through World War II actually reflected long hours the night before *writing* every word and annotating every gesture. Speaking extemporaneously, Churchill's oratory weakened, though he could wield a wicked quip.

His grasp of foreign languages was weak; he could *write* basic French, but his attempts to speak it verged on the comic – the level given is the minimum that *GURPS* permits. He is assumed to have forgotten any classical languages he learned in school.

Churchill seemed to retain his physical conditioning well into old age; a younger version would simply lose the Fat and Bad Sight disadvantages, and some skill levels. The fondness for drink might slip toward full-scale Alcoholism after the war, and he may have stayed in politics too long while his mental faculties were fading. His socially prominent ancestry in both England and the U.S.A. could rate as an Unusual Background.

## BIOGRAPHY

Regarded by some as the most able individual of the modern era, Winston Leonard Spencer Churchill arrived prematurely on November 30, 1874, in an English palace, to a syphilitic father who despised him and an American mother whose bed-hopping consumed most of her attention.

Young Winston earned marks so low that Sandhurst (the British equivalent of West Point) represented the best option open to the seventh duke of Marlborough's grandson. There he improved his scholarship, and he would continue pursuing knowledge throughout his life.

Commissioned in 1895, Churchill joined the Fourth Hussars in India, where he discovered his tastes for writing and politics. Deciding the latter required fame, he manipulated his mother's lovers and appeared at hot spots the world over, until a spectacular escape from a Boer POW camp in 1899.

Now a household name, he returned to England and won a seat in Parliament. Rapidly advancing in alliance with David Lloyd George, he pursued labor reforms with what would become his trademark gusto, alienating many of his noble relatives. The social cuts were salvaged in part by his 1908 marriage to Clementine Hozier, a romance that would endure till his death.

First Lord of the Admiralty when World War I broke out, Churchill championed the ill-fated Dardanelles offensive. He took the blame as an impulsive strategist, despite partial exoneration in 1917. Dismissed from naval authority, he joined the army and led in the trenches of Flanders.

After the war, as colonial secretary, he designed the Jewish state, drew the borders of Iraq and Jordan, and picked their rulers. He formed the Black and Tans that would terrorize Ireland, then turned around and championed Michael Collins and the Irish Free State treaty. Reversing his field proved habitual; losing three elections after Lloyd George's government fell in 1922, Churchill became a Tory and won in 1924. Appointed chancellor of the Exchequer, he returned Britain to the gold standard. Economics wasn't his forte. His career survived the resulting turmoil, but not his hard-line stance on India. He became a political pariah.

Primarily a back-bencher from 1931, the man who warned of Lenin's dastardliness began warning any who would listen of Hitler's perfidy. A placating government ignored him till German forces spilled into Poland. When the Wehrmacht turned from east to west, Neville Chamberlain resigned as prime minister. Parliament recognized that only one man could forge a wartime consensus. Churchill entered his and Britain's "finest hour."

The new prime minister drew on his trans-Atlantic relationships, courting President Roosevelt and the United States' manufacturing capacity. On December 7, 1941 he declared the war won after learning of the Japanese attack on Pearl Harbor, though the 'end game' would consist of 3 ½ years of playing second fiddle to American egos, courting a distasteful ally in Stalin, and scrambling to salvage the British empire.

While admiring Churchill the wartime lion, the voters ousted his government in 1945 while the war was still winding down, voting in radical social reformers to rebuild the country. Churchill returned to vilifying Communism while campaigning his way back to the prime minister's office by 1951. In 1953 he received the Order of the Garter, the Nobel Prize, and suffered a stroke that partially paralyzed him. Losing his battle to maintain U.S. relations, and his health, he resigned as prime minister in 1955. The world mourned him on January 24, 1965.

## Encountered

Churchill exhibited a wild, boyish personality to new acquaintances and old friends alike. He could cycle rapidly between bludgeoning, charming, and gruff. Most of all he wanted a visitor to *impress* him. He liked best those who knew best, or appeared to – glittering but unsound innovation often turned his head. He patronized the lower classes somewhat, forgiving gardeners while cashiering generals. As a commanding officer, his overindulged whimsy could drive a subordinate to vice.

– Gene Seabolt

## Further Reading:

Bonham-Carter, Violet: *Winston Churchill: An Intimate Portrait*.

Churchill, Winston: *My Early Life*, numerous other works.

Manchester, William: *The Last Lion*. This stunning work consists of two volumes (*Visions of Glory* and *Alone*) with a third, final installment in progress.

## HE HADN'T BEEN BORN?

A world without Churchill might churn right along till 1940. The British Empire's army in the Great War will have a few more bodies to feed into the Western Front meat-grinder, not having lost them in Turkey. The British economy might shine a little brighter between the wars (giving certain fringe politicians on the Continent that much more reason to hate and envy the empire).

Churchill becomes crucial in 1940. With Germany seemingly invincible, the British battled to maintain their trademark aplomb. Without Churchill's bulldog persona, his bombast, his finely honed words, how well would Britain have endured?

## GALLIPOLI HAD WORKED?

Nothing ever stained Churchill's reputation so thoroughly as his failed offensive to flank the Central Powers and roll up Germany in 1916. But the plan might have worked if not for timid admirals and inexperienced generals.

If it had worked *perfectly* – if the Great War had ended before the worst of trench warfare scarred Europe – the consequences would reverberate through the 1920s. Germany might avoid greater humiliations. Russians could still suffer imperial rule. Europe's military behemoth, France, would enter TL6 without much conception of armored warfare.

And Churchill might become a bit too full of himself, personally leading the Black and Tans to further excesses in Ireland. And the continent's differences would continue to simmer . . .

## THE SHADOW CABINET BECKONED?

Churchill, a Freemason from 1901 to 1912, loved a good secret. Perhaps his public offices conceal his *real* power. Why did he work against his own class before WWI? Why was he mobilizing the Royal Navy well before that war began? Why did he ignore advice in 1924, returning Britain to the gold standard?

And who was he signaling with those "V for Victory" gestures, anyway?

## REAL BLACK DOGS HOWLED?

Churchill called his fits of depression (rarely immobilizing enough to qualify as more than a *GURPS* Quirk) "black dogs." What if the night revealed real demon dogs, perhaps summoned by Nazi occultists? Churchill – flexible, brilliant, and grounded in his all-too-human ways – would serve as the perfect foil for supernatural horrors. He probably wouldn't regard them much differently from Nazis.



# Josef Stalin

Total Points: 120

Born 1879; Died 1953.

Age 61; 5'4"; A stocky man with a pockmarked complexion, brown hair and moustache, yellow-brown eyes, and a heavy Georgian accent to his Russian. His left arm is 3" shorter than the right, and the second and third toes of his left foot are attached to one another.

<b>ST:</b> 11 [10]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5.25
<b>IQ:</b> 12 [20]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 4	

## Advantages

Comfortable Wealth [10]; Reputation +3 (Power incarnate, among those who respect such for itself, 10-) [4]; Reputation +2 ("Uncle Joe," to the Allied general public, 10-) [2]; Status 8 [40]; Strong Will +4 [16].

## Disadvantages

Bully [-10]; Delusion (Believes his own "legend") [-5]; Jealousy [-10]; Paranoia [-10]; Reduced Manual Dexterity -3 (Left hand only, -60%), [-4]; Reputation -4 (Evil incarnate, to Soviet minorities and dissidents and their supporters) [-7]; Sadism [-15]; Secret (see below) [-10]; Self-Centered [-10].



## Quirks

Binge drinker; Gets dinner guests drunk to ferret out truth; Lazy in routine matters; Physical coward; Writes important messages with prayer-like repetition. [-5]

## Skills

Acting-14 [6]; Administration-17 [12]; Bard-11 [1]; Detect Lies-13 [6]; Diplomacy-13 [6]; Disguise-11 [1]; Fishing-14 [4]; Guns/TL6 (Rifle)-12 [1]; Intimidation-17 [11]; Leadership-13 [4]; Net-8 [1]; Philosophy (Marxism)-11 [2]; Poetry-11 [1]; Politics-19 [16]; Spear-9 [1]; Strategy (Land)-10 [1]; Survival (Arctic)-13 [4]; Theology-12 [4]; Traps/TL5-12 [2]; Writing-14 [6].

## Languages

Georgian (native)-13 [1]; Church Slavonic-11 [1]; Russian-12 [2].

This represents Stalin in 1941, as the Germans bring World War II through his front door and the Allies hastily bury their differences. Power-worshippers are a large class, and the Allied general public and "Soviet Minorities" are small classes, as far as Stalin's usual encounters are concerned. As for his Secret; at any point in his adult life, *something* lurked in his background worth a good -20 points in unpleasantness if unveiled.

In fact, he sports what would be crippling disadvantages if he had lived in just about any other time or place; in most venues, someone would have realized just what sort of person he was, and never allowed him to rise to responsibility. In the Bolshevik movement under the Tsar, the general secrecy concealed his nature. Under Lenin's amoral rule, he thrived. Afterward, most everybody resonated with his ethos. Those who loathed it couldn't do a thing about it. Many reacted with awe instead - anybody who can get away with so much with so much impunity elicits respect, sometimes begrudged and sometimes not.

Stalin doesn't actually command much money; he wields power more directly. However, he eats better than most Soviet citizens; Comfortable Wealth reflects this.

## BIOGRAPHY

*Stalin cultivated a "legend," or series of careful lies enhancing his past performance. He and his flunkies thoroughly peppered official records (and Stalin's own beliefs . . .) with myth. Therefore, some of the following may be suspect. Much of it varies from the "truth" of the time.*

Josef Vissarionovich Dzhughashvili was born on December 21, 1879 in a humble Georgian village. His impoverished, drunken father beat him severely. His mother, a God-loving washerwoman, ground herself down providing for him.

She was the first and last person he ever truly loved. He developed an overwhelming sadism, and eventually tried to harm everyone that he could reach. Eventually, he could reach across a continent.

The young man attended a seminary, where he was introduced to Marxism. In a baffling, self-destructive gesture, he failed to appear for the equivalent of final exams. He circulated among the shadowy Marxists in the region. The intrigue suited his phlegmatic nature; he already knew how to bide his time and keep his mouth shut.

In 1900 his enthusiasm for misleading workers into bloody one-sided clashes with police cast him into disfavor. Between 1902 and 1913 the police arrested him about seven times. He usually escaped prison or exile easily, leading some to theorize that he informed for the authorities.

Working his way up the Bolshevik hierarchy, Stalin positioned himself as a henchman to Lenin himself. Till this point, he had experimented with a variety of “cover” names. By 1912 he settled on a derivative of the Russian word for steel: Stalin.

After he attached himself to the founding of *Pravda*, Stalin’s fortunes went into serious decline. The imperial authorities finally got fed up with their slippery, frequent guest, and shipped him to a Siberian exile from July 1913 to March 1917, where he trapped game and fished while his Marxist contemporaries studied their political philosophies.

Escaping yet again, Stalin returned to Petrograd. He quietly followed Lenin’s lead as the revolution fell into their laps. In the ensuing civil war, he displayed a determined urge to military glory but no taste for physical risk. A series of administrative posts culminated in his appointment as secretary general of the Central Committee in 1922. Till his death, this title would provide the basis for his dictatorship.

With the talents of a ward boss, Stalin wormed his way into personal control of the vast bureaucracies Lenin created. His over-intellectual rivals disdained such unromantic labors. Stalin did not take long to abuse his power once he became confident in it. Before his 1924 death, Lenin tried to scuttle Stalin’s career. Stalin likely responded by having an agent hasten Lenin’s demise.

Afterward, Stalin consolidated his power. By 1928 he instituted his state-run economy, creating purges and famine that killed up to 10 million. In 1934 he used the assassination of a chief rival (which he likely arranged himself) as pretext to purge the party officials who had brought him to power.

Germany’s invasion on June 22, 1941 shocked Stalin. At first he over-managed the war effort. He quickly learned to delegate. At points he stayed busy in high-level Allied meetings with Roosevelt and Churchill (p. 102). They, like so many rivals, underestimated the Soviet leader and allowed him to outwit them.

After the war, Tito’s defection in Yugoslavia led Stalin to order a round of show trials designed to bind the USSR’s satellites to its bosom. He reacted to British and U.S. suspicions by making them the arch-enemies he needed for public support. His internal terror campaigns once again mounted, along with his paranoia, in Stalin’s declining years. He died suddenly on March 5, 1953, conveniently, as he was about to start a purge that would have targeted his senior subordinates.

## Encountered

Stalin can pretend to be the good-natured teddy bear of his “Uncle Joe” image when it suits his needs. Among those who know him, he tends to bully and bluster.

– Gene Seabolt

### Further Reading:

Payne, Roger: *The Rise and Fall of Stalin*.

Volkogonov, Dmitri: *Stalin: Triumph and Tragedy*.



## STALIN NEVER EXISTED?

Erase Stalin, and the odds are that *anyone* who takes his place as Lenin’s successor would be more humane. The Soviet Union would remain grim, but not as grim – and it might provide the masses just enough hope to get them working, giving capitalism a run for its money. A well-administered U.S.S.R. offers a cascade of potential. If all the funds invested in ICBMs and T-72s had gone to basic research, one might almost imagine its 2000 Olympic athletes sporting TL8 biotech developed on Trotsky Station orbiting Jupiter.

For an even greater shift, an alternate twentieth century might retain an Imperial Russia – with a grim, sainted Father Dzhugashvili rising in the Orthodox Church . . .

## HE STRUCK FIRST?

Some – not many, but a dedicated few – students of WWII insist that the Germans penetrated the U.S.S.R. so easily because the Soviet “defense” forces were actually poised to spring their own offensive. What if Stalin *had* struck first? Would Churchill (p. 102) have suspended offensive operations and let these two evils tear each other up? Would Hitler (p. 110) have redeployed even more forces eastward, shutting down the western war? Would the Japanese have rethought starting anything new with such an aggressive neighbor to their north? As a one-front affair, WWII could have dragged on much longer. Hitler could eventually have toppled and been replaced by something very different. And an unsavaged Soviet Union could have deployed a jaw-dropping war machine that much more quickly.

## TWO PLAY HIS GAME?

Any campaign featuring Stalin is already illuminated; the man practically invented Soviet-style conspiracy. A game might send agents of a Western conspiracy to seize some MacGuffin from what appears to be this Communist rube. Let them discover for themselves how well Stalin mastered Byzantine administration, gray zones of influence, back-door power-brokering, and all the other tools of the Illuminati’s trade.

## GREAT MINDS MEET?

While something like Stalin the Greater Wyrn Magus could provide a good deal of fun in a campaign incorporating the supernatural, he might provide even more drama as a human ally of the netherspawn. Who better to negotiate on equal footing with the Devil himself than the man who signed a pact with Hitler? Sure, the Nazis caught him a little flat-footed there, but history shows he learned from it – and are there *any* contract terms that would make Stalin flinch?



# Robert Goddard

Total Points: 67½

Born 1882; died 1945.

Age 48; 5'9"; 110 lbs.; a balding, mustached middle-aged man with a chronic cough, dressed like either a professor or a mechanic.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 4.5
<b>IQ:</b> 14 [45]	<b>HT:</b> 8 [-15]	<b>Move:</b> 4
<b>Dodge:</b> 4		

## Advantages

Ally (Charles Lindbergh, 9-) [5]; Comfortable Wealth [10]; Manual Dexterity +1 [3]; Status 1 [5]; Strong Will +1 [4]; Tenure [5].

## Disadvantages

Absent-Mindedness [-15]; Code of Honor (Scientist) [-5]; Shyness (mild) [-5]; Skinny [-5].

## Quirks

Calls his rockets "Nell"; Cigar smoker; Dislikes publicity; Not a team player; Reads science fiction. [-5]

## Skills

Accounting-12 [1]; Area Knowledge (Massachusetts)-14 [1]; Armoury (Rockets)-12 [½]; Astronomy-12 [1]; Chemistry-13 [2]; Electronics (Communications)-13 [1]; Electronics Operation (Communications)-12 [½]; Engineering (Reaction Drives)-18 [12]; Glassblowing-9 [1]; Mathematics-12 [1]; Mechanic (Reaction Drives)-15 [2]; Metallurgy-12 [1]; Meteorology-13 [1]; Musical Instrument (Piano)-11 [½]; Physics-15 [6]; Research-14 [2]; Savoir-Faire-15\* [0]; Teaching-14\* [4]; Writing-14 [2].

\*Includes -1 from Shyness.

All skills are at TL6 where appropriate.

## Languages

English-14 (native) [0]; French-12 [½]; German-12 [½].

## Equipment

Any place where Goddard lives will have a machine shop and an engineering laboratory. He commonly has substances such as gasoline and TNT available, and when preparing for a launch he will have a tank or two of liquid oxygen. Like any physical scientist or engineer of the time, he has the best slide rule he can buy.

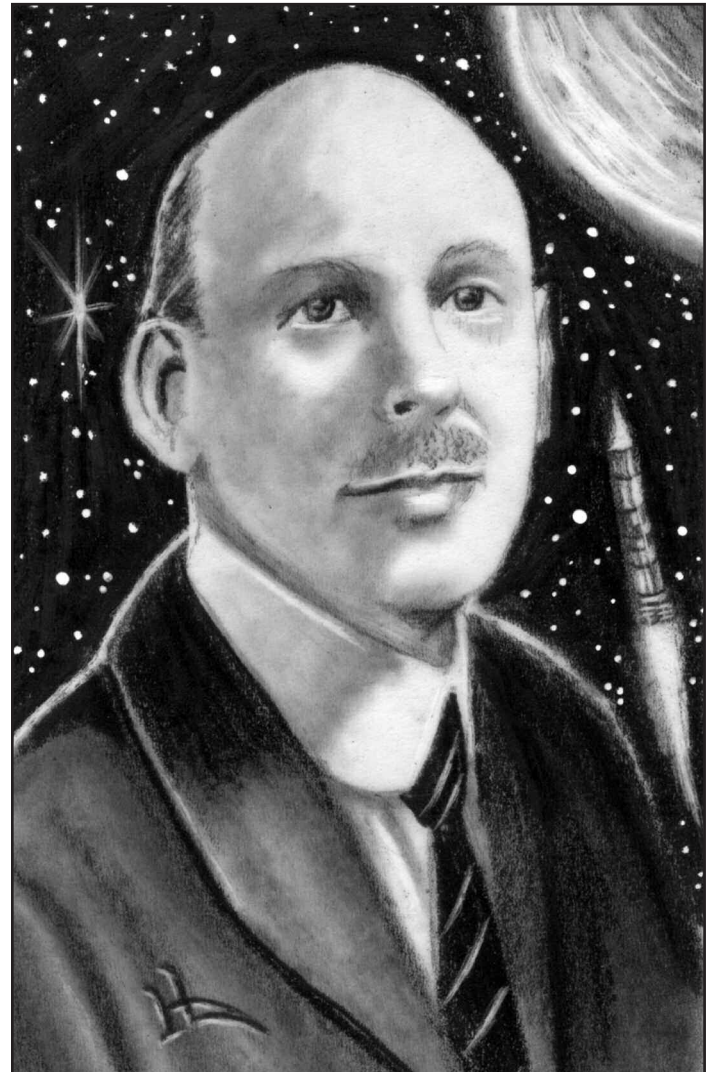
The above portrays Goddard just after he moved to Roswell, New Mexico, for the first time. At this point his research is better funded, by grants from the Guggenheim Fund, than at any other time in his life, thanks to his newly acquired ally Charles Lindbergh. A younger or older Goddard, though, will be different more in resources than in basic character; his life was all of a piece. His Code of Honor

is based on respect for scientific ethics; he will be scrupulously honest about experimental results, treat fellow-scientists with professional courtesy, and so on. He might be given the Workaholic disadvantage, and he suffers chronic poor health, primarily due to tuberculosis.

(GMs might note that removing Goddard from history would be embarrassingly easy for time travelers. Apart from the fact that he was chronically ill in childhood and nearly died in his 20s from tuberculosis, he spent his working life around explosives and combustibles. In most timelines, he probably died early.)

## BIOGRAPHY

Born in Worcester, Massachusetts, of solid Yankee stock, Robert Goddard exemplified the traditional New England qualities of inventiveness and independence. In his lifelong work in rocketry he was virtually the last solitary pioneer in an age when corporate teamwork became the typical source of new technologies.



## WHAT IF?

How would timelines where Goddard died young differ from ours? At minimum, “his” inventions would be made later, by more people. More dramatically, without his focus on solving practical problems, rocketry might have been seen even more as the domain of crazed enthusiasts, unworthy of serious investment. Perhaps the V2s would never fly. And without that precedent, neither intercontinental missiles nor space flight might have followed. The Cold War world might have been dominated by heavier bombers and faster fighters, with a few crazy pilots dreaming of flying out of the atmosphere.

### ROADS NOT TAKEN

Goddard’s doctoral dissertation was in solid state physics – on the phenomena later exploited in the point contact transistor. Suppose his interest was captured? He was involved in broadcasting in 1920 and might have found ways to apply his research. How would electronics have developed if the first transistors had been invented a quarter-century early?

World War II could have taken a different course. The first computers might have been more reliable; also, solid-state electronics encourages the development of high-purity materials, a major factor in atomic bomb development. Might the first bombs have fallen months earlier, on Germany and Japan?

And with Goddard’s care to keep control of his patents, he might have become wealthy. What kind of experiments might he have funded? Would he have become a pioneer of privately funded space flight, an eccentric recluse like Howard Hughes, or both? In a cinematic retrotech campaign, he might have a space station as his personal retreat.

### IMAGINATION AND MYSTERY

Worcester, Massachusetts, isn’t far from Providence, Rhode Island. What if Goddard met H.P. Lovecraft (see p. WWi122), another New England visionary? The two could be patrons in the right campaign – or for really brave players, PCs. For a really strange game, have Lovecraft bring in his friend R.E. Howard (p. 122), and Houdini, for whom he ghost-wrote (p. 100) – a combination of genius, skill, scholarship and imagination unique outside the pulps of the era.

Alternatively, it’s hard not to see significance in the location of Goddard’s research base: Roswell. In an illuminated or *GURPS Atomic Horror* campaign, there might be links between his rocketry and later mysteries. Perhaps Goddard’s rockets went higher than he revealed, and brought back visitors.

As a child and adolescent, Goddard had several long periods of illness and was often unable to attend school. He divided his time between solitary study from textbooks and dreaming of space flight. Throughout his life he celebrated October 19 as the anniversary of the day in 1899 when he climbed a cherry tree and had a vision of traveling to Mars, inspired by H.G. Wells’ recently published *War of the Worlds*.

Goddard majored in physics at the Worcester Polytechnic Institute; in 1911 he received his Ph.D. at Clark University, whose faculty he joined. In 1919, he became attracted to a secretary in the president’s office, Esther Kisk, aged 17; they were married in 1924. He began a long series of experiments in rocket propulsion, first with solid fuels and later with liquid oxygen and gasoline, leading to the first flight of a liquid-fuel rocket in 1926. (He actually would have preferred liquid hydrogen to gasoline, but at the time it was a laboratory curiosity, not an industrial product.)

Goddard’s research was initially funded by the Smithsonian Institution, which published his proposal as “A Method of Reaching Extreme Altitudes.” In 1929 he came to the attention of Charles Lindbergh, who persuaded the Guggenheim Fund for the Promotion of Aeronautics to support his work on a larger scale. He moved to Roswell, New Mexico, where he worked for most of his remaining life on larger rockets capable of reaching higher altitudes; one of his rockets broke the sound barrier in 1935. Offers from the newly formed Jet Propulsion Laboratory at Cal Tech had little appeal for him, as they would have meant giving up complete control of his own research.

During World War II, unable to persuade the military that his rocket research could have military value, he worked on JATO units in Annapolis. He died in 1945 of throat cancer, a few days after the Nagasaki atomic bomb was dropped.

## Goddard in History

Goddard was one of the three great pioneers in rocketry, along with Tsiolkovsky and Oberth. His work differed from theirs in its relentless focus on practical problems and refusal to speculate about future results – even though privately he dreamed of colonizing the solar system. Despite his reticence, he endured a certain amount of mockery in the press, but his work had enough credibility among scientists to surprise him several times. He patented his ideas, including liquid fuel rockets, multistage rockets, gyroscopic stabilization, and incidental concepts such as the maglev train; the United States government eventually paid \$1,000,000 for the right to use his inventions.

## Encountered

Goddard hates to talk about his work or his wilder dreams, both for fear of ridicule and because he is unwilling to help the competition get ahead of him – especially the German competition. However, a sufficiently ingenious technological concept may get him excited, after which the problem will be to get him to *stop* talking. He attends social events frequently, but his thoughts are often elsewhere, and he is likely to work himself into exhaustion and forget everything but his research.

– William H. Stoddard

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### Further Reading:

Heinlein, Robert: *Rocket Ship Galileo*.

Lehman, Milton: *Robert H. Goddard: Pioneer of Space Research*.

Ley, Willy: *Rockets, Missiles, and Space Travel*.



Born 1888; died 1957.

Age 45; 5'10"; 165 lbs.; a clean-cut man with blue eyes and black hair, dressed for exploration in an Eskimo-style reindeer parka with a high wolverine-fur collar, reindeer-hide pants and fur boots.

**ST:** 12 [20]   **DX:** 11 [10]   **Speed:** 5.75  
**IQ:** 13 [30]   **HT:** 12 [20]   **Move:** 6  
**Dodge:** 5

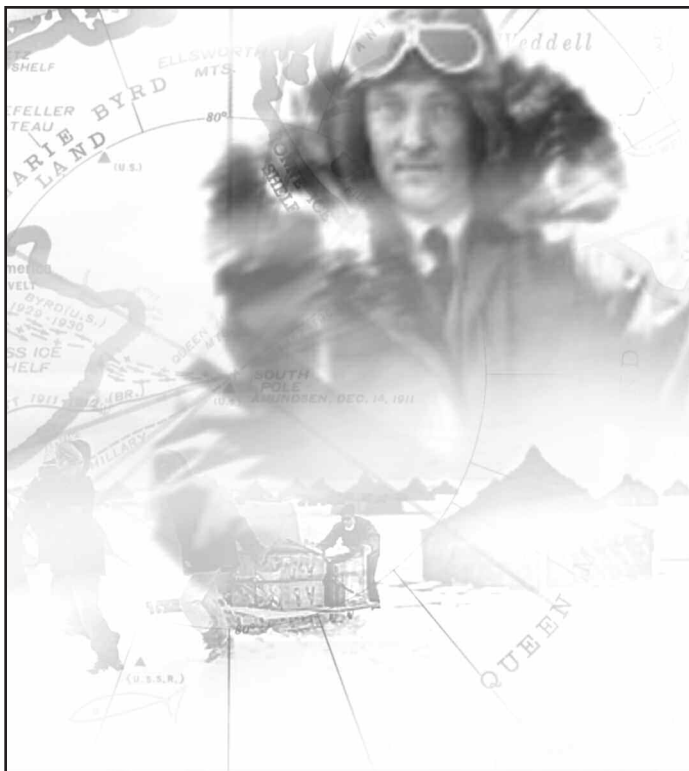
## Advantages

Absolute Timing (only to wake up, -50%; not available in times of stress, -30%) [1]; Administrative Rank 4 [20]; Attractive Appearance [5]; Charisma +1 [5]; Courtesy Rank 7 (Rear Admiral) [7]; Fit [5]; Reputation +1 (National hero, in America) [2]; Reputation +3 (World-famous aviator/explorer) [15]; Status 3\* [10]; Strong Will +1 [4]; Temperature Tolerance 1 [1].

\*Includes +1 from Administrative Rank.

## Disadvantages

Bad Temper [-10]; Code of Honor (Personal) [-10]; Compulsive Behavior (Concern for Safety) [-5]; Guilt Complex [-5]; Reduced Move [-5]; Reputation -1 (as a distant commander, among his men, 10-) [-1]; Sense of Duty (to his country and to anyone in immediate danger) [-10]; Uncongenial [-1].



## Quirks

Caffeine addict; Likes competition and novelty, dislikes formality; Humble, except with regard to his agility and strength; Loves animals, especially dogs; Prefers walking through snow to skiing. [-5]

## Skills

Accounting-12 [2]; Acrobatics-11 [4]; Administration-16 [8]; Area Knowledge (Antarctica)-22 [18]; Area Knowledge (Arctic Circle)-20 [14]; Area Knowledge (United States)-14 [2]; Armory (rifles and handguns)-11 [½]; Aviation-16 [8]; Bard-12 [½]; Bicycling-10 [½]; Boating-10 [1]; Brawling-10 [½]; Carpentry-12 [½]; Cartography-15 [0]; Diplomacy-11 [1]; Economics-11 [1]; Electronics Operation (Communications)-11 [½]; Engineer (Vehicles)-10 [½]; Games (Bridge)-12 [½]; Gunner (Cannon)-11 [½]; Guns (Machine Pistol)-14 [2]; Guns (Pistol)-10 [0]; Law (Military)-10/16 [1]; Leadership-16 [6]; Mathematics-13 [4]; Mechanic (Gas Engine)-12 [1]; Mechanic (Prop Plane)-12 [1]; Merchant-11 [½]; Meteorology-17 [10]; Navigation-20 [18]; Philosophy-10 [½]; Piloting (Autogyro)-12 [0]; Piloting (Heavy Airplane)-14 [0]; Piloting (Light Airplane)-16 [32]; Piloting (Ultralight)-14 [0]; Politics-11 [½]; Powerboat-10 [1]; Running-12 [4]; Sailor-13 [2]; Savoir-Faire-15 [0]; Savoir-Faire (Military)-15 [4]; Scrounging-13 [1]; Seamanship-12 [½]; Shiphandling-12 [2]; Skiing (Overland)-8 [½]; Sports (Football)-11 [2]; Sports (Snowshoeing)-9 [½]; Sports (Tennis)-9 [½]; Survival (Arctic)-20 [16]; Swimming-10 [½]; Tactics (Naval)-10 [½]; Teaching-11 [½]; Telegraphy-12 [½]; Wrestling-12 [4]; Writing-11 [½].

All skills are at TL6 where appropriate.

## Languages

English (native)-13 [0]; Spanish-11 [½].

This is Byrd on his second Antarctic expedition (1933). After his ordeal at Advance Base, he gains a half-point in Cooking, Electronics Operations (Communications) and Telegraphy, and kicks his caffeine addiction, but loses his Attractive Appearance and two points each from HT and ST. He would certainly qualify for Daredevil and High Pain Threshold in a cinematic campaign.

In the United States, his negative Reputation is replaced by one among his superiors and colleagues as a string-puller and nonconformist. His wealth varies between Struggling and Comfortable. In the U.S., he could rate as having Patrons – Edsel Ford, John D. Rockefeller, Jr., and the National Geographic Society – and gain a Duty to the Navy (possible reactivation).

His Code of Honor combines that of Virginia gentlemen (treat women as sacred; do not reveal your emotions; keep bodily functions and personal matters private) and parts of the Officer's Code of Honor (be tough but fair; bring honor to your service and country; look out for your men; wear the uniform with pride).

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**“I’ve been trying to analyze the effect of isolation on a man. As I said, it is difficult for me to put this into words. I can only feel the absence of certain things, the exaggeration of others. In civilization my necessarily gregarious life with its countless distractions and diversions had blinded me to how vitally important a role they really did play. I find that their sudden removal has been much more of a wrench than I had anticipated. As much as anything, I miss being insulted every now and then, which is probably the Virginian in me.”**

**– Journal, May 11**

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## BIOGRAPHY

Richard Evelyn Byrd, Jr., was an adventurer from the start – he had already traveled around the world and fought guerrillas in the Philippines before he attended the U.S. Naval Academy. He had to lie about a foot injury to get into the navy, and when he re-injured the leg, Byrd realized that his career was stagnant, and he retired from active duty.

During World War I, Byrd was trained to fly aircraft. He decided to make an attempt at flying the Atlantic and set out to improve navigational techniques to allow this, but at war’s end, the navy chose another pilot. He remained aviation’s most outspoken proponent, however, and successfully lobbied Congress to create the Naval Bureau of Aeronautics. Over the next few years, Byrd established air stations across the U.S. and lobbied for more support for aviation.

In 1924, Congress promoted Byrd to Lieutenant Commander. After one failed attempt, he flew over the North Pole in 1926 (although some have disputed this claim), and Congress awarded him its Medal of Honor and promoted him to Commander. He next set out to fly nonstop from New York to Paris, but due to setbacks, Charles Lindberg beat Byrd’s team by a month. Byrd then launched an expedition to Antarctica in 1928. From his camp, Little America, Byrd navigated over the South Pole and mapped vast tracts of land. Congress made Byrd a rear admiral, and he returned to Little America in 1934. His controversial decision to man Advance Base, an interior meteorological outpost, alone, nearly cost him his life – he suffered carbon monoxide poisoning, and only his subtle telegraphy slip-ups alerted Little America.

Byrd was no longer a hero; he was an institution, though his role in later Antarctic expeditions was minimized. During WWII, he went throughout the Pacific to find sites for air bases; then in 1946 and 1955, he accompanied the Navy’s Operation Highjump and Operation Deep Freeze to Antarctica. Byrd spent his last years lobbying for international coexistence in the Antarctic.

### *Encountered*

Byrd is a charismatic and reputable man, and most people like him. He believes strongly that a leader should distance himself from his men, however; coupled with his temper, this causes some to view him with disdain. He is fascinated by the unknown and pursues it willingly, and he insists on being in the thick of the action; he feels unhappy about leaving his family for this, and will admit as much, but doesn’t let it stop him.

*– Brian C. Smithson*

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### *Further Reading:*

Byrd, Richard E.: *Skyward, Little America, Discovery, Exploring with Byrd and Alone.*

Hoyt, Edwin P.: *The Last Explorer: The Adventures of Admiral Byrd.*

## WHAT IF?

### NUCLEAR WINTER

If Admiral Byrd was removed from history, aviation would be rather slower to become mainstream. The U.S. Air Force would take longer to form, and the many navigation techniques Byrd developed would have to be invented by others. The exploration of Antarctica would continue at a much slower rate, until someone else thought to employ airplanes. And without Byrd’s peace campaign, the Antarctic land race could easily have escalated into war. Moving World War II up a decade or two could make for some interesting alternate history scenarios.

### HOLLOW EARTH

Many UFO aficionados contend that Byrd discovered that the earth was hollow when he flew over the North Pole. Byrd was taken into the earth, they claim, and met with the aliens living there. Later, on his South Polar flight, the theory goes, he discovered another entrance to the Earth’s center. If this is true, how and why has it been kept so quiet? Was Byrd part of some conspiracy to keep the Hollow Earth secret, or was he silenced by the government against his will? His personal papers were not released for years after his death; how many of them were secretly kept private?

For a different spin, run a Hollow Earth scenario in the style of *GURPS Cliffhangers* but with Byrd and his men as the characters – Byrd was active throughout the period depicted in *Cliffhangers*, and many of his adventures would have fit perfectly in the pulps anyway. Simply add some pulp-fiction conventions from other Hollow Earth stories (lost colonies, dinosaurs, reverse gravity, advanced technology), and the adventure potential should be limitless.

### ALONE?

Byrd’s time alone at Advance Base provides the perfect opportunity for “conspiratorial” invention on the GM’s part; after all, the only record of his time there was written by his own hand – how reliable can it really be? Was Byrd possibly studying the Hollow Earth aliens or acting as some sort of liaison to them? His book *Alone* describes several strange atmospheric phenomena; could these be spacecraft? Maybe the strange lights weren’t UFOs at all, but faerie creatures. Byrd returned from Advance Base a changed man – what if this wasn’t Admiral Byrd at all?



# Adolph Hitler

Total Points: 61

Born 1889; died 1945.

Age 50; 5'6"; 140 lbs. A scrawny German with brown hair, blue eyes, and that mustache.

<b>ST:</b> 10 [-]	<b>DX:</b> 9 [-10]	<b>Speed:</b> 4.5
<b>IQ:</b> 13 [30]	<b>HT:</b> 9 [-10]	<b>Move:</b> 5
<b>Dodge:</b> 4		

## Advantages

Comfortable Wealth [10]; Reputation +2 (Champion of the Reich, among devout Nazis and a handful of ultraconservatives elsewhere) [5]; Status 8 [40]; Strong Will +5 [20].

## Disadvantages

Bad Temper [-10]; Fanaticism (Self and Nazi cause) [-15]; Insomniac [-10]; Intolerance [-10]; Megalomania [-10]; Paranoia [-10]; Reputation -4 (Honorless hatemonger, among most non-Germans and many Germans) [-10]; Stubbornness [-5]; Unattractive [-5].

## Quirks

Dislikes alcohol, tea, coffee and tobacco, and poses as a vegetarian; Especially hates the Jews; Fakes a memory for detail he doesn't possess; Often indecisive, but thrives on surprise maneuvers, especially gambles; Somewhat clueless. [-5]

## Skills

Administration-12 [1]; Area Knowledge (Berlin)-12 [½]; Area Knowledge (Linz)-12 [½]; Area Knowledge (Munich)-12 [½]; Area Knowledge (Vienna)-12 [½]; Artist-10 [½]; Bard-15 [6]; Diplomacy-12 [2]; Fast-Talk-14 [4]; Guns/TL6 (Rifle)-10 [½]; History-13 [4]; Intelligence Analysis/TL6-12 [2]; Intimidation-15 [6]; Leadership-14 [4]; NBC Warfare/TL6-11 [½]; Performance-16 [6]; Politics-17 [10]; Psychology-16 [10]; Occultism-13 [2]; Running-6 [½]; Savoir-Faire-15 [0]; Savoir-Faire (Military)-12 [½]; Singing-8 [½]; Strategy-12 [2]; Tactics-11 [1].

## Languages

German (native)-14 [1].

This represents Hitler as he invades Poland in 1939. History could easily justify giving him some luck-related Advantage; his career demanded more than that, but blind chance was a persistent factor. But Hitler's most elusive quality is the vaunted "charisma" that never showed up in interpersonal situations, only in public addresses. Even that remains nigh inexplicable: His voice irritated the ear and his text wandered turgidly. Part of the appeal stemmed from the show he put on – all drab thugs and flashy banners – but the secret (say those who observed him) lay in his ability to size up an audience and address their innermost needs. (He may also have

mastered a form of stylized German rhetoric that he cast into disgrace by his use of it, so that it is no longer much recognized or effective.) To reflect this, he has been assigned Performance and Psychology rather than Charisma.

Hitler had a degree of control over the SS that was arguably independent of his Status; he could be given Military Rank. Savoir-Faire (Military) reflects his WWI training. Despite all this, his relationship with his generals was shaky.

Even as dictator of Germany, Hitler doesn't collect a very large salary, and his lifestyle is frankly prosaic, but he has access to some comforts – hence the Comfortable Wealth.

## BIOGRAPHY

Hitler's luck first manifested 13 years before his birth, when his grandfather acknowledged his bastard son, resulting in the birth of Adolph Hitler rather than Adolph Schicklgruber. "Heil Schicklgruber" might not have shaken the world.

His parents had to obtain church permission to marry, being second cousins. The young Austrian did poorly in school, but showed early signs of preternatural will every time his father suggested the boy follow in his civil-service footsteps. Hitler wanted to become an artist, relocating to Vienna to apply at the academy. His work too mechanical and lifeless, he was rejected. From 1904 to 1913 he lived hand-to-mouth, often in the gutter, maintaining an unclean, bohemian appearance and already forming his political ideas.



## HE HADN'T BEEN BORN?

Hitler did more to start history's bloodiest conflict than any other individual, and a simplistic way to avoid World War II would be to eliminate him prior to 1933 or so. But, a Weimar Republic without Hitler still harbors the same dark resentments and frustrations that the Führer honed to his own ends. When Hindenburg dies in 1934, who replaces him at the head of the German state? A more moderate militant might start a similar conflict – sans the psychotic atrocities – and avoid embroiling the United States or even Britain in its affairs.

## MOSCOW HAD FALLEN?

The Germans' initial campaign against the Soviets, Operation Barbarossa, sought to invest Moscow. The Wehrmacht reached the capital's suburbs, but fell just short.

If Moscow had fallen, with the impact on Soviet production and morale that Hitler had envisioned (many argue he was optimistic on both points), the Nazi regime might have consolidated its gains in European Russia. The Communists might have even been reduced to guerrilla actions on the scale of their Chinese contemporaries.

With a more secure eastern flank, Germany could have put up quite a different fight on D-Day . . .

## THE FOURTH REICH AWAKENS?

As the center of a conspiratorial campaign, Hitler can hold his own. He knew the art of betrayal intimately. After his alleged death he became the nucleus of ever more shadowy rumors. (After all, the Soviets found only a burned corpse.) In real life, the lack of confirmation of his death led to hundreds of Hitler sightings, as well as many theories about old Nazis holding on in South America, awaiting the day when their spirited-away/cloned/frozen Führer would resume the march of the Thousand-Year Reich.

## HEIL HELL?

If magic or myth enters a World War II setting, Hitler would likely be at the center of it. His interest in the occult (actually often exaggerated – Himmler was the occultist crank, while Hitler merely had a taste for symbolism) and fundamentally evil nature made him the biggest piece of demon-bait on the face of the planet. Hobgoblinish stormtroopers and demonic SS men would fit right into Hitler's grandiose vision of the future. And Nazi researchers might well be working on a miracle weapon of a far more Wagnerian nature than the cruise missile.

When WWI began, Hitler volunteered for a German regiment. He served as a runner; his mates remembered him as a loner who never complained, nor received packages from home. In 1918 a gas attack temporarily blinded him; in hospital, he heard of Germany's surrender. He received the Iron Cross, First Class, very rarely bestowed on enlisted men. (Skeptics point out that junior staff sometimes forged signatures to award back-stocked medals to one another.)

After the war, he joined a faction held together by its hatred of the peace settlement, dubbing it the National Socialist German Workers' Party (abbreviated Nazi) in 1920. His Munich "Beer Hall" Putsch tried to topple the Bavarian government in 1923; he ended in jail. There, he dictated his political testament, *Mein Kampf* ("My Struggle"). Securing early release, he repaired his party and sharpened his manipulative skills.

In 1933, Hindenburg appointed him chancellor. Hitler's real character soon emerged. He called for new elections, used the Reichstag fire to suppress personal liberties, executed dissident henchmen in the "Night of the Long Knives," and folded the office of the presidency into his own. Internationally, he posed as an anti-Communist crusader to allay fears of German rearmament, and courted Mussolini. He annexed Austria, Czechoslovakia, and Lithuania; when the Poles failed to compromise, the anti-Communist signed a pact with the U.S.S.R., then invaded Poland on September 1, 1939. Two days later, Britain and France declared war.

Early on, everything went his way. The German forces brushed aside an antiquated Polish military. The British and French hesitated on his straw-dummy western flank. A surprise stroke through the Ardennes eviscerated the French defenses. His armies stood at the Channel.

Then . . . The British made their stand in the skies, precluding any invasion. Italian bungling required German aid in the Balkans and North Africa. Muddling along, Hitler began to obsess on the U.S.S.R.

On June 22, 1941, the Wehrmacht struck, armed with supreme confidence and an ambitious timetable. Initially, Soviet forces folded, but a December counterattack showed that Russia had some fight left. Meanwhile, Hitler's initially effective strategic oversight deteriorated into indecisive micro-management. His social policy involved putting the death camps into high gear, and would slay millions of Jews and other "non-Aryans."

In 1942, El Alamein and Stalingrad stunned the Wehrmacht. By mid-1943, its confidence vanished along with armies consisting of nearly a million men. Hitler began to lose any touch with reality. He developed a drug addiction and threw away lives; Germany would overcome the odds or merit annihilation.

An assassin's bomb miraculously spared him on July 20, 1944. He purged his command structure afterward. His hopes fixated on "miracle weapons" after the Ardennes offensive failed. Well past nervous breakdown, with the Soviets within small-arms range, Hitler reached the end on April 30, 1945. All the evidence indicates he and his new bride Eva Braun killed themselves with pistol and poison. The bodies were burned.

**Encountered**

Hitler is shy and clumsy when trying to be polite, particularly around women. More often, he will try to dominate with a stream of emotional argument. Anyone responding with reason will earn more wrath. Once he whips the other person into line, he'll assume a shell of civilized discourse – till the next time they dare to disagree.

– Gene Seabolt

**Further Reading:**

Shirer, William L.: *The Rise and Fall of the Third Reich*.

Bullock, Alan: *Hitler: A Study in Tyranny*.



# Erwin Rommel

Total Points: 244½

Born 1891; died 1944.

Age 51, 5'10", 165 lbs. A stocky, compact Swabian with heavy features, a ready smile, blue-gray eyes and graying brown hair, usually wearing a trenchcoat and uniform. His Field-Marshal's cap has a pair of British aviator goggles attached.

**ST:** 11/13 [16] **DX:** 12 [20] **Speed:** 5.75  
**IQ:** 13 [30] **HT:** 11 [10] **Move:** 5  
**Dodge:** 6

## Advantages

Charisma +1 [5]; Combat Reflexes [15]; Comfortable Wealth [10]; Fit [5]; Imperturbable [10]; Less Sleep x2 [6]; Military Rank 8 [40]; Patron (Hitler, as Führer of Germany, 9-) [30]; Reputation +3 (Honored and honorable general, among *all* soldiers) [7]; Single-Minded [5]; Status 3\* [0]; Strong Will +1 [4].

\*Free from Military Rank.

## Disadvantages

Code of Honor (Officer's) [-10]; Glory Hound [-15]; Incompetence (Violin) [-1]; Intolerance (Anyone he perceives as lazy, disloyal, or incompetent) [-5]; Odious Personal Habit (Blames quickly and criticizes harshly) [-10]; Sense of Duty (His soldiers and Germany) [-10]; Stubbornness [-5]; Truthfulness [-5]; Workaholic [-5].



## Quirks

Accepts the same hardships as his troops; Apolitical and often politically naive; Good natured, can laugh at himself; Slips into Swabian accent when excited; Writes to his wife daily. [-5]

## Skills

Administration-13 [2]; Area Knowledge (Europe)-13 [1]; Area Knowledge (Germany)-13 [1]; Area Knowledge (Libyan Coast)-14 [2]; Boating-11 [1]; Climbing-12 [2]; Driving (Car)-12 [2]; Engineer (Combat)-13 [4]; Gunner/TL6 (Machine Gun)-12 [½]; Guns/TL6 (Pistol)-14 [1]; Guns/TL6 (Rifle)-15 [2]; Hiking-12 [4]; Leadership-20 [14]; Mathematics-11 [1]; Mechanic (Clockwork)-13 [2]; Mechanic (Gas Engine)-13 [2]; Motorcycle-13 [2]; Musical Instrument (Accordion)-11 [1]; Photography-13 [2]; Piloting (Light Airplane)-12 [2]; Riding (Horse)-12 [2]; Savoir-Faire-15 [0]; Savoir-Faire (Military)-14 [2]; Skiing-13 [8]; Stealth-12 [2]; Strategy-18 [0]; Survival (Desert)-13 [2]; Survival (Mountains)-13 [2]; Tactics-24 [26]; Teaching-15 [6]; Writing-12 [1].

All skills are at TL6 where appropriate.

## Languages

Swabian (native)-13 [0]; English-12 [1]; German-13 [1 ½]; Italian-11 [½].

Note: Standard "High" German defaults from the Swabian dialect at -2.

This is Rommel at the height of his North African success. After El Alamein, he is regarded as a "pessimist" by the German high command, which colors their evaluation of his opinions – a negative Reputation. Some historians emphasize his penchant for risk-taking, which could imply that he should have Impulsiveness and/or Overconfidence. In 1944, he develops Administration-14, Engineer (Combat)-14, and Area Knowledge (Coastal France)-14.

## BIOGRAPHY

Erwin Johannes Eugen Rommel was born into a Catholic Swabian family. He showed an early interest in the military and joined the infantry, where his fitness, self-discipline, and ability to learn rapidly paid off. He didn't socialize with fellow officers, but spent his time in either study or practice. While serving, Rommel met Lucy Mollin; they quickly became engaged, and married while he was on leave during WWI.

In that war, Rommel quickly proved aggressive, determined, tenacious, and willing to take audacious chances. He made a name for himself due to both this and his tendency to grab any available troops to use in battle. He would exceed his authority whenever he saw an opportunity; he always believed a subordinate had the duty to act contrary to orders if he knew facts his commander did not. He was assigned to a mountain division, earning several awards including the coveted Pour le Mérite (the "Blue Max").

## WHAT IF?

Rommel fought his most notable campaign in a secondary theater, but still had a substantial impact on the war. His book *Infantry Attacks* influenced many German commanders, his personal intervention helped stop a British counterattack in 1940, and he organized the shore defenses of Normandy. His exploits in Africa forced Britain to divert resources desperately needed in the Far East. He loomed so large in the minds of the Allies that commando teams made several attempts on his life. Without him, North Africa would fall quickly in 1941, and the defense of Normandy might have been a shambles instead of a nightmare.

### PLAN ORIENT

Rommel fought constantly on the edge of disaster, thanks to supply problems. British access to ULTRA and Italian spies meant they knew his every move in advance, and could intercept his supplies virtually at will. But what if they had lacked these advantages? A well-supplied Rommel could have seized Alexandria and the Suez Canal. Or what if Germany had committed immediately to offensive action in Africa? One additional Panzer division – or the long-promised air assault on Malta – could have been more than enough to turn the tide. With a German victory in Egypt, Panzers could have been pushing into Persia. Could Hitler's "Plan Orient" have worked?

### OPENING UP THE WEST?

Rommel talked in 1944 about opening up the western front to the Allies. He was not the type to give up easily, but once defeated, he felt it would be better to allow the Allies in than to allow Russia to overrun Germany. What if he could have acted on this, either having become commander of the army, or as leader of Germany in the wake of a successful assassination attempt on Hitler? Would the Allies have broken ranks with Russia to seize more of Germany? (Unlikely by that stage, but maybe not impossible.) Might a civil war have erupted in Germany between the Waffen SS and the Wehrmacht? Of course, one risk would be the birth of a new "stab in the back" theory, with Nazi die-hards becoming folk-heroes . . .

### AN EVIL ROMMEL?

Thanks to his chivalry and skill, Rommel has been remembered as an honorable man who served an evil regime. GMs may try to take advantage of this. An alternate-history evil Rommel, perhaps a ruthless, smiling disciple of Hitler, would be wholly unexpected.

After the war, Rommel remained in the army, spending 12 years as a popular military academy instructor; his lessons, based on war experience, demanded creative thinking from students. After heading Hitler's bodyguard unit at the start of WWII, Rommel asked for a Panzer command. Hitler consented, which caused some resentment; rivals called Rommel a Hitler lackey (and Rommel did openly admire Hitler).

Rommel participated with great distinction in the war in France. He then led a small force in Libya to aid the Italians. Although his orders were to defend, he immediately attacked the British, even before his units were completely off-loaded from the ships, and rolled them back to Egypt. Overextended, Rommel was then pushed back. The British, confident they had whipped the Afrika Korps, set off in pursuit. Rommel counterattacked. Rommel and the British see-sawed back and forth across Libya and Western Egypt, with Rommel facing and defeating a numerically superior foe despite severe logistical problems. (He rarely had enough supplies, largely thanks to Allied strategic operations.) The British learned a healthy respect for the "Desert Fox," coming to regard him the quintessential honorable foe. He was eventually ground down, and defeated at El Alamein in 1942. The Germans were expelled from Africa shortly thereafter.

Rommel next headed a variety of commissions, the last of which was charged with organizing the coastal defenses of occupied Europe. He galvanized disparate efforts and developed many original obstacles to use against Allied landings.

In July 1944, his car was strafed by an RAF airplane and crashed. Rommel's skull was fractured, and he was sent to Germany to recuperate. Just as he was recovering, he was visited by representatives of Hitler. He had been implicated in the recent attempt on Hitler's life, and was offered the choice of a public trial or suicide and an honorable funeral. Rommel chose to save his family, and after saying goodbye – and vehemently denying any part in the plot – to Lucy and his son Manfred, he took poison and died.

## Encountered

During the North African campaign, Rommel can literally drop from the sky in his Storch airplane to visit subordinates. He also enjoys speaking with prisoners, who he regards as fellow professionals rather than "the enemy."

In battle, Rommel emphasizes the attack, plastering the enemy with fire, and also deception. He has a knack for knowing exactly where to place a gun or a tank. He learns rapidly, from both his own successes and failures and those of his opponents, and will eagerly adopt opponents' tactics and weapons when he can use them effectively. He will almost always be in the forefront of battle, directing tactical actions or even engaging the enemy with the weapons on his command vehicle. He operates so close to the action that many of his staff officers are killed or wounded in action, and his plane was nearly shot down several times.

Rommel is renowned for his ability to bring the best out of troops, and can inspire even mediocre or rebellious soldiers to strive for his respect. His enthusiasm for military life, patriotism, and practical, can-do attitude are remarkably infectious. In a social setting, he may seem friendly but not remarkable; in war (or a classroom), PCs meeting him should feel the impact of his leadership.

– Peter V. Dell'Orto



### Further Reading:

Fraser, David. *Knight's Cross*.

Liddell-Hart, Basil H. [ed.] *The Rommel Papers*.

Rommel, Erwin. *Infantry Attacks*.



Born 1892; died 1918.

Age: 25; 5'9"; 145 lbs.; An athletic German with pale eyes and close-cropped dark hair, usually wearing an aviator's cap at a jaunty angle, the "Blue Max" (Ordre Pour le Mérite) over a scarf, and a gray uniform.

<b>ST:</b> 10 [-]	<b>DX:</b> 13 [30]	<b>Speed:</b> 5.75
<b>IQ:</b> 11 [10]	<b>HT:</b> 10 [-]	<b>Move:</b> 5
<b>Dodge:</b> 6		

## Advantages

Acute Vision +2 [4]; Attractive [5]; Combat Reflexes [15]; Military Rank 4 (Captain) [20]; Reputation +3 ("Ace of Aces," among both sides on the Front) [7]; Status 3\* [5]; Wealth [20].

\*Includes +1 from each of Rank and Wealth.

## Disadvantages

Code of Honor (Knights of the Air) [-10]; Duty (15-) [-15]; Migraine [-5]; Overconfidence [-10].

## Quirks

Admires professionalism in other pilots; Always paints his plane solid red; Always thinks getting kills is harder "now" than it was when he started; Showoff. [-4]

## Skills

Administration-11 [2]; Area Knowledge (Silesia)-12 [2]; Area Knowledge (Western Front)-12 [2]; Chess-10 [½]; Equestrian Acrobatics-11 [1]; Forward Observer-11 [2]; Gunner (Machine Gun)-16 [8]; Guns (Pistol)-14 [1]; Guns (Rifle)-15 [2]; Leadership-12 [4]; Mechanic (Prop Engine)-9 [½]; Navigation-10 [2]; Orienteering-11 [2]; Piloting (Biplane)-13 [2]; Riding-13 [2]; Savoir-Faire-13 [0]; Savoir-Faire (Military)-13 [4]; Tactics-16 [14]; Writing-11 [2].

All skills are learned at TL6 where appropriate.

## Languages

German (native)-11 [0]; English-10 [1]; French-10 [1].

## Equipment

The Red Baron will usually be somewhere near an Albatross III biplane or Fokker triplane. In combat, he wears a heavy leather flying jacket.

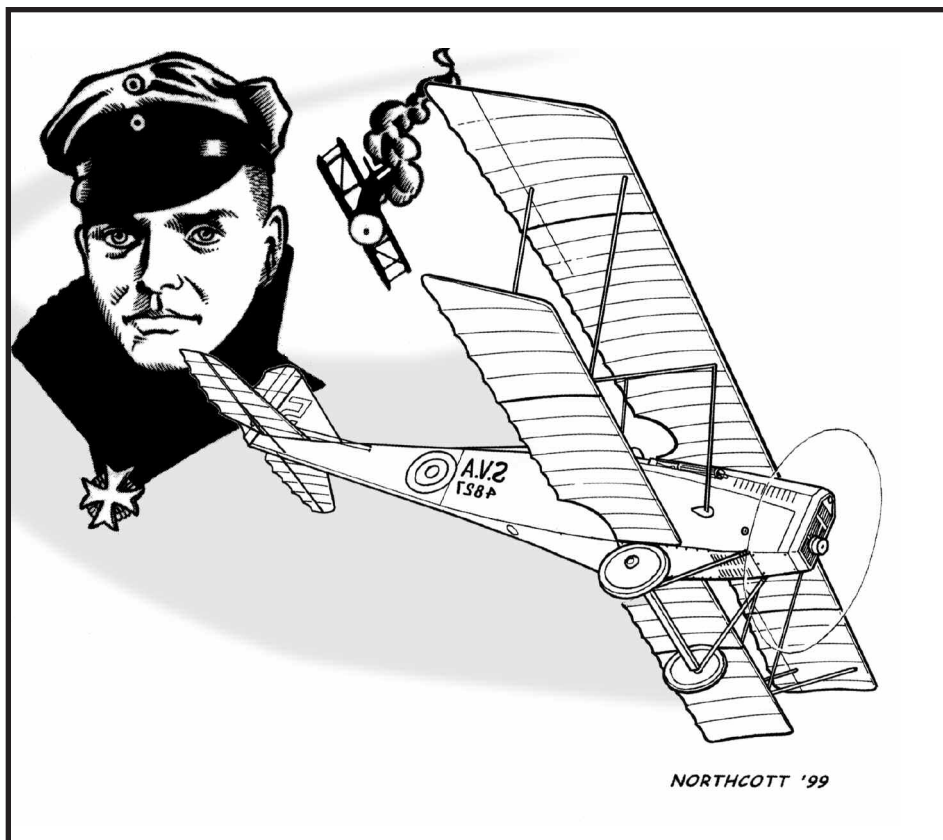
This is Richthofen shortly before his death. The skill levels may seem low, but he is not that proficient at piloting; his success comes from innovative tactics and excellent shooting. His Acute Vision, another key to his success, could be even higher. Overconfidence is a given for anyone who attacks when outnumbered 3:1; for that matter, he could easily be given some level of Luck.

His Code of Honor is a variant of the Gentleman's Code, incorporating a dash of old-fashioned battlefield chivalry.

## BIOGRAPHY

Manfred Albrecht Freiherr von Richthofen was born on April 2, 1892 to Major Albrecht von Richthofen. At 11, he was sent to a military school, emerging from the Prussian military academy in 1911 as a cavalry lieutenant. He was very much a playboy, spending his spare time in hunting and steeplechases.

When WWI came, he was posted as a scout in his native Silesia and Polish Russia, acquitting himself adequately, if amateurishly. In September 1914, he was transferred to France. It was quickly discovered that horses shouldn't go near machine guns, and von Richthofen was sidelined as a messenger. This chafed him, so he asked to be re-assigned to the Flight Corps as an observer (which fitted with his previous scout work; he also believed it would get him into action sooner than flight training). In 1915, his request was accepted.



Richthofen spent the summer in Russia. At the end of August, he was transferred to an experimental twin-engined bomber. He was lightly wounded while bombing a British submarine in the Baltic. On September 1, 1915, his plane was engaged by a British fighter, and it was discovered how poor the big biplane was at maneuvering. The Large Battle Plane project was abandoned.

In October 1915, Richthofen was transferred to pilot training. He did his first solo after 25 training flights, but didn't land successfully. In November, he was posted to fly the new, very large Gotha bombers. Richthofen wanted to fly smaller craft after his experience in the Large Battle Plane, and undertook further training. He passed his tests, and was posted to the front in March 1916.

In April, he rigged one of the first machine guns set up to be fired by a pilot, rather than the observer. On the 26th, he shot down his first plane (though it was unconfirmed because it fell far behind British lines). Thus began the career of Germany's best WWI pilot.

After shooting down 16 planes, in November 1916, he was granted his own squadron. Almost all the pilots were aces, and everyone painted their craft in wild colors; Richthofen's was red. It was a roving unit, moving wherever observation plane activity was highest. With its continual traveling, living in tents, and motley colors, Richthofen's squadron was nicknamed "The Flying Circus" by the British. Richthofen gained the *nom de guerre* "The Red Baron."

In March 1917, Richthofen was shot down, but survived. April was an incredible month for him, with 21 confirmed victories, including four in one day. It would be called "Bloody April" by the British, who lost 912 pilots and observers.

On May 1, Richthofen was called home. At this point he had 52 kills, more than anyone else on either side. He met top commanders, was the guest of the Kaiser, was promoted to captain, and toured Germany as a celebrity. During this time, he wrote his autobiography. He returned to the front at the end of June. His squadron was enlarged, and renamed the Richthofen Squadron.

In July, he was shot down again by two British pilots; though he landed safely, he received a head wound. He recovered, but suffered severe headaches for the rest of his life. The High Command, recognizing the morale boost his death would give the Allies, pressured him to leave front-line service, assigning him to administration and publicity tours. Eventually, they apparently realized they had to let him do what he did best.

In September, with 63 kills, he took extended leave of absence. Returning in March 1918, he brought his score to 80. On April 21, he pursued Wilfred May's Sopwith Camel far behind British lines. Flying low, he was hit in the chest, either by gunners on the ground or by a Canadian flying to May's aid, and crashed. The British buried him with full military honors. In the 1920s, his coffin was disinterred and transported to Germany for reburial, again with full honors.

## Encountered

In combat, Richthofen will try to out-think an opponent, and then go for the kill. (This assumes comparable aircraft; faced with an evidently superior foe, especially something in a weird game, even he may know when to retreat.) On the ground, he is a military gentleman, slightly cocky, but willing to give any worthy flyer a slap on the back, a smile, and a drink. He could be the model for a dashing pilot in any number of game settings.

— David Walker

### Further Reading:

Kilduff, Peter: *Richthofen: Beyond the Legend of the Red Baron*.  
von Richthofen, Manfred: *The Red Fighter Pilot*, trans. by J. Ellis Barker; available on the Internet at <http://www.richthofen.com>.

## RICHTHOFEN AND AVIATION

The Red Baron was an excellent shot, but not such a great pilot. He received little training, as was typical of the day, but neither did the pilots on the other side. His tactics, however, helped define much of the machine-gun era of air-to-air combat. Attacking from out of the sun, the advantages of higher altitude, and his adage, "the quality of the box matters little. Success depends upon the man who sits in it," are ideas familiar to fighter pilots to this day. He was not the first person to try mounting machine guns where the pilot could shoot, creating the modern fighter, but he was close. He epitomizes the dashing, romantic pilot of the First World War, the very image of the War in the Air as a "gentlemanly" fight.

He was hardly infallible: he crashed a number of undamaged aircraft, was shot down three times, and made some very foolish mistakes in his final encounter. Good press and a high number of kills established much of his reputation.

### WHAT IF HE LIVED?

After Richthofen's death, his Squadron was led by Hermann Göring, who would command the Luftwaffe in World War II. This suggests a couple of possible alternate histories, if Richthofen had survived the war.

On the one hand, he might have been lured along the same political lines as Göring, or at least have been brought in as an honored war hero to take command of the Third Reich's Luftwaffe (perhaps leaving Göring in the cold). Being a wiser commander than Göring, he would probably have been more reasonable in his plans and expectations. Assuming that WWII followed much the same initial course as in our history, he might have used the Luftwaffe better in the Battle of Britain, and later either pushed jets sooner, or recognized them as a white elephant and kept Hitler's eye off them. He probably couldn't have changed the eventual outcome of that war, but he might have made it tougher for the Allies.

Alternatively, he might have stayed out of politics altogether, while his longer war record left Göring in obscurity. With one less big-name supporter to boast about, the Nazis might have had that much more difficulty grabbing power. Again, the difference might not be great — or it might be just enough to generate large cumulative changes.



# Charles “Lucky” Luciano

Total Points: 115

Born 1897; died 1962.

Age 49; 5’7”; 163 lbs. A short, somewhat “dandified” man with a drooping right eye and knife scars on the right side of his face.

<b>ST:</b> 10 [-]	<b>DX:</b> 10 [-]	<b>Speed:</b> 5.5
<b>IQ:</b> 11 [10]	<b>HT:</b> 12 [20]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 6	

## Advantages

Ally (Meyer Lansky, 9-) [10]; Charisma +2 [10]; Reputation +2 (The Boss, among Mafiosi) [5]; Status 2\* [5]; Wealthy [20].

\*Includes +1 from Wealth.

## Disadvantages

Bloodlust [-10]; Code of Honor (Omerta) [-5]; Enemies (Rival Gangsters, 6-) [-10]; Reputation -2 (Gangster, among law-abiding citizens) [-5]; Unattractive [-5].

## Quirks

Flashy dresser; Likes to play the ponies; Likes pretty women. [-3]

## Skills

Administration-14 [8]; Area Knowledge (New York City)-12 [2]; Blackjack-11 [2]; Brawling-13 [8]; Diplomacy-13 [8]; Gambling-12 [4]; Guns/TL6 (Pistol)-13 [4]; Guns/TL6 (Light Automatic)-13 [4]; Interrogation-13 [6]; Intimidation-15 [10]; Knife-12 [4]; Leadership-12 [1]; Streetwise-15 [10].

## Languages

English (native)-11 [0]; Italian-11 [2].

## Equipment

Luciano carries a gun or knife on his person at all times.

This represents Luciano around 1946, when he has just been paroled from prison and supposedly exiled to Italy. Although he may *appear* no longer to be a threat, in reality he is at the height of his power and influence. Earlier in his career, while living in the U.S.A., he would have a Social Stigma (Italian-Americans being rather despised in the period, and Luciano being effectively an outlaw at times) and a markedly lower Status. At any time, he could have an Ally Group of thugs and enforcers; other mobsters might rate as Contacts. (In fact, the Syndicate could almost be said to give him the Rank advantage.)

Other possible Advantages could include Luck and/or Hard to Kill (in somewhat cinematic games – note how he got his nickname), or a Patron (in U.S. Intelligence) and/or some

kind of Legal Immunity. (Just what *was* in the fine print of his deal with the government?) His Code of Honor demands some loyalty to fellow mobsters (although not to weak or foolish leaders or incompetent underlings), and absolute silence in the face of the law.

## BIOGRAPHY

Charles “Lucky” Luciano was born Salvatore Luciana or Lucania (accounts differ) in the Palermo area of Sicily. He came to the U.S.A. in 1906 when he was nine, and almost immediately ran into trouble with the law. His first arrest was for shoplifting; he was ten at the time.

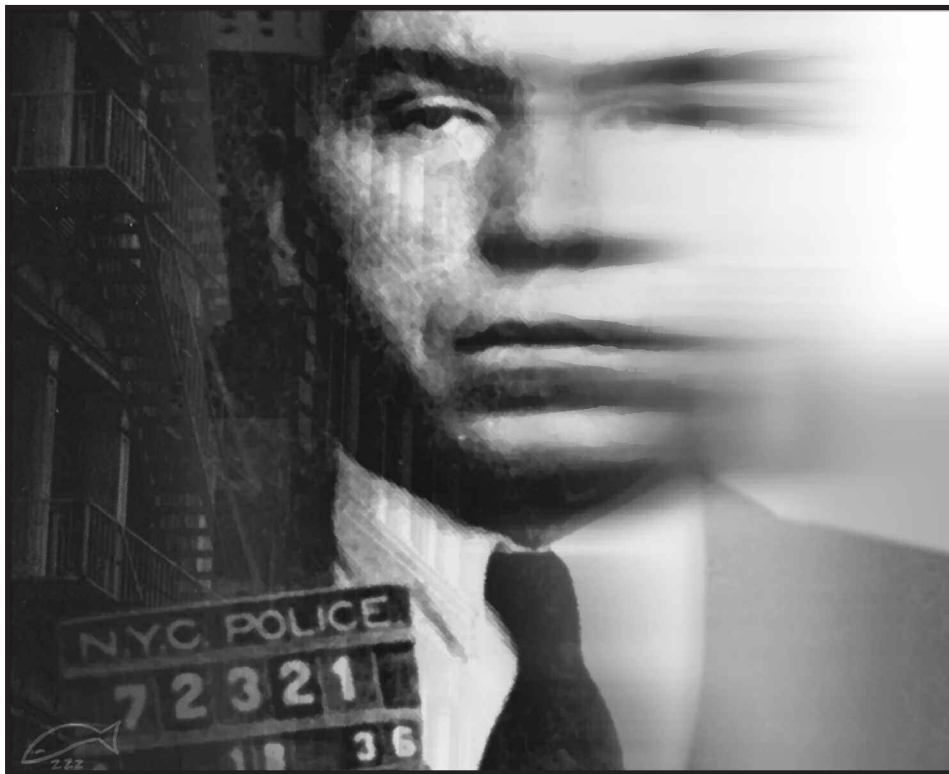
Even as a youngster, he had an intuitive grasp of organized crime. He started a business where, for a small fee, he would offer the younger kids in the neighborhood “protection” from bullies. (Of course, he was the biggest bully around.) During this time he met Meyer Lansky, who would become his lifelong friend. In 1916, he served time for heroin dealing.

By that year, he was a full-fledged member of New York’s notorious “Five Points Gang,” and also the leading suspect in a number of murders. Soon, he joined up with the mobsters who would form the basis of his immensely successful crime syndicate: Lansky, Bugsy Siegel, Joe Adonis, Vito Genovese, and Frank Costello. He rose to become number two in the organization of Giuseppe “Joe the Boss” Masseria, the top Italian gangster of the era.

“Lucky” fully earned his nickname in 1929 (though he may have picked it up earlier, through his gambling), when he was “taken for a ride” by rivals. He was savagely beaten, stabbed, and left for dead, yet he lived to tell the tale, albeit with knife scars and a drooping right eye.

Luciano represented the “new breed” of gangster, coming up behind the old-fashioned “Mustache Petes,” as he and his buddies contemptuously called them. He saw the opportunity to build the mobs into a nationwide force, and thought that the “Petes” were small-minded and too narrow in their vision. They wasted time and resources fighting meaningless turf wars when they could be cooperating to get more profits and power for everybody.

In 1930, just such a turf war broke out between Masseria and Salvatore Maranzano, the second most powerful Mafioso in New York. Eventually, Luciano and his friends murdered Masseria themselves to end the war, but there was no love lost between him and Maranzano. In fact, Maranzano attempted to have Luciano killed, but Luciano was warned by his contacts in Maranzano’s gang; Luciano had Maranzano eliminated instead. With both the “Mustache Petes” dead, Luciano took over as *capo a tutti capo* – “boss of bosses” – and proceeded to mold the disparate mobs into one cohesive, yet more ethnically diverse, national syndicate. The Syndicate was set up like a big corporation; all decisions, including whether to “whack” someone, required the approval of the “board of directors” – the capos who Luciano presided over.



In 1936, special prosecutor Thomas E. Dewey got Luciano convicted on what were probably bogus prostitution charges. Ironically, Luciano had earlier approved the execution of Dutch Schultz because the “Dutchman” was planning to assassinate Dewey. (Luciano had no warm feelings for Dewey – he simply felt that killing an important politician would cause too much trouble for the Syndicate). Sentenced to 30 to 50 years in prison, he continued to run the Syndicate from his cell.

He was paroled in 1946 for “war services.” The official story is that he had ordered his troops to tighten security on the New York waterfront, suppressing sabotage there. However, legend states that he also got the Sicilian Mafia to help the Allies when they invaded Sicily and Italy.

Luciano was deported to Italy upon his release. He sneaked back to Cuba and ran the Syndicate from there for a while. It was during this time that he made what he claimed was the hardest decision of his life – approving the execution of Bugsy Siegel. Eventually, following U.S. pressure on Cuba, he was sent back to Italy, and lived there until his death in 1962.

### Encountered

Luciano should come across as more a CEO than a mobster. He always dresses in the height of fashion, in obviously expensive clothes. He possesses a very persuasive personality – he is able to mold murderously fractious mobsters together into a smoothly functioning unit, and inspires unusual loyalty from this double-crossing bunch. However, PCs should never be allowed to feel too comfortable around him. He is a ruthless killer, capable of snuffing out someone’s life without a second thought. Luciano doesn’t make threats lightly, but when he does, he means it.

– Stephanie Rogers

#### Further Reading:

Sifakis, Carl: *The Encyclopedia of American Crime*.

Nash, J. Robert: *Bloodletters and Badmen*.

Turkus, Burton B. and Feder, Sid: *Murder, Inc.*

## WHAT IF?

Lucky Luciano was perhaps the most powerful American mobster of the century; he could be taken as the model for a shrewd, ruthless crime boss in almost any setting or genre. However, his particular place in history lies one step beyond that, in his role in the creation of a nationwide criminal organization.

### MOMENTS OF TRUTH

There are at least two moments in Luciano’s life when it looked like he was a goner – the time he was “taken for a ride,” and the aborted hit ordered by Maranzano. If either of those events had gone differently, the Syndicate might never have been brought into full existence. Given a “Conspiratorial” view of history, the effects could be very wide-ranging; neither of the Kennedys are assassinated, Marilyn Monroe lives to a ripe old age, Cuban history goes very differently . . . More realistically perhaps, Las Vegas could remain a wide spot on a desert road, and Martin Scorsese might have a lot less to film.

And what if Luciano had decided not to execute Dutch Schultz, leading to Dewey being assassinated? Law enforcement might have been crippled, in which case Luciano might never have had to go to prison, never have cut his deal – and never have helped the Allies in the war, with who-knows-what consequences for operations in New York and Italy. Alternatively, the popular and political backlash that Luciano feared might have had a crippling, maybe even overwhelming, effect on the Syndicate.

From later in his life, the deal that Luciano cut to get out of prison – the unspecified “war services” – has always been shrouded in mystery. GMs can certainly feel free to add more clauses on either side for the purposes of secret history. Or what if he had refused to deal? After all, he had just as much power and influence in prison as out.

### THE WILD SIDE

What if Luciano’s “luck” was no coincidence? In a “Darkly Illuminated” game, he might have harnessed dark forces. What if the hold he had over his fellow Mafiosi

wasn’t just because of the force of his personality? Alternatively, in a *really* Darkly Illuminated game, characters such as Luciano could almost be heroes. If the world is dominated by superhuman evil, mere human murderers might look like the good guys.





# Ernest Hemingway

Total Points: 147

Born 1899; died 1961.

Age 27; 6'1"; 200 lbs. A barrel-chested man, often sporting a thick mustache and later a beard; his thin, tousled hair is dark brown (turning gray later in life), and his skin is tanned, with an ever-growing collection of scars.

**ST:** 13 [30]   **DX:** 12 [20]   **Speed:** 6  
**IQ:** 13 [30]   **HT:** 12 [20]   **Move:** 6  
**Dodge:** 6   **Parry:** 8 (Boxing)

## Advantages

Alcohol Tolerance [5]; Breath-Holding ×1 [2]; Charisma +1 [5]; Composed [5]; Fit [5]; High Pain Threshold [10]; Reputation +1 (as a famous writer, among well-read people, 7-) [1]; Single-Minded [5]; Status 1\* [0]; Wealthy [20].

\*Free from Wealth.

## Disadvantages

Alcoholism [-15]; Bad Sight [-10]; Gluttony [-5]; Impulsiveness [-10]; Insomniac [-10]; Overconfidence [-10].

## Quirks

Admires skilled, honorable and brave people; Easily stung by criticism of his writing or courage; Loves cats; Preoccupied with death and suicide; Writes standing up. [-5]

## Skills

Area Knowledge (Europe)-12 [½]; Area Knowledge (Italy)-12 [½]; Area Knowledge (Northern Michigan)-14 [2]; Area Knowledge (Paris)-14 [2]; Bicycling-11 [½]; Boxing-13 [4]; Carousing-12 [2]; Climbing-11 [1]; Driving (Automobile)-11 [1]; Fishing-13 [1]; Gambling-12 [1]; Guns (Pistol)-14 [1]; Guns (Rifle)-15 [2]; Guns (Shotgun)-14 [1]; Hiking-10 [½]; Hobby (Food and Drink)-12 [1]; Musical Instrument (Cello)-10 [½]; Profession (Journalism\*)-16 [0]; Singing-11 [½]; Skiing-10 [1]; Sports (Football)-13 [4]; Stealth-12 [2]; Streetwise-13 [2]; Survival (Woodlands)-11 [½]; Swimming-14 [4]; Tracking-11 [½]; Writing-19 [14].

All skills are at TL6 where appropriate; Hemingway may acquire TL7 skills as they become available.

\*Defaults to Writing at -3.

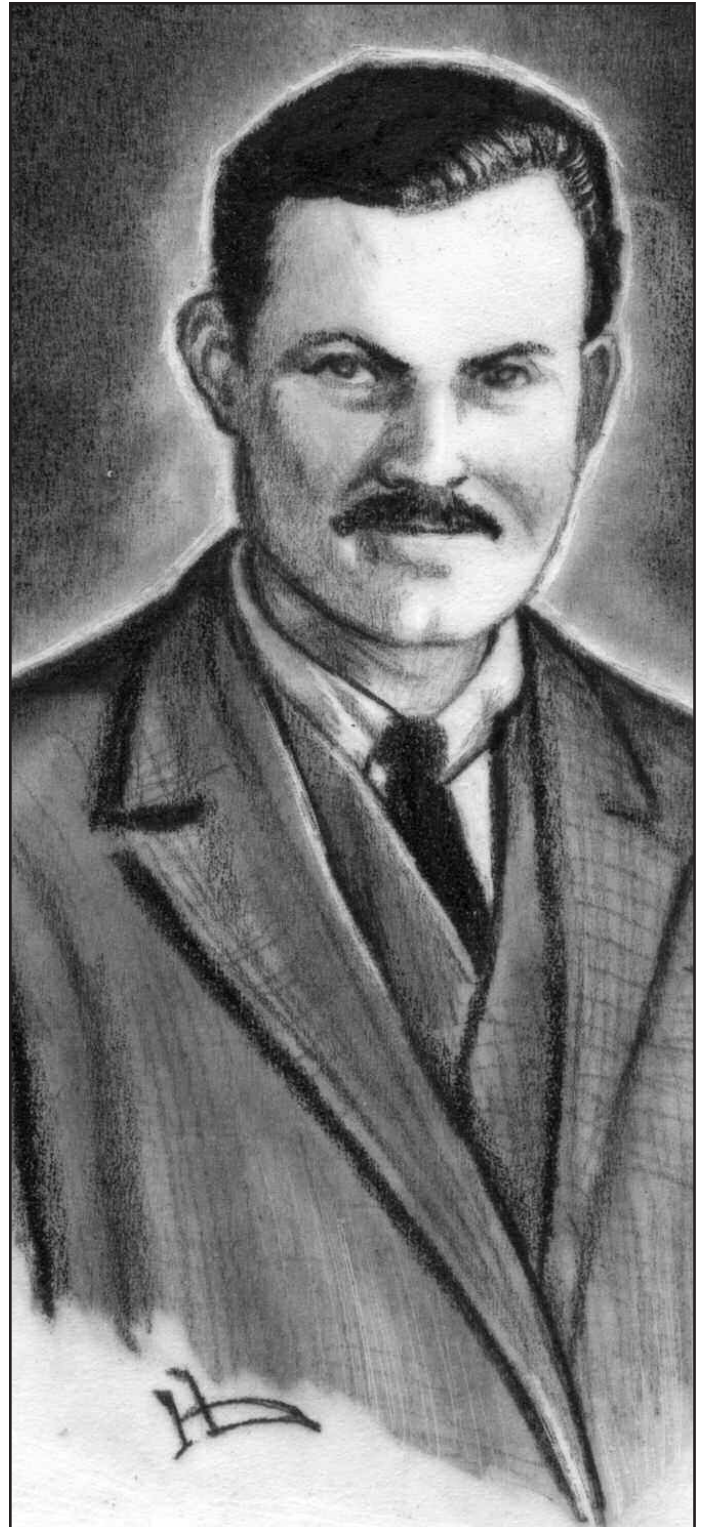
## Languages

English (native)-13 [0]; French-13 [2]; Italian-12 [1]; Spanish-12 [1].

This is Hemingway in Parisian society, circa 1926. His eyesight is going, but he doesn't actually acquire corrective lenses until age 30; when the Bad Sight disadvantage actually becomes applicable may be a matter of judgement.

After 1928, add Area Knowledge of Ketcham (Idaho), Key West, and Cuba, and give him Bullfighting and Powerboat.

During WWII, add Contacts in the French Resistance, Intelligence Analysis, Leadership, Strategy (Land), and Tactics. In 1953-54, his Reputation increases by +1 for winning the Pulitzer and Nobel Prizes, but remove Fit and add Hard of Hearing. By 1959, add Paranoia.



# BIOGRAPHY

Ernest Miller Hemingway was the second of six children born to Clarence and Grace Hemingway in Oak Park, Illinois. His father was an obstetrician, his mother a musician. His parents were strict and wanted him to follow in their footsteps, but he went to work as a reporter. Anxious to see the Great War, he enlisted as an ambulance driver with the Red Cross when his eyesight kept him from joining the army. His legs were shattered in 1918 by a trench mortar in Italy: three months of therapy and an aluminum right kneecap fixed that, but he became an insomniac, fearful of the night.

He returned home to a hero's welcome, but accepted a job as the European correspondent for the *Toronto Star* and moved to Paris within three years. He became a notable on the legendary Left Bank, where artists in every medium led bohemian lifestyles, relishing life while America and its allies mechanically attended their growing industries. Hemingway was a journalist first, though, and covered the European economic conference in Genoa, followed wars through Constantinople and Thrace, and reported on the ensuing peace talks in Switzerland.

He was a successful journalist, but even with the counsel of luminaries like James Joyce and Ezra Pound, none of Hemingway's dozens of short stories were accepted until 1925, when he collected them in *In Our Time*. The book was poorly received, but *The Sun Also Rises* attained critical acclaim the following year. The ensuing flood of fans and publishers, hungry for his brand of jaded heroes and disinterested heroines, allowed him to write fiction for a living. The rich events and experiences of his life became tales told in a short, clipped style charged with meaning.

In 1928 he began splitting his time between Key West and Havana. The Great Depression doused the carefree lifestyle that had fueled many of his works, but his wartime exploits provided plenty more fodder for stories. These adventures resumed in the late 30s during the Spanish Civil War, which also rekindled his yen for journalism. Then, during World War II, although ostensibly a war correspondent, he became involved to the point of actually leading troops. The soldiers nicknamed this brave, paternal soul "Papa."

After the war he traveled between Cuba and a property in Idaho, and resumed writing fiction. He received the Pulitzer Prize for *The Old Man and the Sea* in 1953, and in 1954 he added the Nobel Prize for Literature to his list of accomplishments. By the end of the decade, his health began to fail and he became increasingly depressed. Suicide wasn't uncommon in his family, and when he gave up Cuba for Ketchum, Idaho, he followed in his father's tragic footsteps. On the morning of July 2, 1961, he took his own life with a shotgun.

Called the "Spokesman for the Lost Generation," Hemingway was married four times, had three sons, and received several medals, awards and honors. Among the books that crossed his life with his art were pieces like 1929's bullfighting-themed *Death in the Afternoon* and *For Whom the Bell Tolls*, his 1940 novel of the Spanish Civil War. His adroit use of plain language and his mastery of the short story makes Hemingway one of the most noted American authors ever.

## Encountered

Hemingway is a man always on the move. At his most active, he's hunting, fishing and hiking, and he never does anything in a small way. When he pauses to take a breath, he indulges freely in good food and drink. He is a fast liver, and the best way for a PC to make his acquaintance might be to offer him a friendly bout or two.

— Andy Vetromile

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### Further Reading:

Hemingway, Ernest: *A Moveable Feast*.

Lynn, Kenneth S.: *Hemingway*.

Meyers, Jeffrey: *Hemingway: A Biography*.

## WHAT IF?

### DEATH IN THE AFTERNOON?

Hemingway was impaled through the throat, hit by falling skylight glass, struck by a car during a blackout, cut to the bone on a wet boat deck, blasted by a trench-mortar, and suffered two plane crashes, frostbite, a gas-heater explosion, some car and motorcycle wrecks, concussions, sprains, burns, a punctured liver, kidney and spleen, and a crushed vertebra. He also had shrapnel shot into both his legs. (In *GURPS* terms, Hard to Kill or Toughness might seem appropriate.)

Should a time-meddler succeed in the laughably easy task of eliminating Hemingway in some way that makes his death look as "accidental" as might be necessary, a city full of the most influential modern writers would not have felt his inspiration, the short story wouldn't be half the art form it is today, and Hemingway's heartfelt attempts to disabuse society of the illusion of the nobility of war would be lost.

### GRACE UNDER PRESSURE?

In 1922, Hemingway's wife Hadley had a suitcase full of his stories stolen from her during a train ride. Was the case really full of prose, or something more damning? And was it stolen, or had Hadley passed it to a confederate?

Poet e.e. cummings' only novel, *The Enormous Room*, based on his own wartime experiences, was published that year. He, too, was an ambulance driver in Europe during WWI, and was held by the French for unflattering comments written in letters to the States. Perhaps the two writers were involved in intrigues from the Great War that hadn't yet finished playing out.

### A FAREWELL TO ARMS?

Hemingway seemed indestructible until he took his own life, and even then he used his "favorite shotgun" to do it. Perhaps, his mission complete, he had met criteria that required him to self-destruct.

Considering his travels, his must have been a strange and wide-ranging assignment. He met everyone from Gertrude Stein to Mussolini, he lived to eat and drink and hunt, and he held seemingly contradictory views on life and death, war and valor. Either he was sent to help mankind resolve its differences and achieve "the next level," or he was placed here to soak up culture and provide the seeds for a new society elsewhere.



Born 1903; died 1957.

Age 40; 5'9"; 200 lbs. A plump, cheerful man with a Hungarian accent, usually dressed in a suit and tie.

<b>ST:</b> 10 [-]	<b>DX:</b> 9 [-10]	<b>Speed:</b> 5
<b>IQ:</b> 16 [80]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 5		

## Advantages

Alcohol Tolerance [5]; Comfortable Wealth [10]; Language Talent +1 [2]; Lightning Calculator [5]; Mathematical Ability [10]; Reputation +2 (among scientists, as a problem-solver) [3]; Security Clearance (2 levels) [10]; Single-Minded [5]; Status 1 [5].

## Disadvantages

Absent-Mindedness [-15]; Overweight [-5]; Social Stigma (Jewish) [-5].

## Quirks

Dresses formally; Enjoys out-drinking other men; Odd behavior when thinking deeply (takes long train journeys, displays strange body language, calls co-workers in the middle of the night); Plays poker badly; Tells bawdy jokes to defuse social tension. [-5]

## Skills

Carousing-11 [2]; Chemistry-15 [2]; Computer Programming-17 [1]; Cryptology-14 [1]; Diplomacy-14 [1]; Driving (Automobile)-8 [1]; Economics (specializing in mathematical theory)-12/18 [½]; Engineering (Chemical)-16 [1]; History-14 [1]; Mathematics-20 [6]; Meteorology-15 [1]; Nuclear Physics-17 [12]; Philosophy-16 [4]; Physics-19 [10]; Research-15 [1]; Savoir-Faire-18 [0]; Strategy-14 [1]; Writing-15 [1].

All skills are at TL6 where appropriate, though von Neumann is helping move several sciences to TL7.

## Languages

Hungarian-17 (native) [0]; English-15 [½]; French-15 [½]; German-15 [½]; Greek-15 [½]; Italian-15 [½]; Latin-15 [½]; Yiddish-15 [½].

## Equipment

Von Neumann's only essential equipment is his brain, which he always has with him.

This version of John von Neumann's intellectual abilities is intentionally conservative. Given the comments of other major scientists of his time, he could be given IQ 17 (most brilliant man born in Hungary) or 18 (most brilliant man living in North America). A case could be made for Eidetic

Memory, though only for texts and abstract ideas; his memory for faces and events was poor. Later in his life his computer-related skills would be higher; at this date, there are no standardized computers on which to practice Computer Operation, and his Programming skill is thus a partly hypothetical exercise in logic (and the prerequisite is waived).

## BIOGRAPHY

Neumann Janos (Noy-mahn Yah-nohsh) was born 1903 in Budapest to a prosperous Hungarian Jewish family. His father hired a succession of foreign governesses to ensure that his children would be fluent in many languages, and later sent Janos to one of Budapest's best private schools. His mathematical talents were already obvious, and he received university-level training while attending high school. In 1926 he simultaneously completed a diploma in chemical engineering in Zurich and a Ph.D. in mathematics in Budapest, while also doing graduate work in Berlin.

His early work was primarily in mathematics and theoretical physics, including set theory and quantum and statistical mechanics. He originally adhered to David Hilbert's program of bringing complete logical consistency to mathematics, but endorsed Kurt Gödel's proof that this was impossible, praising Gödel as the greatest logician since Aristotle. He foresaw the dangers of World War II and had already made arrangements to take a position at the Institute for Advanced Study in Princeton when the Nazis banned Jews from teaching at universities. From 1933 on he lived primarily in the United States. He was married twice, having a daughter by his first marriage, who came to live with him in her teens when he could help her with her academic career.

He began working on applied questions in the 1930s and turned much more in that direction during World War II. He was a major participant in the Manhattan Project and later in the development of the hydrogen bomb. He also spent time in England, working with Alan Turing on cryptology and developing the concept of a digital computer. He made substantial contributions to theoretical economics as well, including the first book on game theory in 1944. After World War II, he had two main preoccupations: the further development of the computer, and particularly its application to weather prediction and control; and the encouragement of both peaceful applications of atomic energy and the development of atomic weapons. He was appointed to the Atomic Energy Commission in 1955, but was diagnosed with cancer in 1956 and died in 1957.

## Von Neumann in History

Von Neumann may have been the last Renaissance man. His ability to grasp the essential ideas of a field intuitively and then give them clear, precise definitions enabled him to establish the foundation for many disciplines. He co-invented both game theory (with Oscar Morgenstern) and computer science (with Turing), but was proudest of his work in abstract mathematics.



He made crucial contributions to the development of nuclear weapons, especially in the analysis of triggering mechanisms. After World War II, he helped to shape American nuclear strategy; the policy of Mutual Assured Destruction reflected his argument that no Soviet leader should expect to survive attacking on the United States with nuclear weapons. The standard serial architecture for computers was largely his creation, and his intellectual support helped to create the computer industry.

### *Encountered*

During World War II, PCs are most likely to encounter von Neumann if they are involved in scientific research; he was involved in everything from breaking German codes to producing ballistic tables for artillery units. He will drive them crazy by telephoning them at 2 a.m. to discuss their work – especially when he turns out to have jumped far ahead of them. Characters assigned to counterespionage may also encounter him, as he is cleared for a wide range of projects. After World War II he could serve well as a scientific patron or ally – or a protector for those suspected of communist sympathies. He often acts like the classic eccentric scientific genius, but he loves to play poker, tell dirty jokes, and drink military men under the table. (However, he doesn't smoke.) He prefers to be called "Johnny." He could fit well in even a highly cinematic *GURPS Atomic Horror* campaign without any changes. (Though if ever any real person had the *Science!* skill . . . Actually, extreme conspiracy theorists have accused him of having led hideous CIA-UFO human-subject experiments involving the Philadelphia Project.)

Von Neumann approaches every subject he investigates by trying to isolate basic assumptions and work out their implications; his logical genius achieves amazing results in every field where this approach can be fruitful, but might encounter problems in fields where logical rigor is still out of reach.

– William H. Stoddard

### *Further Reading:*

Macrae, Norman: *John von Neumann*.  
 Poundstone, William: *Prisoner's Dilemma*.

## WHAT IF?

Von Neumann's single most historically significant work was on the Manhattan Project; without him, the implosion-triggered plutonium bomb used at Nagasaki might not have been ready, and Japan might have fought on for months while another uranium-235 bomb was prepared, leaving millions more dead and the world poorer and more bitter. (However, this is controversial historical territory; Japan *might* have surrendered in the aftermath of Hiroshima.)

In the longer term, von Neumann may have helped prevent World War III. Game theory helped prove mathematically that starting a nuclear war was a no-win strategy; digital computers made it possible to apply game theory to complex problems. Without him, either the U.S.A. or the U.S.S.R. might have blundered into a new global conflict – or the Soviet Union might even have invented the hydrogen bomb first.

In the still longer term, without him, the computer would have developed more slowly. We might now be in the world of 1950s SF, with a few big computers in each developed country – the basis for a "retrotech" campaign?

### ADDITION

In the 1950s, von Neumann had turned his attention to new areas. One was meteorology, whose difficulties helped inspire chaos theory. If he had not developed cancer, he might have created chaos theory earlier. Another was neuroscience, where he became interested in contrasts between brains and computers, going so far as to suggest that mathematics and logic were not a natural language for the human brain. Given more time for von Neumann, we might now understand the brain better, and neural net computers might have appeared earlier.

### SUBTRACTION

Agents from the future seeking to alter history could have reasons to target von Neumann. For example, desperate holdout communists might seek to remove him to sustain Marxism, and be opposed by 20th-century or time-traveling counterintelligence forces. Alternatively, some time travelers might consider the bombing of Nagasaki worth stopping by *any* means, or characters could be sent to destroy a Soviet-ruled world by making his career possible.

Then again, his theoretical conception of the self-replicating "Von Neumann Machine" might be blamed for the development of a dark, machine-ruled future such as that of *GURPS Reign of Steel*; time travelers might be sent to remove him, not realizing what other dangers this might cause, or how well guarded he might be. Or perhaps his brilliant mind was the product of an *intervention*?



# Robert Ervin Howard

Total Points: 81½

Born 1906; died 1936

Age 26; 6'1"; 190 lbs. A powerfully-built man with light blue eyes, short, dark hair and square features.

**ST:** 13 [30]    **DX:** 11 [10]    **Speed:** 5.75

**IQ:** 12 [20]    **HT:** 12 [20]    **Move:** 5

**Dodge:** 5    **Parry:** 6

## Advantages

Attractive Appearance [5].

## Disadvantages

Bad Temper [-10]; Extreme Fanaticism (Devotion to his mother) [-15]; Impulsiveness [-10].

## Quirks

Believes that he has enemies; Collects antique weapons; Occasionally wears a ridiculous black sombrero; Sings loudly and shadow-boxes in public; Sometimes signs his name with an odd Celtic spelling. [-5]



## Skills

Boxing-10 [1]; Driving (Automobile)-11 [2]; Fencing-10 [1]; Guns (Pistol)-13 [1]; Guns (Rifle)-13 [1]; History-14 [8]; Hobby (Sports Trivia)-11 [1]; Literature-13 [6]; Riding (Horse)-11 [2]; Survival (Plains)-11 [1]; Writing-17 [12].

## Languages

English (native)-12, Spanish-10 [½].

## Equipment

Howard either owns or can usually borrow a car, and he has a sizeable collection of swords and guns, many of which are antiques.

This is Howard at the height of his career in the early '30s, selling regularly to pulp magazines. Although he probably doesn't suffer from full bipolar disorder, his broad mood swings might be represented by Manic-Depressive.

## BIOGRAPHY

Of all major authors of heroic fantasy, R.E. Howard is perhaps the one most likely to survive if dropped into one of his own stories. He was born in the small town of Peaster, Texas. His father Isaac's medical practice took him through the sparsely populated Texas plains, leaving young Robert at home with his mother Hester for long periods of time. The family moved several times from one small town to another, ending up in Cross Plains, in central Texas.

As a boy, Howard hated school but loved reading (particularly history and mythology), sports, and the outdoors. He did tolerably well academically, but preferred to read and spend time on his own. After holding a string of odd jobs through adolescence, he turned to writing.

Howard was prolific and wrote in a number of genres: Westerns, sports stories, historical adventure, and the emerging genre of heroic fantasy. It is in that last that he made his greatest impact. Two of his swashbuckling heroes, Solomon Kane and Kull, are fairly well-known among sword-and-sorcery fans, but his most lasting achievement was the barbarian hero, Conan. Howard's output was almost entirely short stories; there is only one original Conan novel (serialized in *Weird Tales*) and a handful of other novel-length stories and outlines. He played at fencing, boxing, and other sports for fun, but writing took much of his time.

As an adult, Howard was seen as a strange duck by the people of Cross Plains. He was something of a loner, acted oddly in public (singing and shadowboxing while walking down the street, and sometimes wearing an absurdly large sombrero), and wrote stories for a living. In conservative central Texas during the Depression, Howard's tales of bloody violence and

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**All fled – all done, so lift me on the pyre;  
The feast is over and the lamps expire.  
– Complete text of REH's suicide note.**

---

due to his successful writing career, he had a higher income than anyone else in town, so he was accepted as an eccentric celebrity.

One of the reasons for Howard's social isolation was his intense relationship with his mother. Although none of the members of the Howard family was very good at displaying affection, Robert nevertheless remained very close to Hester. She quietly disapproved of Robert's few attempts to date women around the town (most notably with Novalyne Price, a local school teacher), and her declining health kept him from moving far from Cross Plains. He attempted to move away shortly after high school, attending Howard Payne College in nearby Brownwood, but lasted little more than a year before returning home to help care for his mother. He occasionally visited friends around Texas and crossed the border to Mexico a time or two, but he could rarely spend much time away from home.

On the morning of June 6, 1936, on being informed that his mother's tuberculosis would kill her in a matter of hours, Howard went to his car, got a gun out of the glove compartment (which he kept there to protect himself against largely imaginary "enemies"), and shot himself in the head.

His death marked the beginning of the end for an era of fantasy fiction. Within a few years, H.P. Lovecraft (see p.WWi122) died of cancer and Clark Ashton Smith retired from fantasy in favor of poetry, while paper shortages during WWII finished off many of the magazines Howard had contributed to. Fantasy went into 20 years of doldrums until an explosive reemergence with the popular discovery of Tolkien's work in the '60s.

### Encountered

If nothing else, Howard is a physically imposing specimen: over six feet tall, and often in very good condition. He occasionally participates in amateur boxing matches, and will train seriously for them.

The impression Howard makes depends heavily on his mood. If he's not inclined to deal with someone, he will be taciturn, even surly, occasionally feigning ignorance (hiding a considerable informal education) and speaking with a somewhat exaggerated Texas accent. On a good day, however, he can be talkative, bordering on boisterous. He is, at heart, morally conservative, but will happily toss back a few beers and, on a dare, kiss pretty girls. The edge of paranoia and the ultimately fatal mother-fixation are buried below the surface that chance encounters will see.

– Matt Riggsby

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### Further Reading:

De Camp, L. Sprague, *Dark Valley Destiny*.

*The Whole Wide World*, (dir. Dan Ireland) 1996 (a dramatization of Novalyne Price's memoirs, focusing on her relationship with Howard).

scantly-clad women made him seem that much stranger. However, he was also the son of one of Cross Plains' leading citizens, and,

## WHAT IF?

### CONAN LIVES!

Howard left a body of work that set the tone for much subsequent heroic fantasy. But what if he had overcome his grief over his mother and achieved some measure of mental stability? His father continued active medical practice into his seventies, and his mother was well into her sixties before tuberculosis killed her, so it seems likely that the athletic Howard would have had a long and productive life. If he continued to write fantasy (he might not have; in his last years, he was showing more interest in historical fiction), a still-vigorous 60-year-old "R.E.H." might have become the gray eminence of the genre, going head-to-head with later writers such as Leiber and Moorcock, and setting a very different stage for Tolkien.

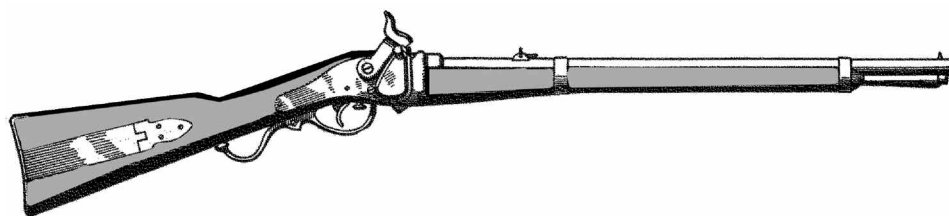
### THE DYNAMIC DUO!

Although they never actually met, Howard and H.P. Lovecraft were close friends through their extensive correspondence. Their seemingly opposite personalities were in fact complementary, challenging one another to new heights. They also shared tastes in literature, a love of history, and, eventually, a strong dislike of Hitler. Could the fact that they died prematurely within two years of each other be a little too convenient?

Naturally, the first one to fake his own death was the adventurous Howard. However, it was only a matter of time before he suggested to his friend, who had long-lasting if muted regrets about not being able to join the army during WWI, that he join in the undeclared secret war against the Nazi menace. During WWII, the O.S.S. recruited all kinds of unlikely spies, including professors and actors, so why not start with a pair of pulp authors? With the clever, retiring Lovecraft as the brains and the fiery Texan taking the big risks, Hitler doesn't stand a chance!

### TIME AND THE BARBARIAN

A group of time-traveling academics sent to investigate the roots of the peculiar 20th-century sub-genre of "Sword and Sorcery" would have a tricky time keeping secret in the small towns of pre-war Texas. When your subject is a gun-owner of dubious mental stability, even an observation mission may get difficult. And when a psychotic VR addict from the future steals a time machine and shows up with an axe, a fur loin cloth, and an autograph book, preserving the timeline could get *really* messy. (This scenario could swing rapidly between tension, comedy, and personal tragedy.)





Born 1957; died 1979.

Age 20; 6'1"; 130 lbs.; An English punk, with spiky black hair, pale skin, acne, and dark eyes. His left arm is covered with needle marks. He typically wears a leather jacket with a Ramones "American Eagle" medal on the right breast, a small padlock on a chain around his neck, torn jeans or leather pants with a garter around his right thigh, a red T-shirt with a swastika (or no shirt at all), black motorcycle boots, and a lip-curling sneer.

<b>ST:</b> 10 [-]	<b>DX:</b> 11 [10]	<b>Speed:</b> 5.5
<b>IQ:</b> 10 [-]	<b>HT:</b> 11 [10]	<b>Move:</b> 5
<b>Dodge:</b> 5	<b>Parry:</b> 5	

## Advantages

Attractive [5]; Collected [5]; Fashion Sense [5]; Hard to Kill +2 [10]; High Pain Threshold [10]; Patron (Record Company/Manager, very powerful, 12-) [50]; Reputation +4 (Punk star, to all punk fans) [10]; Status 1 (Rock'n'Roll star) [5]; Toughness +2 [25].

## Disadvantages

Addiction (Heroin) [-40]; Compulsive Carousing [-5]; Dependent (Nancy Spungen, Loved One, 1-25 points, 12-) [-48]; Odious Personal Habit (Filthy) [-5]; On the Edge [-15]; Poor [-15]; Skinny [-5]; Weak Will -1 [-8].

## Quirks

Abba fan; Does anything he thinks a rock star should; Emulates Dee Dee Ramone; Soft spot for children; Violent to himself and others, and likes weapons. [-5]

## Skills

Area Knowledge (London)-12 [4]; Brawling-11 [1]; Broadsword-9 [½]; Carousing-13 [8]; Dancing-10 [1]; Flail-9 [1]; Knife-10 [½]; Musical Instrument (Bass Guitar)-9 [2]; Musical Instrument (Drums)-10 [4]; Musical Instrument (Saxophone)-7 [½]; Performance-10 [2]; Poetry-9 [1]; Sex Appeal-9 [½]; Sports (Soccer)-10 [1]; Streetwise-10 [2]; Two-Handed Axe/Mace-10 [1].

## Languages

English (native)-10 [0]

## Equipment

Sid usually carries a hunting knife or a heavy chain for use as a weapon; his jacket may rate as leather armor. He spends almost all his cash on drugs.

This is Sid just after joining the Pistols. Before he started to seriously abuse heroin he should rate as Handsome. Most of his combat skills are usually applied to improvised

weapons (including guitars); a frivolous GM could also give him Magic Breath (Spitting) – he was notably accurate. His low musical skills reflect the punk aesthetic; Poetry reflects the fact that he could string a lyric together.

At times, punks were insulted in the street, beaten up, and denied work; a Social Stigma might be justified.

## BIOGRAPHY

John Simon Ritchie was the illegitimate son of Anne Beverly and John Ritchie, raised by his mother. John, or "Sime" as his mother called him, was nicknamed "Sidney" by his best friend John Lydon (later Johnny Rotten). "Sid" and John were inseparable; they went to college, worked, and lived in a run-down squat together. When Lydon joined the Sex Pistols in 1975, Sid became their fanatical supporter. He attacked anyone who gave the Pistols bad press, denied them admittance to a club, or otherwise caused them grief. He would use anything handy, or just his fists, and was reckless of odds, once jumping ten hecklers. Being swiftly and savagely beaten apparently only encouraged him.

Sid joined the Pistols after Glen Matlock, their original bassist, left in 1977. He was self-taught, learning by taking speed and playing along to Ramones records. Soon after this, he struck up a violently abusive relationship with Nancy Spungen, an American who came to the UK with the stated purpose of dating a Sex Pistol. Rejected out of hand by Rotten, she settled for Sid.

Sid grew increasingly out of control. As his relationship with Nancy deepened, and his musical limitations became obvious, his drug abuse waxed. Friends tried to intervene, even kidnapping Nancy and trying to force her on a plane to America; more than once, John locked Sid in a room, and kept him there until he was clean. Each time, Sid would eventually get out and immediately find Nancy and heroin. Sid and John's friendship became badly strained.

Sid became a "living circus." Always high, he often carved phrases like "Gimme a Fix" into his bare chest with a razor, and played smeared with blood and filth. He didn't even notice when he unplugged his bass and the band played without him. During a brief American tour, his nose was broken by a female fan who pulled herself up and head-butted him. He ignored the blood and kept playing, protesting to security to let the fan stay. He would stand rock-firm in the face of thrown objects, and once smashed an audience member with his bass for threatening him.

The Pistols broke up in mid-January 1978. Sid released a few tracks under the Pistols name and filmed manager Malcolm McLaren's *The Great Rock'n'Roll Swindle*. He and Nancy moved into the Chelsea Hotel in New York, and Sid performed a few abysmal shows.

On October 12, 1978, Nancy was stabbed with Sid's knife. Sid was found asleep in a bed covered with blood; Nancy lay dead in the bathroom. Sid was arrested, and spent

## ONCE AND FUTURE PUNK

Sid died young, but he could have easily died younger. He was in several brawls that could easily have escalated to fatal violence, and he overdosed several times (once on both heroin and methadone simultaneously, while drinking; he was in the hospital for less than a week).

If his life wasn't interesting enough, it could be made more so in an RPG. He is an excellent candidate for kidnap by a time-traveling future desperately in need of a "new" star. If he was hard to deal with on heroin, what would he be like on 25th-century drugs? A relatively tame future, faced with Sid, could have dramatic and (from a gaming perspective) amusing problems.

In *GURPS Cyberpunk* campaigns, many retro-punks will probably adopt Sid's dress, chain, and sneer. He could be the model for an entire gang; with ultra-tech surgery, they could even all look like him. A gang of drug-crazed Sid Vicious clones would be a frightening thing, especially if they were all On The Edge too.

### WHO KILLED NANCY?

The most popular theory points to Sid killing Nancy Spungen in a drugged haze, but there were holes in the police case. The apartment had been robbed, and witnesses placed several people going in and out around the time of her death. Nancy may have killed herself (Sid's note points to a suicide pact). Piecing together the true story could take good investigative abilities. What if someone is trying to keep the truth suppressed? Was Sid set up for destruction, or Nancy killed in an attempt to get her away from him? This could give a conspiracy-oriented campaign an unusual twist.

### SAVE SID!

*"[I]f ever two people should have never met it was Sime and Nancy."*

— Anne Beverly

What if Nancy Spungen was prevented from reaching the U.K.? She followed along with Johnny Thunders and the Heartbreakers; stopping her then would be fairly simple. She was regarded as a drug whore and no one (other than Nancy) would object if she missed the flight. But she might eventually have found her way over anyway; keeping her from ever dating a Sex Pistol might be difficult. Perhaps someone could drop her in a rehab clinic far from NYC, with strict instructions to keep her there? Without Nancy, Sid would not have a "friend" to feed his self-destructive nature . . .



55 days in Riker's Island, where he was badly abused and went cold turkey from heroin. On February 1st, 12 hours after being released on bail, he overdosed fatally. His mother found a note that read "We had a death pact, I have to keep my half of the bargain. Please bury me next to my baby. Bury me in my leather jacket, jeans and motorcycle boots. Goodbye."

Sid was cremated; although Nancy's family wouldn't reveal where she was buried, his mother found the site and scattered Sid's ashes over it.

### Sid in History

Sid has had movies made about him, songs written in his honor, and myths created around him. He played the archetypal self-annihilating rock'n'roll star, and was the picture of how people expect a punk to act and appear. He is also credited with inventing two punk traditions: spitting on the band (applauding in a tight crowd over loud music being impossible) and the Pogo, a dance involving jumping up and down in place (needed to see over the heads of others in the audience).

### Encountered

Sid can be found with the Pistols, or hanging around McLaren's shop. He is mild and friendly when straight, aggressive and abusive when stoned. He indulges in anything that he thinks a rock star should: drugs, alcohol, groupies, and fights. GMs should apply the On The Edge disadvantage *fully*. He will always All Out Attack. Confronted with the weird or unusual, he would probably be as nonplussed as he was about anything else other than heroin and punk.

— Peter V. Dell'Orto

### Further Reading:

Butt, Malcolm: *Sid Vicious: Rock'n'Roll star*.

Lydon, John: *Rotten: No Irish, No Blacks, No Dogs*.

Savage, Jon: *England's Dreaming*.

*Rock'n'Roll, Episode 9: Punk* (PBS).

*The Great Rock'n'Roll Swindle* (Julian Temple) p. 34.

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**"I'm an intellectual, I'm a highly original thinker ... I'm the real brains behind the Sex Pistols."**

— Sid Vicious

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## OTHER SIGNIFICANT FIGURES

*GURPS Who's Who* concentrates on well-documented, interesting figures. That, however, is not the same as "historical significance." Some important figures are known only from passing references or legends, others didn't get out of the house much, while others again too closely resemble characters we *did* include. A few examples, who nonetheless could appear in games:

**Hammurabi**

The sixth ruler of the first, "Amorite" dynasty of ancient Babylon is remembered today as the originator of the "Code of Hammurabi." That significance may actually have been exaggerated; it turns out that Babylon had similar (if shorter) law-codes before his time. On the other hand, he *did* establish Babylonian preeminence in Mesopotamia.

He succeeded his father, Sin-muballit, about 1792 B.C., apparently while still young, and soon found himself locked in conflict with Rim-Sin of Larsa, his neighbor to the south. Babylon had one crucial advantage; control of the upper reaches of the River Euphrates, in a land totally dependent on irrigation. Hammurabi may have mastered the trick of damming a river, then releasing the waters suddenly to flood out an enemy. He also seems to have used alliances and treaties. He fought not only his southern neighbors, but also kingdoms to the east; crushing the latter may have been a long-term mistake, as it removed a buffer against invaders.

Judging by official inscriptions and records, Hammurabi took a personal interest in the transformation of a small kingdom into an empire. However, he does not seem to have created a durable system of government. Interestingly, he broke with tradition by *not* declaring himself a god – perhaps setting a precedent for a more secular style of rule. He died in 1750 B.C.; his son, Samsuiluna, had to struggle to preserve his achievements.

**Confucius**

*"At 15 I set my heart on learning; at 30 I firmly took my stand; at 40 I had no delusions; at 50 I knew the Mandate of Heaven; at 60 my ear was attuned; at 70 I followed my heart's desire without overstepping the boundaries of right."*

– Confucius

China's best-known philosopher was born in 551 B.C., in what is now Shantung Province (then the state of Lu). His family were impoverished aristocrats; his father died when he was three. Confucius (K'ung-fu-tzu, or "Master K'ung") soon developed an obsession with learning (apparently mastering not only literature, poetry, and history, but also the "Six Arts"; ritual, music, archery, charioteering, calligraphy, and arithmetic). Education became the cornerstone of his thinking; he held that learning was beneficial to everyone, especially the nobles who ruled the country. However, his own government career was cut short by the machinations of others, and he eventually returned to teaching, dying in 479 B.C..

The famous "Analects" (*Lun-yu*) were probably compiled from his reported sayings and lessons by later generations of students; they present his ideas in the form of a kind of conversation. "Confucianism" is an English word with no direct equivalent in Chinese, but there is no doubt that Confucius, with his reverence for learning, tradition, and hierarchy, set the tone for much of Chinese culture.





### King Sejong

In the 14th century, Korea developed a system of administration based on Neo-Confucian ideas borrowed from China. The new bureaucrats rejected Buddhism, which had previously been powerful but which had become corrupt, and demanded a government which would reward them better. In 1392, they threw out the old rulers and installed the Choson, or Yi, dynasty.

The fourth Choson monarch, Sejong, was born in 1397 and ruled from 1419 until his death in 1450; his reign is considered a high point of Korean history. He sponsored scholarship, art, and science, and is credited with the invention of *Hangul*, the Korean national script. Although Chinese writing continued in use in Korea, *Hangul* is regarded as one of the most logical, elegant writing systems in the world; whether it was actually invented by Sejong or by someone working for him, it was a brilliant achievement. He also banned Buddhist monks from Seoul, reinforcing Neo-Confucianism dominance. The Choson dynasty made Korea into a very well-organized nation with a high regard for scholarship, capable of maintaining a degree of independence despite the proximity of China, which regarded it as a vassal-state. Later, the country would hold off invasions from Japan and give the Manchus a serious fight; the Choson dynasty lasted until 1910.

Sejong could be depicted as an enlightened philosopher-king (although Confucian bureaucracy has no great respect for personal freedom); his reign certainly laid the foundations of Korean traditions of technophilia and orderliness.

### Pizarro

Francisco Pizarro, a soldier's illegitimate son, was born in Spain in 1475, entered his father's profession, and traveled to the New World colony of Hispaniola in 1502. There, he made himself useful, becoming mayor of Panama in 1519.

In 1523, he joined a voyage of discovery down the west coast of South America, eventually picking up hints of the great Inca Empire further on. He sent to Panama for reinforcements, but a new governor did not want to spend lives on such a venture. Pizarro and 13 of his men carried on anyway, confirming the rumors. He then traveled to Spain and convinced the king to support his project. Returning to South America, he took three ships and a few hundred men to attack an entire empire.

The Inca ruler, Atahualpa, agreed to meet the Spaniards, but rejected their attempts to persuade him to convert to Christianity and to submit to Spain. This gave Pizarro his excuse to attack, cutting down Atahualpa's bodyguards and taking the emperor prisoner. When the Spaniards subsequently executed Atahualpa, resistance crumbled, and Pizarro marched into their capital of Cuzco unopposed and appointed Atahualpa's brother as puppet ruler.

Pizarro spent the rest of his life consolidating Spanish rule over Peru, but eventually fell out with some of his partners and was killed by a revolt in 1541. His accomplishment – a triumph of nerve, ruthlessness, and luck – trumps even the conquest of Mexico by Cortés (p.WWi62). Determined to enrich himself and his family, Pizarro nonetheless seems also to have been genuinely devout; he died drawing a cross on the ground in his own blood.

### Zumbi

Zumbi is a near-mythical figure in Brazilian history. He was an inhabitant of Palmares, a community created in 1602 by a group of fugitive slaves who had run away from sugar mills in the state of Pernambuco. Palmares was located in the Barriga Sierra, 55 miles northwest of the city of Maceió, and consisted of a group of 12 *quilombos* (settlements) governed by an elected lifetime president. The *quilombos* controlled a region of about 80 square miles in the states of Pernambuco and Alagoas. Each *quilombo* was fortified with wooden fences, ditches and drawbridges. The capital, Macaco, had about 2,000 inhabitants; Palmares as a whole may have had 20,000.

Little is known of Zumbi as a person, but he was described as a short, limping, black-skinned man of notable courage. He took control of the *quilombos* after the former leader, his uncle Ganga Zumba, signed a peace treaty with the local white government in November 1678, establishing freedom for all Negroes born in Palmares at the cost of handing over the rest of the inhabitants (natives, fugitive slaves, white outlaws, etc.) to the authorities.

After surviving several attacks, Palmares was destroyed in February 1694. Zumbi escaped, but was betrayed by one of his soldiers and killed in November 1695. His head was displayed in the central square of Recife (the capital of Pernambuco) until it decomposed. His statue now stands there.



# INDEX

- Acre, 38-39.  
 Actium (battle), 19.  
 Adolph Hitler, *see* **Hitler**.  
 Advantages, 4-5.  
 Ahaus (Mayan nobility), 25.  
 Akkadian Kingdom, 8-9.  
 Alexander the Great, 7, 16, 46.  
 Alexandria, 7, 14-15, 19, 113.  
 Alighieri, Dante, 40-41.  
 Allan Pinkerton, *see* **Pinkerton**.  
 American Indians, 43, 55, 68, 87, 90-91, 97.  
 Ana de Sousa, *see* **Nzinga**.  
 Antarctica, 73, 108-109.  
 Antonius, Marcus ("Mark Antony"), 7, 18-19.  
 Antony, Mark, *see* **Antonius**.  
 Aphra Behn, *see* **Behn**.  
 Arabs, 11, 14, 21, 29.  
 Archimedes, 14-15, 17.  
 Assassins (sect), 33, 37.  
 Assyria, 8-9, 10-11.  
 Atlantic Ocean, 42-43, 73, 109.  
 Attila the Hun, 22-23.  
 Attributes, 4-5.  
 Augustine of Hippo (Saint), 20-21.  
 Aurelius Augustine, *see* **Augustine of Hippo**.  
 Australia, 73, 101.  
 Austria, 47, 55, 71, 81.  
 Babylon, 9, 10-11, 13, 126.  
 Barton-Wright, E.W., 98-99.  
 Beatrice, 40-41.  
 Behn, Aphra, 64-65.  
 Beijing, *see* **Peking**.  
 ben Maimon, Moses, *see* **Maimonides**.  
 Bernadotte, Jean-Baptiste, 78-79.  
 Bible, 9, 11, 64.  
 Bleda (King of the Huns), 22-23.  
 Blume, Rutger van der, *see* **Flor**.  
 Bonaparte, Napoleon, 75, 76-77, 78-79, 80-81.  
 Bosworth Field (battle), 45.  
 Brazil, 43, 97, 127.  
 Britain (nation and empire), 55, 60-61, 65, 67, 68, 72-73, 76-77, 81, 89, 95, 98-99, 102-103, 105, 111, 113, 115; *see also* **England**, **Ireland**, **Scotland**.  
 Britons, *see* **Britain**.  
 Byrd, Admiral Richard E., 108-109.  
 Byzantine Empire, 38-39; *see also* **Roman Empire**.  
 Caesar, Julius, 18-19, 46.  
 Canada, 56-57, 72-73, 84.  
 Cannae (battle), 16-17.  
 Carthage, 15, 16-17, 20.  
 Catalan Company, 38-39.  
 Catholicism, *see* **Roman Catholicism**.  
 Chaldeans, 9, 10-11.  
 Champlain, Samuel de, 56-57.  
 Charles "Lucky" Luciano, *see* **Luciano**.  
 Charles I (King of England), 60-61.  
 Charles II (King of England), 61, 65.  
 Charles Lindbergh, *see* **Lindbergh**.  
 Cheng Shih, 82-83.  
 China, 26-27, 34-35, 36-37, 52-53, 82-83, 95, 127.  
 Chinggis Khan, 34-35.  
 Christianity, 11, 20-21, 33, 37, 40-41, 51, 52-53, 59-60, 67; *see also* **Roman Catholicism**, **Protestantism**.  
 Christopher Columbus, *see* **Columbus**.  
 Churchill, Sir Winston, 102-103, 105.  
 Cid, *see* **Díaz**.  
 Civil War, *see* **England**, **Russia**, **U.S.A.**  
 Cleopatra, 18-19.  
 Columbus, Christopher, 37, 42-43, 71.  
 Comte de Saint-Germain, *see* **Saint-Germain**.  
 Confucianism, 26, 52-53, 82, 127; *in* **Korea**, 127.  
 Confucius, 127.  
 Connaught, 48-49.  
 Constantinople, 23, 39, 47, 119.  
 Cook, James, 72-73.  
 Cortés, Hernán, 31, 127.  
 Custer, George Armstrong, 90-91.  
 Dakota, 91, 96-97.  
 Díaz, Rodrigo ("El Cid"), 30-31.  
 Dante Alighieri, *see* **Alighieri**.  
 de Champlain, Samuel, *see* **Champlain**.  
 de Flor, Roger, *see* **Flor**.  
 de Lanolos, *see* **Lanolos**.  
 de Sousa, Dona Ana, *see* **Nzinga**.  
 Disadvantages, 5.  
*Divine Comedy*, *The*, 41.  
 Dona Ana de Sousa, *see* **Nzinga**.  
 Dur-Sharrukín, 9.  
 Dzhughashvili, Josef Vissarionovich, *see* **Stalin**.  
 E.W. Barton-Wright, *see* **Barton-Wright**.  
 Egypt, 9, 10-11, 13, 14, 18-19, 32-33, 47, 75, 77, 81, 113.  
 Eight Immortals of the Wine Cup, 27.  
 El Alamein, 111, 112-113.  
 El Cid, *see* **Díaz**.  
 Elizabeth I (Queen of England), 45, 49.  
 England, 43, 44-45, 48-49, 55, 57, 60-61, 65, 67, 71, 72-73, 77, 81, 102-103, 121; *English Civil War*, 60-61, 64-65; *see also* **Britain**.  
 Ernest Hemingway, *see* **Hemingway**.  
 Erwin Rommel, *see* **Rommel**.  
 Flor, Roger de, 38-39.  
 Florence, 40-41.  
 France, 29, 43, 47, 55, 56-57, 61, 62-63, 69, 70-71, 73, 75, 76-77, 78-79, 80-81, 103, 111, 113, 119.  
 Francisco Pizarro, *see* **Pizarro**.  
 Genghis Khan, *see* **Chinggis**.  
 Genoa, 37, 43, 119.  
 George Armstrong Custer, *see* **Custer**.  
 Germain, *see* **Saint-Germain**.  
 Germany, 29, 55, 74-75, 78, 95, 103, 104-105, 107, 110-111, 112-113, 114-115, 121; *see also* **Prussia**.  
 Goddard, Robert, 106-107.  
 Goethe, Johann Wolfgang von, 74-75.  
 Goths, *see* **Visigoths**.  
 Grace O'Malley, *see* **O'Malley**.  
 Grant, Ulysses Simpson, 86-87.  
 Granuaile, *see* **O'Malley**.  
 Great Britain, *see* **Britain**.  
 Greece (and Greeks), 7, 10, 12-13, 14-15, 17, 18-19, 38-39, 75.  
 Guelphs, 40-41.  
**GURPS Alternate Earths**, 89.  
**GURPS Arabian Nights**, 32-33, 37.  
**GURPS Atomic Horror**, 107, 121.  
**GURPS Celtic Myth**, 49.  
**GURPS China**, 26, 52, 83.  
**GURPS Cyberpunk**, 125.  
**GURPS Fantasy Bestiary**, 37.  
**GURPS Fantasy Folk**, 37.  
**GURPS Horror**, 101.  
**GURPS Japan**, 52.  
**GURPS Martial Arts**, 83, 98-99.  
**GURPS Old West**, 93.  
**GURPS Places of Mystery**, 37.  
**GURPS Reign of Steel**, 121.  
**GURPS Space**, 83.  
**GURPS Swashbucklers**, 57.  
**GURPS Time Travel**, 89.  
**GURPS Timeline**, 25.  
**GURPS Undead**, 93.  
**GURPS Voodoo**, 59.  
 Hammurabi, 126.  
 Hannibal, 16-17.  
 Hardin, John Wesley, 92-93.  
 Harry Houdini, *see* **Houdini**.  
 Hemingway, Ernest, 118-119.  
 Henry VII (Holy Roman Emperor), 40-41.  
 Henry VII (King of England), 45.  
 Hieron II (Tyrant of Syracuse), 14-15.  
 Hippo, 20-21.  
 Hitler, Adolf, 105, 110-111, 112-113, 115, 123.  
 Holy Roman Empire, 29, 40-41.  
 Horatio Nelson, *see* **Nelson**.  
 Houdini, Harry, 100-101.  
 Howard, Robert E., 122-123.  
 Hsüan Tsung (Emperor of China), 27.  
 Hungary, 47, 101, 120.  
 Huns, 22-23.  
 Ieyasu, *see* **Tokugawa**.  
 Incas, 127.  
 India, 7, 37, 53, 77, 102-103.  
 Indian Ocean, 33, 43.  
 Indian Wars, *see* **American Indians**.  
 Indians, American, *see* **American Indians**.  
 Iran, *see* **Persia**.  
 Iraq, 10-11, 103.  
 Ireland, 7, 48-49, 61, 103.  
 Isaac Newton, *see* **Newton**.  
 Islam (and Muslims), 29, 31, 33, 34-35, 46-47.  
 Italy, 13, 16-17, 23, 37, 40-41, 75, 78, 81, 116-117, 119.  
 Its' in Balam Ahaú, *see* **Shield Jaguar Lord**.  
 Jaguar Lord, *see* **Shield Jaguar Lord**.  
 James Cook, *see* **Cook**.  
 Japan, 27, 50-51, 95, 97, 98-99, 103, 105, 107, 121, 127.  
 Jean-Baptiste Bernadotte, *see* **Bernadotte**.  
 Jerusalem, 11.  
 Jesuits, 52-53.  
 Jews, 11, 32-33, 95, 110-111, 121.  
 Johann Wolfgang von Goethe, *see* **Goethe**.  
 John Simon Ritchie, *see* **Vicious**.  
 John von Neumann, *see* **Neumann**.  
 John Wesley Hardin, *see* **Hardin**.  
 Josef Stalin, *see* **Stalin**.  
 Judaism, 11, 33.  
 Judo, 98-99.  
 Julius Caesar, *see* **Caesar**.  
 Karl XIV (King of Sweden), *see* **Bernadotte**.  
 Khan, *see* **Chinggis Khan**, **Kublai Khan**.  
 Knights of St. John, 47.  
 Knights Templar, 38.  
 Korea, 95, 127.  
 Kublai Khan, 36-37.  
 Kwangtung Confederacy, 82-83.  
 Lanolos, Ninon de, 62-63.  
 Li Po, 26-27.  
 Lindbergh, Charles, 106-107, 109.  
 Little Big Horn (battle), 90-91.  
 Lucania, Salvatore, *see* **Luciano**.  
 Luciana, Salvatore, *see* **Luciano**.  
 Luciano, Charles "Lucky," 116-117.  
 "Lucky" Luciano, *see* **Luciano**.  
 Maimonides, 32-33.  
 Malta, 47, 113.  
 Manfried von Richthofen, *see* **Richthofen**.  
 Manichaeism, 20-21.  
 Marco Polo, 35, 36-37.  
 Marcus Antonius, *see* **Antonius**.  
 Maria Sibylla Merian, *see* **Merian**.  
 Mark Antony, *see* **Antonius**.  
 Matteo Ricci, *see* **Ricci**.  
 Mayans, 24-25.  
 Medes, 9, 11.  
 Merian, Maria Sibylla, 68-69.  
 Mesopotamia, 9, 126.  
 Milan, 20-21.  
 Mohacs (battle), 47.  
 Mongolia, 34-35.  
 Mongols, 29, 34-35, 37.  
 Moors, 30-31.  
 Moscow, 78-79, 81, 111.  
 Moses ben Maimon, *see* **Maimonides**.  
 Muslims (as a religious group), *see* **Islam**.  
 Nabu-kudurri-usur, *see* **Nebuchadrezzar II**.  
 Napoleon Bonaparte, *see* **Bonaparte**.  
 Native Americans, *see* **American Indians**, **Incas**, **Mayans**.  
 Ndongo, 58-59.  
 Nebuchadrezzar, *see* **Nebuchadrezzar**.  
 Nebuchadrezzar II (King of Babylon), 10-11.  
 Nelson, Horatio, 76-77, 81.  
 Neumann, John von, 120-121.  
 Newton, Sir Isaac, 15, 66-67.  
 New York (city and state), 97, 101, 109, 117, 125.  
 Nicaragua, 77, 88-89.  
 Ninon de Lanolos, *see* **Lanolos**.  
 Nobunaga, *see* **Oda Nobunaga**.  
 Norway, 78-79.  
 Nzinga, 58-59.  
 Octavius (Roman emperor), 19.  
 Oda Nobunaga, 50-51.  
 O'Malley, Grace, 48-49.  
 Ottoman Empire, 35, 39, 46-47, 55.  
 Pacific Ocean, 73, 109.  
 Palmars, 127.  
 Peking, 52-53.  
 Persia, 7, 9, 13, 47, 113.  
 Peru, 43, 127.  
 Pinkerton, Allan, 84-85.  
 Pizarro, Francisco, 127.  
 Plains Indians, *see* **American Indians**.  
 Po, *see* **Li Po**.  
 Poland, 110-111, 114.  
 Polo, *see* **Marco Polo**.  
 Portugal (and the Portuguese), 43, 53, 58-59.  
*Principia Mathematica*, 67.  
 Protestantism, 21, 45, 60-61; *see also* **Christianity**.  
 Prussia (and Prussians), 75, 81.  
 Ptolemy XIII (King of Egypt), 18-19.  
 Ptolemy XIV (King of Egypt), 19.  
 Punic Wars, 15, 16-17.  
 Pythagoras, 12-13.  
 Quebec, 55, 57.  
 Quirks, 5.  
 Ramban, *see* **Maimonides**.  
 "Red Baron," 14-15.  
 Rhodes, 47.  
 Ricci, Matteo, 52-53.  
 Richard Coeur de Lion, 33.  
 Richard E. Byrd, *see* **Byrd**.  
 Richard III (King of England), 44-45.  
 Richthofen, Manfred von, 114-115.  
 Ritchie, John Simon, *see* **Vicious**.  
 Robert E. Howard, *see* **Howard**.  
 Robert Goddard, *see* **Goddard**.  
 Rodrigo Díaz, *see* **Díaz**.  
 Roger de Flor, *see* **Flor**.  
 Roman Catholicism, 20-21, 29, 41, 43, 45, 52-53, 62-63, 65, 67, 68; *see also* **Christianity**.  
 Roman Empire, 7, 18-19, 20-21, 22-23; *see also* **Holy Roman Empire**, **Rome**.  
 Rome, 7, 15, 16-17, 19, 20-21, 23, 29, 40, 53; *see also* **Roman Empire**.  
 Rommel, Erwin, 112-113.  
 Roosevelt, Theodore, 96-97.  
 Russia, 29, 55, 68-69, 71, 78-79, 80-81, 95, 103, 104-105, 111, 113, 114-115; **Civil War**, 105; **Revolution**, 105.  
 Rustichello, 37.  
 Rutger van der Blume, *see* **Flor**.  
 Saint Augustine, *see* **Augustine**.  
 Saint-Germain, Le Comte de, 70-71.  
 Saladin, 33.  
 Samos, 12-13.  
 Samuel de Champlain, *see* **Champlain**.  
 Sargon II (King of Assyria), 8-9.  
 Scipio (Roman general), 17.  
 Scotland, 60-61, 84.  
 Sejong (King of Korea), 127.  
 Sharru-kin, *see* **Sargon**.  
 Shield Jaguar Lord, 24-25.  
 Shih, *see* **Cheng Shih**.  
 Sibylla Merian, *see* **Merian**.  
 Sid Vicious, *see* **Vicious**.  
 Sin-ahhé-eriba, *see* **Sennacherib**.  
 Skills, 5.  
 Spain, 16, 30-31, 33, 42-43, 47, 48, 57, 60-61, 73, 77, 81, 119, 127.  
 Stalin, Josef, 95, 103, 104-105.  
 Stuart, Charles, *see* **Charles I**.  
 Suleiman, *see* **Suleyman**.  
 Suleyman "the Magnificent" (Turkish sultan), 46-47.  
 Surinam, 65, 68-69.  
 Sweden, 78-79.  
 Syracuse, 14-15.  
 Tamerlane, 29.  
 Taoism, 26-27.  
 Tartars, *see* **Mongols**.  
 Temujin, *see* **Chinggis Khan**.  
 Texas, 92-93, 122-123.  
 Theodore Roosevelt, *see* **Roosevelt**.  
 Theodosius II (Eastern Roman emperor), 22-23.  
 Tokugawa Ieyasu, 50-51.  
 Trafalgar (battle), 77, 81.  
 Turkey (and Turks), 39, 46-47, 55, 81, 102-103; *see also* **Ottoman Empire**.  
 U.K., *see* **Britain**.  
 U.S.A., 71, 84-85, 86-87, 88-89, 90-91, 92-93, 95, 96-97, 100-101, 102-103, 106-107, 109, 116-117, 121; **American Civil War**, 86-87, 89, 90-91.  
 UFOs, 109, 121.  
 Ulysses Simpson Grant, *see* **Grant**.  
 United Kingdom, *see* **Britain**.  
 Valencia, 30-31.  
 van der Blume, Rutger, *see* **Flor**.  
 Vandals, 21, 23.  
 Vatican, 29, 53; *see also* **Rome**, **Roman Catholicism**.  
 Venice, 36-37, 41, 47.  
 Vicious, Sid, 124-125.  
 Vienna, 47, 78, 110.  
 Vietnam, 27, 37, 82, 95.  
 Visigoths, 21, 23.  
 von Neumann, *see* **Neumann**.  
 von Richthofen, *see* **Richthofen**.  
 Walker, William, 88-89.  
 Waterloo (battle), 81.  
 William Walker, *see* **Walker**.  
 Winston Churchill, *see* **Churchill**.  
 Yaxchilan, 24-25.  
 Zama (battle), 17.  
 Zumbi, 127.

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