

S T E V E N S . L O N G

PULL PHERO



PULP HERO

A Genre Book for the *HERO System*

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DEDICATION

There are quite a few people who deserve some recognition for their contributions to helping *Pulp Hero* at long last see the light of day.

First, to Steve Peterson, Aaron Allston, and Mike Stackpole, the authors of the first *HERO System* Pulp gaming book, *Justice Inc.* It never hurts to have some masters of the craft blaze the trail.

Second, to my friends John Losey and Tim Binford, two of the best *Pulp Hero* GMs and players I know, who I hope will keep running Pulp games for me for a long time to come.

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INTRODUCTION

During the early decades of the twentieth century, particularly the Twenties and Thirties, a new type of periodical literature appeared on the American cultural scene: the pulp magazine. Printed on cheap paper, illustrated with lurid covers on the outside and simple black and white drawings on the inside, and containing short stories emphasizing action and adventure rather than character development or emotional fulfillment, “the pulps” were enormously popular with many segments of the reading public. Some of the modern world’s best-known fictional characters — Tarzan, Zorro, the Shadow, Fu Manchu, Doc Savage, Sam Spade, Conan — first appeared in the pulps (or Pulp-era novels).

Although the pulps themselves faded away during the Forties and Fifties, the concept of “pulp fiction” has come to embody the sort of action-oriented stories they told, which influenced generations of genre fiction, comic book, and movie writers (just as the pulps themselves were influenced by the dime novels and adventure fiction of the late nineteenth century). Roleplaying gamers have often created characters and campaigns set during the Pulp era and featuring characters inspired by the pulps (or later creations that emulated them, such as the movie *Raiders Of The Lost Ark*).

The Pulp genre has been a particular favorite of *HERO System* gamers for decades. Soon after Hero Games published *Champions* it produced *Justice, Inc.*, one of the earliest pulp RPGs. The *HERO System*’s emphasis on dramatic action, and its ability to simulate any of the situations, settings, or foes characters might encounter, make it ideal for pulp gaming.

The book you’re now holding, *Pulp Hero*, picks up where *Justice, Inc.* left off over 20 years ago. In addition to simply updating the subject from the First to the Fifth Edition of the rules, it greatly expands upon the information available in “JI” to give Hero pulp gamers even more options, abilities, suggestions, and ideas. If you’re in the mood for some fast-paced, two-fisted action that pits your character against gangsters, Nazis, and weird menaces, you’ve come to the right place!

Chapter One, *The Pulp Genre*, reviews the Pulp genre as a whole. After providing a brief history of the pulps themselves, it discusses the essence of the Pulp genre — what makes an adventure a “Pulp” adventure, if you will — and some of the elements, themes, and “bits” that permeate pulp writing as a whole. It then goes on to review the various “subgenres” of Pulp (such as Detective, Globetrot-

OTHER RESOURCES

In addition to *Pulp Hero*, Hero Games publishes many other books Pulp gamers may find useful. These include:

Dark Champions, which has plenty of Super-Skills you could adapt as Heroic Talents, and expanded rules for guns and gunfighting if you want to spice up the combat action in your Pulp games.

Fantasy Hero, which has information on many types of weapons and armor for those times when your Pulp PCs encounter spear-wielding tribesmen or visit a

Continued on next page



Continued from last page

“lost world” where the Roman Empire never fell.

The *HERO System Bestiary*, a collection of 180 monsters and animals that offers any GM plenty of adversaries for the PCs.

The *Ultimate Martial Artist*, which not only contains dozens of martial arts styles suitable for Pulp games, but a long list of Asian melee weapons.

The *Ultimate Mystic*, which describes various real-world styles of magic (such as Voodoo) and provides general advice on how to use them in your games. If you want to include elements of the occult or weird menace in your *Pulp Hero* campaign, you’ll find this book a big help.

The *Ultimate Vehicle* (which has expanded rules for creating and using Vehicles in the *HERO System*, including 50 sample vehicles) and The *HERO System Vehicle Sourcebook* (which has another 150 sample vehicles). Together they have dozens of cars, planes, and other vehicles appropriate for *Pulp Hero* games.

ting Adventure, or Weird Menace) and how Pulp interacts with other genres and meta-genres such as Fantasy, Horror, and Science Fiction.

Chapter Two, *Twenty Years Of Adventure*, reviews the history of the Pulp era, primarily in the form of a lengthy timeline divided into five categories: War and Politics; Science and Technology; Crime and Punishment; Arts and Entertainment; and Life and Times. Organized by year and month, the timeline tells you exactly which day various important events, discoveries, and premieres occurred.

Chapter Three, *Around The Globe*, describes the world of the Pulp era. Things back then were often very different than they are today; for example, many countries existed in the Thirties that don’t now. This chapter is your guide to what your characters will find when they travel the world, and what daily life was like back then.

Chapter Four, *Guys And Dolls: Pulp Character Creation*, provides the information, advice, and additional rules you need to create the perfect Pulp character or NPC. It opens with a lengthy list of Package Deals appropriate to *Pulp Hero* adventures. From Athlete to Wild Man, whatever type of Pulp character you want to play, you can find a Package Deal for it here. The next section of the chapter reviews the elements of the *HERO System* — Skills, Talents, Powers, Disadvantages, and so on — with suggestions about how they should function in a *Pulp Hero* campaign and how they work in the Pulp era. In some cases this involves new/expanded rules; in others, it simply means adapting elements such as the Money Perk to the realities of the period. Last but not least, Chapter Four provides a lengthy list of Heroic Talents — special abilities, skills, and “trick powers” that Pulp characters often possess, such as Nerve Touch, Pearldiver’s Lungs, or Can Take A Punch.

Chapter Five, *Gats, Duesies, And Autogyros: Pulp Equipment*, describes all the gear characters love to carry and use. It opens with a general discussion of the technological standards of the time (including lists of which technologies were available, and which weren’t), then segues into lists of weapons, vehicles, and other equipment characters may need. Where appropriate, full *HERO System* writeups are provided. Then the chapter covers “Weird Science” — the death-rays, flying cars, and other strange and wondrous technologies used by so many Pulp characters. Last but not least, the chapter concludes with a lengthy price list for *Pulp Hero* campaigns.

Chapter Six, *A World Of Adventure*, is for the GM. It discusses how to run *Pulp Hero* games — things the GM needs to know about, plan for, and can use to best effect to create the Pulp “feel” in his campaigns. It covers how to create and structure Pulp stories, villain and NPC archetypes, environmental threats and features common to Pulp adventures, and much more.

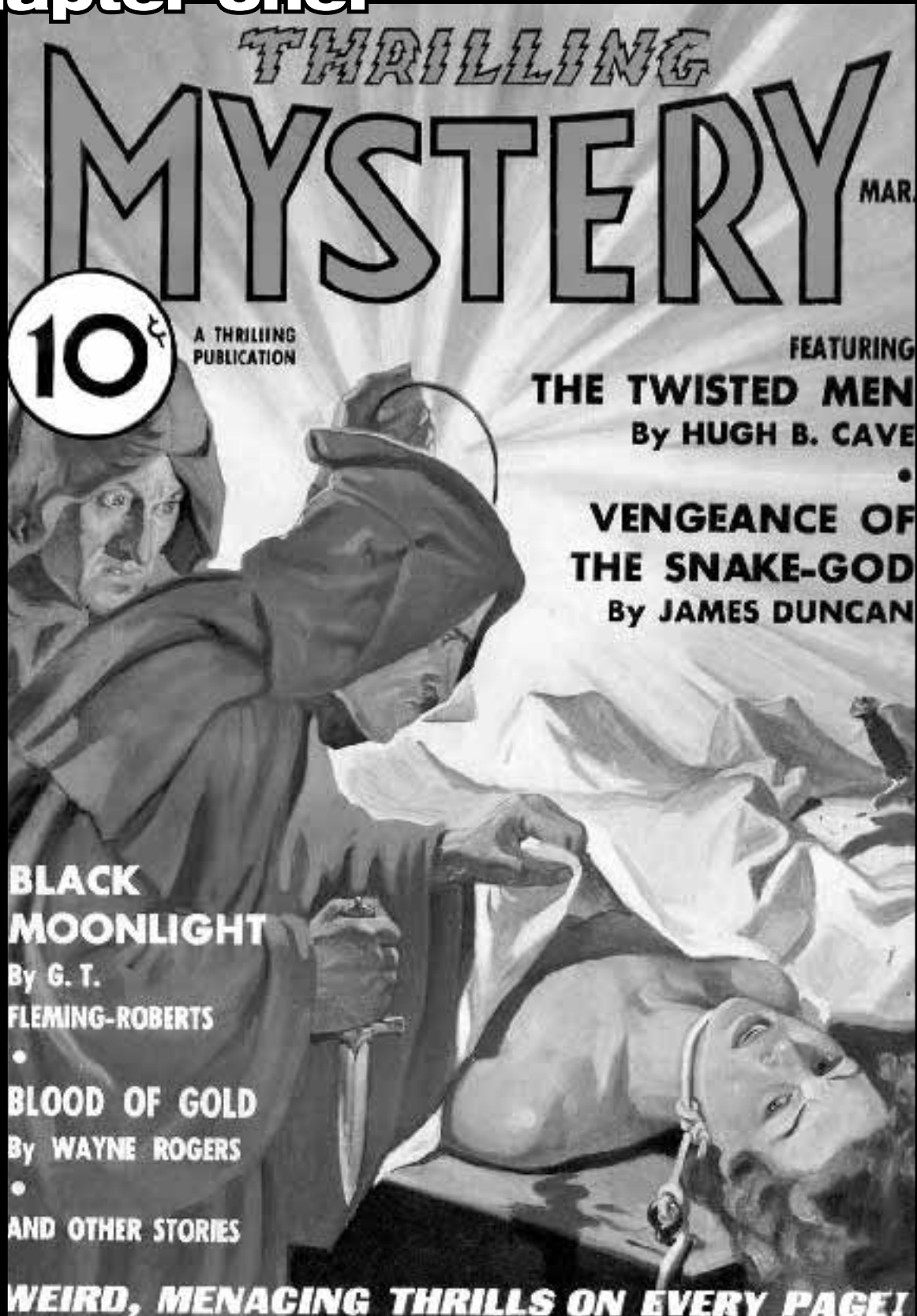
The final chapter in the book provides some sample PCs and NPCs you can use, including a few generic NPC writeups to save the GM time when he needs stock characters like gangsters, cops, and cultists. The book concludes with an extensive bibliography and filmography for readers who want to learn more about the Pulp genre and era.

ON REALISM AND RESEARCH

One of the challenges of creating a “historical” roleplaying game product (even one for a genre such as Pulp, which isn’t purely historical) is the research. In addition to the simple fact of having to actually do the research — to slog through books, magazine articles, and other sources in search of the oft-elusive facts and information gamers need — there’s the question of accuracy. Even for an era as (relatively) well-documented as the 1920s and ’30s, sources often differ on the exact date of an event, or provide conflicting information about an occurrence. For example, in discussing when a particular law “takes effect,” one book might list the day the law is passed, while another lists the day the government actually begins to enforce it. When attributing a date to an invention, some sources use the day the inventor claims he made the discovery, while others use the day he made the information public, the day he patented the device, or the year the device became widely available.

Every reasonable effort has been taken to make the historical research in *Pulp Hero* as accurate as possible, given the knowledge of the time. If you decide to do some research of your own, you may find sources that disagree with what’s written in this book, or which present the facts a little differently. If you prefer some other version of history than what *Pulp Hero* contains, you’re welcome to use that instead — there’s no *HERO System* rule that says you have to use the contents of the books exactly as written. The important thing with *Pulp Hero* isn’t strict historical accuracy, it’s having fun. Use (or don’t use) the information in this book to whatever extent it makes your game more enjoyable.

chapter one:



THE PULP GENRE

**STRONG-JAWED HEROES, BEAUTIFUL WOMEN,
AND FIENDISH MASTERMINDS**

THE PULPS

By bland definition, the pulps were rough-hewn all-fiction periodicals costing from five cents to a quarter[.] Thriving on unconstrained creativity, held accountable to few standards of logic, believability, or “good taste,” the pulps were literary dream machines, offering regular entry to intensive worlds of excitement, danger, glory, romance. Each brittle page held the promise of escape from mundane reality, a promise gaudily fulfilled.

—Lee Server, *Danger Is My Business*

The pulps began in 1896, when an American publisher named Frank Munsey transformed his boy’s magazine *Argosy* (originally *Golden Argosy* when it debuted in 1880) into an all-fiction magazine. Munsey decided the quality and quantity of the stories he published were more important than what they were printed on, so he used cheap stock — pulp paper, roughly the same as what newspapers are printed on — for his magazines. (“Pulp” in this sense contrasts with “the slicks,” magazines printed on higher-quality “slick” paper, and which generally contained writing and stories regarded as being of better quality.) This kept his printing bills low, which meant he could set the price of the magazine low enough that his customers were willing to overlook the low-quality paper.

Munsey’s plan worked — the new *Argosy* became a major financial success. In subsequent decades, other publishers began to imitate what he did. Many literary critics looked down on the lowbrow literature, but the reading public lapped it up. The pulps became an inexpensive favorite form of entertainment for many people. For prices ranging from five to twenty-five cents they could buy enough reading material to fill hours of time. Many of the magazines published novels or longer stories in serial form, thus encouraging repeated purchases by readers eager to learn the outcome of the adventure.

Prior to 1912, most pulp stories weren’t particularly noteworthy; many were reprints of fairly bland English detective stories. Things changed when *All-Story* published the first two novels from a fledgling writer named Edgar Rice Burroughs: *Under The Moons Of Mars* and *Tarzan Of The Apes*. Readers took to these new stories, particularly the Tarzan tales, with fanatic zeal, and publishers paid attention. Other well-known pulps that began in this period included *Blue Book* (1906), a general-interest fiction pulp, and *Adventure* (1910), noted for

the accuracy of the stories and articles it published about adventures in far lands.

The “golden age” of the pulps began in the early Twenties, when their popularity really took off. Their covers featured garish illustrations: strong-jawed heroes, cowboys, half-dressed girls in terrible danger, gun-toting gangsters, brave detectives, eerie menaces. The pages per magazine generally shrank (from around 200 to, typically, 128), but the number of titles expanded significantly during this period, due in part to changes in the distribution system. In 1925, the main publisher of pulps, Street & Smith, ended its arrangement with the primary distributor of magazines in the US, the American News Company. Eager to fill this sudden gap in its catalog, American appealed to other publishers and would-be publishers to start their own lines of pulp magazines. Besides Munsey’s (*Argosy*, *All-Story*) and Street & Smith (*The Shadow Magazine*, *Doc Savage*, and dozens of other titles), some of the other major pulp publishers included Popular Publications (publishers of the *Spider*, *Operator 5*, and various “Dime” and weird menace titles), Dell, Ace Magazines, Fiction House, Culture Publications (creator of the “Spicy” line), Standard (home of the “Thrilling” titles), and Clayton Magazines.

As the number of publishers and titles proliferated, so did the niche specialization of many of the magazines. The first specialized pulps appeared in the early 1900s, but by the Twenties titles focused on very narrow subjects — railroads, western romance, zeppelins, and so on — were commonplace. If a genre or story type proved popular, every publisher came out with new magazines to cater to that taste. The master of the niche titles was publisher Harold Hersey, whose oddly-themed pulps (such as *Strange Suicides*, *Lucky Stories*, and *Courtroom Stories*) often lasted only an issue or three. Some of the major titles that got started during the Twenties include: *Black Mask* (1920), the premier detective fiction magazine (which debuted, among other stories, Dashiell Hammett’s *The Maltese Falcon*); *Weird Tales* (1926), which introduced the world to the likes of Robert E. Howard, H.P. Lovecraft, Clark Ashton Smith, and others; and *Amazing Stories* (1926), in which editor Hugo Gernsback coined the term “science fiction.”

To make good money at their craft, pulp writers had to crank out a lot of material. The stories told about their output and work habits are astonishing. Frederick Faust, the “King of the Pulps,” used over a dozen pen names (“Max Brand” being the most famous), and sometimes filled the entire contents of a single magazine in which each story was attributed

Pulp Hero ■ Chapter One

to a different pseudonym. From 1917 until his death in World War II he wrote 30 million words' worth of published fiction. Arthur J. Burks, the "Speed Merchant of the Pulps," aimed to produce 18,000 words every day, and once received cover billing on eleven different pulps in the same month. Walter Gibson cranked out two Shadow novels every month for years, often typing so fast and so hard that his fingertips bled. H. Bedford-Jones kept three stories going simultaneously, moving from one typewriter to another as his creative impulses took him. The prolific Hugh Cave put in 18-hour days at his typewriter. Lester Dent, who as "Kenneth Robeson" wrote the Doc Savage novels, is said to have written 24,000 words in one day... while dictating another 32,000. Writers like these, whose work was in demand and who could fill that demand, could make \$10,000 or more (in modern terms, roughly \$100,000) a year at the height of the Great Depression just writing for the pulps.

The picture wasn't so rosy for most pulp writers. During the boom times of the mid- to late 1920s, pulp magazines often paid rates as high as four to ten cents a word, which meant that even a newcomer could make enough to survive on at the low end of the scale. But then the Depression hit, and suddenly pulp magazine publishers were struggling to survive as their customer base eroded. Rates for pulp writing plummeted, with some magazines paying as little as a tenth of a cent per word, and even well-established writers often unable to make more than two to four cents per word.

Despite the Depression, the Thirties were actually the most successful time for the pulps in many ways, since they saw the debut of what would become the genre's best-known titles: the single-character pulps. In April 1931, Street and Smith published the first issue of *The Shadow Magazine*, with a story based on the character who announced the company's detective show on the radio. The Shadow soon became enormously popular, and within a year or two many other pulps devoted almost entirely to a specific character — Doc Savage, the *Spider*, the Phantom Detective, G-8, and on and on — debuted. Many of them failed, and none of them ever eclipsed the Shadow (who was so successful his magazine was published twice a month for many years), but they gave us some of the pulps' best-known characters, the ones most closely associated with the genre.

The grand era of the pulps came to an end in the Fifties. They were laid low by several factors. First, the rise of other forms of cheap entertainment — paperback books, radio, movies, comic books, and eventually television — began to lure consumers away from the pulps. They presented something fresh and new, whereas many pulp tales were essentially the same story told over and over with a few variations. Paperback books and comics were often sent to soldiers fighting in World War II, while pulps rarely were for some reason. Second,

paper shortages during the War forced many publishers to cut down the number of titles they published, or put them out of business altogether. A few struggled on valiantly, but tastes had changed, and by about 1957 the pulps became part of literary history. In later years they would be periodically revived through paperback short story collections, reprints of the stories featuring the best-known characters, the occasional homage movie... and of course, roleplaying games.

SOME PULPS

Assembling a complete list of published pulps is beyond the scope of this book, but here are a few examples, including many of the most famous or influential, to give you a taste of the genre. Single-character pulps (such as *The Shadow Magazine* and *Doc Savage Magazine*) aren't included, since their titles are usually obvious.

- Action Stories
- Adventure
- Air Trails
- All Star Adventure
- All-Story
- Amazing Stories
- Argosy
- Astounding Stories
- Black Book Detective
- Black Mask
- Blue Book
- Detective Fiction Weekly
- Detective Mysteries
- Detective Short Stories
- Detective Story Magazine
- Dime Detective
- Dime Mystery Magazine
- Flynn's
- Horror Stories
- Jungle Stories
- Love Story Magazine
- New York Stories
- Oriental Stories
- Planet Stories
- Racketeer Stories
- Ranch Romances
- Short Stories
- Spicy Detective
- Spicy Mystery
- Sports Stories
- Strange Detective Mysteries
- Terror Tales
- Thrilling Adventure
- Thrilling Wonder Stories
- Top Notch
- Underworld Romance
- Unknown
- War Stories
- Weird Tales
- Zeppelin Stories

THE PULP GENRE

ABANDONING STEREOTYPES

This chapter provides a lot of descriptions of what Pulp characters are like: Pulp heroes are shallow; blacks and Chinese are portrayed in a certain way; and so on. While this holds true for Pulp literature, you shouldn't feel bound by the stereotypes and clichés if it's more interesting to avoid them in your games. You may have a great idea for a character who's deep, detailed, and thought-provoking, or want to play an ethnic character who's far removed from the negative stereotypes Westerners have of his people. If so, go for it! Sometimes nothing's as fun, and conducive to good roleplaying, as going against the grain.

Before you conceive and design Pulp characters and campaigns, you should consider what Pulp *is* — what makes it a genre. Technically speaking, “Pulp” isn't a genre, it's the medium on which the stories were printed. But this pedantic statement overlooks the broader picture. As pulp editor Daisy Bacon wrote in *The Writer's 1941 Year Book*:

When I first went to work for Street & Smith ten years and more ago, the term “pulp” was... used in the trade to describe the kind of paper which was used in the magazines. Now it has come to mean a definite type of writing (generally inferior).

In other words, Pulp was recognized as a type of writing — in effect, a genre — even back in the Thirties, despite the vast diversity of the types of stories that fell under that general rubric. Therefore referring to the “Pulp genre” in a gaming context makes sense; it's just a matter of identifying the major elements, themes, and conventions that define the genre.

The primary elements of the Pulp genre are:

Action, Action, Action

[T]he ultimate crystallization of character is likely to lie in physical rather than psychological action.

—Arthur Sullivant Hoffman, *Adventure*, November 1935

First and foremost, Pulp stories are about *action*. In most cases, this literally means what the word implies: fast-paced stories involving a lot of danger, excitement, and adventure. Pulp “plots” were often little more than a series of events, one piled on another, each more intense than the last, until the story abruptly reached its conclusion. To put it another way, pacing often took the place of true plot development. In some subgenres, such as romance, more sedate events replace the violence and suspense that fill most Pulp stories, but the emphasis on driving the plot forward remains.

Part of keeping Pulp stories fast-paced is having characters who are “proactive” — who boldly initiate action rather than just reacting to what happens. Pulp characters may be shallow (see below), but “patient,” “submissive,” and “hesitant” are not terms that describe them.

This element is one of the things that makes Pulp such an enjoyable genre for gaming. The

nature of gaming is such that most game adventures are action-oriented and event-driven: characters move from scene to scene, encounter to encounter, and initiate dramatic, often violent action as necessary. That's just what happens in most Pulp stories, so the two dovetail perfectly, making the GM's job easier than normal.

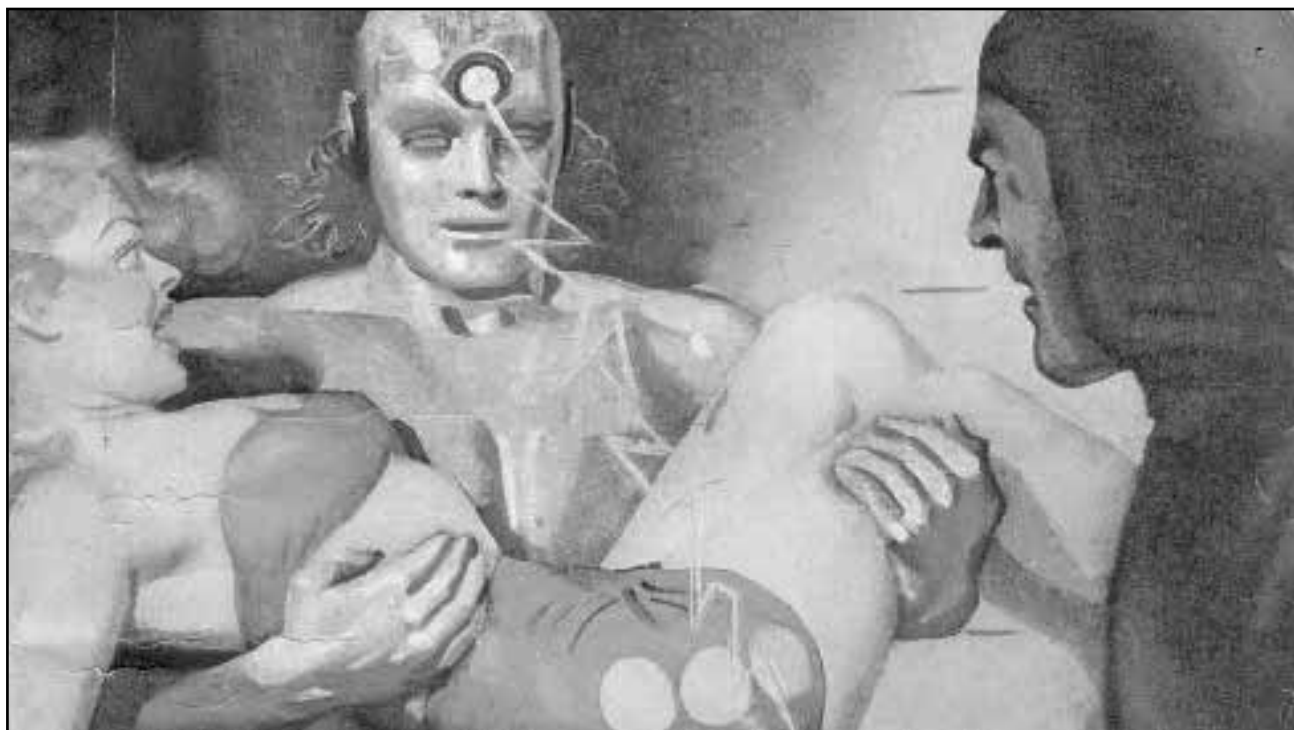
Shallow Characters

In most of this published work, there's no such thing as a developed character. Instead, there are... individuals of curious traits and odd personal characteristics. They are bizarre and fascinating. Each possesses one large peculiarity and at least a couple of minor ones. This fixes them in the reader's eye and instantly identifies them whenever they appear in the story. Such tags are most useful to an author, particularly one whose characters do not so much generate the action, as ride upon it, like kites in the wind.

—Robert Sampson, *Deadly Excitements*

Hand-in-hand with the “action” convention is the fact that Pulp characters are shallow, clichéd, and poorly developed. In an action-oriented story, there's little (if any) time for the hero to ruminate about how he feels, or what the events in the tale mean to him; he's got things to do! Even the best-known Pulp heroes — characters like the Shadow and Doc Savage about whom hundreds of stories were written — aren't much more than collections of easily-identifiable personality traits, quirks, mannerisms, and habits, possibly coupled with one or more distinctive elements of appearance that makes them easy to write and read about.

This is the other thing that makes Pulp so wonderfully gameable. The description of Pulp characters given above could apply word-for-word to the vast majority of gaming characters. Most roleplaying games, including the *HERO System*, require you to create characters through various attributes and traits defined by the rules. It's a more elaborate, and sometimes “scientific,” process, than how a writer for the pulps worked, but the end result is the same: a character who's really not a character so much as he is a characterization — a collection of traits that identify him and let him take action, and not much more. In short: RPGs are ideally suited for creating Pulp-style characters.



Melodrama

Melodrama (n.): a sensational dramatic piece with crude appeals to the emotions and usu. a happy ending

—The Illustrated Oxford Dictionary (Revised and Updated)

Since Pulp stories are filled with action and involve shallow characters, it's not surprising that they tend to be written in a melodramatic, purple prose sort of style — as Robert Sampson puts it, “scenes and emotions overplayed, exaggerated, overblown, spuriously heightened.” The adjective and the adverb become the author's friends, and he ladles them on good and thick. If characters display significant emotion, they tend to do so strongly, so no reader can miss it and the writer doesn't have to work too hard to get the subtleties across.

This aspect of Pulp also helps both players and GMs. Roleplaying in this melodramatic fashion is usually easy, and doesn't preclude more in-depth roleplaying if desired.

Black And White Morality

“I'm certain I'm all right, old man. Very certain! Because we're in the right. We're fighting a grim menace of dictatorship, death, and ruin. With right on your side you can't lose, if you've the courage to back up your convictions.”

—Jeff “the Eagle” Shannon explaining the way the world works in Storm Over The Americas, by Capt. Kerry McRoberts, Thrilling Spy Stories, Fall 1939

Another way the pulps keep the action going and don't have to worry too much about character development is that the moral tone of the stories tends to be very black and white. The heroes are clearly The Heroes, fighting for that which is Right, Just, Pure, and True; the villains are clearly the Villains, and there's no doubt they're Evil and must be opposed with every fiber of the hero's being. There's little, if any, moral ambiguity... and any that exists gets resolved by the end of the story.

There are, of course, exceptions. In detective and mystery stories, particularly those of the “hardboiled” school, the situation becomes much greyer. The protagonist isn't necessarily the nicest or noblest guy in the world — even though he is, ultimately, far better than the people he struggles against, if for no other reason than he holds to his personal code of honor. And there often isn't much he can rely on: even people who seem innocent and pure at first rarely are; everyone's got some skeletons in their respective closets. But in most Pulp stories, the characters don't have any such worries.

Hand in hand with the black and white morality is the optimistic outlook of Pulp stories. Pulp heroes know they can get things to turn out right, and can make a real difference in the world. They never get mired in despair or self-pity for very long.

OTHER PULP ELEMENTS

The four major genre conventions listed above aren't the only ones that appear in Pulp stories, just the most important. Some of the others include:

THE ABDUCTED GIRL

Countless pulp stories use as one of their motivating devices the abduction of a lovely young woman. She may be the hero's girlfriend, fiancée, or even wife, but it's just as likely she's a hapless victim chosen at random, or someone associated with an NPC who's involved in the plot. The beauty, innocence, and helplessness of the victim contrast dramatically with the harsh appearance, evil conduct, and power of the villain who kidnapped her. More importantly, what red-blooded Pulp hero can fail to respond to the needs of a damsel in distress? In a Pulp game, even the smartest, most tactically clever hero should be willing to drop everything and charge into danger to rescue a woman in peril.

BLOW TO THE HEAD

"The blow that came from behind didn't hit me fairly, but I got enough of it to fold up my legs as if the knees were hinged with paper — and I slammed into a heap on the floor...."

—"One Hour," by Dashiell Hammett, *Black Mask*, March 1924

One of the most common methods for incapacitating the hero in the Pulp is to have someone smash him in the head, usually from behind in a

treacherous sneak attack. Miraculously, all these blows to the head cause no permanent injury or loss of intelligence — the hero awakens in the villain's lair, ready to be questioned, tortured, and/or make a daring escape.

Simulating the blow to the head in the game may be difficult, for a couple of reasons. First, *Pulp Hero* characters tend to be pretty observant, which makes it hard for the GM to have an enemy plausibly sneak up behind them (especially if they're in a group). Even worse, the *HERO System* rules don't guarantee that any given blow, even to the head, will Knock Out a character (particularly without causing any other harm). In the interest of the dramatic realism of the Pulp genre, the GM may simply have to declare that a character "feels a sickening blow that fills your head with red-hot pain!... and you slump to the ground unconscious." Players, in turn, should accept this as par for the course; after all, the amazing coincidences of the genre work in their favor most of the time.

CAPTURE AND ESCAPE

Pulp stories are filled with scenes in which the villain captures the hero... but always counterbalanced by a scene where the hero escapes. While imprisoned, the hero may learn what the enemy's plan is (either because he overhears it, or when the villain gloatingly reveals all), meet someone important to the plot (whom he might have to take with him when he escapes), or learn crucial facts while making his break for freedom.

Capture scenes present the same problem as "blow to the head" — in a roleplaying game, where the "author" (the GM) doesn't completely control the action, there's no guarantee a capture will go off



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as planned. A touch of dramatic editing — just telling the PCs they've been captured, without letting the random factors of dice and rules get in the way — solves the problem, provided the players understand that being captured serves a purpose and they'll have plenty of opportunities to escape.

CHINATOWN

[M]any adventures occur[] in a Chinatown setting — a sinister, pulp-style Chinatown where tong wars were declared, ghastly murders hatched, and where a man's life was worth the price of a little opium... or even less.

—Don Hutchison, *The Great Pulp Heroes*

In some Pulp subgenres, particularly Crime-busting and Detective stories, the action often takes the hero to Chinatown. Pulp depictions of Chinatown draw as much on what those neighborhoods were like in the late nineteenth and early twentieth centuries as on the Chinatowns of the Twenties and Thirties, and season liberally with a dose of Western paranoia. Gambling, white slavery, and other forms of vice are commonplace; tong wars rage in the shadows; beautiful Oriental femme fatales ply their seductive wiles; and the yellow peril lurks in every darkened alley. On the other hand, Chinatown's also home to old sages who can impart their wisdom and learning to a hero who doesn't understand what he's up against.

CLIFFHANGERS

One of the ways Pulp authors kept the action at a fever pitch throughout their stories is with the use of cliffhangers. In some stories, it seems as if every section or chapter ends with the hero in deadly peril — who will save him now?

Using cliffhangers in a *Pulp Hero* game requires only a little forethought on the GM's part, at most. He just needs to plan to end every game session during an adventure with the heroes in deep trouble. Rather than wrapping up a firefight, he says, "Suddenly, another squad of Nazi soldiers bursts into the room!"... and then ends the game. He can achieve the same effect during a game session by taking breaks at appropriate moments: "OK, you start scaling the cliff. I need everyone to make Climbing rolls — but first, let's take a break to refresh our drinks."

COINCIDENCE AND COMPLICATIONS

One of the most commonly-used conventions of Pulp fiction, and the one perhaps the most frustrating or annoying for modern readers, is the frequent use of amazing coincidence as a device to move the story along. Called by one commentator the "Burroughs Coincidence" due to the prevalence of such events in Tarzan and John Carter stories, examples of this phenomenon are legion. A character "just happens" to look exactly like an enemy spy. A hero "just happens" to run across the person who has the information he needs. The cavalry, or a rescue party, "just happens" to show up right at the most opportune moment. An eclipse "just happens" to occur at the very moment the

character needs it to take place. None of these things necessarily make a bit of dramatic sense, but nevertheless they become part of the story. Without them, some heroes would have died long ago.

The corollary to coincidence is "unexpected complications." Things can go incredibly right for a hero with no rhyme or reason — but they can also go wrong. Just as he thinks he's caught the master villain, the hero's confronted by the arrival of last-second enemy reinforcements. He's rescued the girl and they're making their escape... when the plane's engine suddenly sputters to a stop. There's no situation that's going so well that it can't suddenly turn bad, forcing the heroes to, well, be heroic again.

The GM should be careful not to overuse coincidence (either for or against the PCs) too much; it doesn't ring true with modern audiences. An occasional coincidence that isn't too far-fetched is fine, especially if the characters are having trouble figuring out what to do next or the dice have unexpectedly turned against them. But used too often, coincidence becomes a crutch, letting the heroes get away with anything because they know the GM will save them. One possible way to regulate this in game terms is the use of Luck: coincidences usually don't occur unless the hero succeeds with a Luck roll... and the more levels of Luck he rolls, the more outrageous the coincidence can be. Another is Heroic Action Points (see page 360).

COMPETENCE

One of the marks of Pulp heroes — and Pulp villains — is their incredible competence. Even the least of them can shoot, drive, ride, climb, *ad infinitum* with supreme skill. The most powerful among their ranks, such as the Shadow and Doc Savage, seem to be able to do pretty much *anything* with great competence.

In game terms, representing competence is a question of both breadth and depth. For breadth, characters need a generous list of Skills and other abilities. For depth, they need Skill Levels. Specialized characters, or characters just starting their heroic careers, may need to settle for 3- or 5-point Skill Levels; more experienced or powerful heroes can use Overall Skill Levels if they prefer.

DEATHTRAPS

"He looked at Anne Barnard. She had gone corpse-pale; was swaying toward him. Her breath was coming in sobbing gasps. "I — I can't breathe!" she whimpered. "Something's choking me!"

And it was choking, strangling, Travis Brant at the same time. An acrid, reeking agony was throttling the breath in his lungs, his throat. He whirled, hurled himself at the ante-room's closed door.

"God in Heaven!" he rasped. It's locked! *We're prisoners!*"

—Robert Leslie Bellem, "Labyrinth of Monsters," *Spicy Mystery*, January 1937

Why just kill a hero outright when you can put him to death slowly in some fiendish device and watch his last, agonizing struggles for survival? Whether it's a room slowly filling with water, a tank full of sharks or piranha into which the hero's slowly being lowered by his hypnotized love interest, or a series of lethal puzzles a PC has to solve to reach his goal, the deathtrap adds another dash of excitement... and a chance for the hero to escape!... to the Pulp mix. See page 368 for more information.

DISGUISE

[Many Pulp heroes] can routinely assume another's features and personality. Suitably disguised, aided by bluff, good luck, and intelligence, the hero can stroll unsuspected to the heart of any criminal conspiracy. Once [he's] there, his quick pistol supplements art.

—Robert Sampson, *Yesterday's Faces*, Vol. 3

If there's one Skill virtually every Pulp hero has, it's Disguise. From Nick Carter to the Shadow, and beyond, Pulp adventurers know how to make themselves look like someone else with just a few seconds' work and a few minor supplies. As a dramatic device, disguise skill provided the author with a way to get a hero into the thick of things; it can serve a similar purpose in *Pulp Hero* games. See the *Skills* section in Chapter Four for more information.

ENEMY BECOMES FRIEND

In the world of the pulps, an enemy isn't necessarily your enemy forever. Some enemies — Nazis and Fiendish Oriental Masterminds, for example — are so thoroughly and unquestionably evil that there's no hope of redemption. But in other cases, it's possible that a character who initially fought against the hero will turn out to have noble motivations; he opposed the hero out of a misunderstanding or because he was forced to by the *real* villain. One of the best examples in Pulp fiction is the friendship that evolves between John Carter and Tars Tarkas on Mars.

In a *Pulp Hero* game, the GM has to plan for this convention if he wants to use it, in that he has to create a sympathetic "enemy" and introduce him into the campaign setting in the proper way. It may help if a PC takes a Contact, Follower, or DNPC that he doesn't define, leaving the GM the chance to fill that blank spot on the character's sheet.

EXOTIC LOCALES

Many Pulp stories, particularly in the Globe-trotting Adventure and Weird Menace subgenres, take place in fabulous, exotic locales, ranging from the dark and mysterious swamps of Louisiana, to the mountain fastnesses of Europe, to pretty much any place in Asia. Due to the lack of modern mass media, communications satellites, and the like, people during the Pulp era were usually much less familiar with their world than people of today, making it easy to render any location exotic, enigmatic, and deadly.

Aside from the strange planets and alternate dimensions of Pulp Science Fiction, the most exotic of exotic locales were the *lost civilizations* Pulp heroes so often encountered. See page 25 for more information about them.

FLEXIBLE REALITY

"...the proud tradition of the pulps, where ignorance never interfered with the story."

—Robert Sampson, *Deadly Excitements*

Partly because they just wanted to tell a good story, and partly because they realized most of their readers wouldn't know the difference, pulp writers tended to change reality to suit their needs — at least a little. While a few pulps, such as *Adventure*, prided themselves on factual accuracy, in most others the true nature of the world can bend a little if the writer... or the GM... needs it to. Thus, you might read in a Pulp story about tigers in Africa, or characters crossing the mountains in the dead of winter, or a revolver being silenced. The fact that tigers exist only in Asia, crossing mountains in wintertime is virtually impossible, and revolvers generally can't be silenced is irrelevant. What matters is that a good story's being told.

This genre convention can cause problems in *Pulp Hero* games, since if there's one thing gamers like (besides gaming) it's pointing out when something's wrong. Thus, unless there's a really good dramatic reason for it, the GM should try to avoid flexing reality. Substitute a lion for that African tiger, and give the killer a silenced semi-automatic instead of a wheelgun. But if you really need to get the characters from Point A to Point B even if it means crossing the mountain range in winter, damn the facts and let them cross it.

THE GOVERNMENT IS YOUR FRIEND

In the stories and other popular entertainments of the Pulp era, the modern world's cynicism about and distrust of government wasn't a factor. While it's true that "realistically" many people had their doubts about particular officials or policies, or resented some government "intrusion" into their lives, in fiction and film government officials are generally portrayed as honest, helpful, competent, and confident. Even in Frank Capra's classic film *Mr. Smith Goes To Washington*, which depicts a hapless fledgling Senator being manipulated by his jaded colleagues, in the end the protagonist triumphs by clinging to his belief in good and proper government and appealing to the American ideal.

THE GREAT WAR

It was almost a requirement for Pulp heroes that they fought in the Great War (sometimes referred to as "the World War"; today it's called World War I). After all, a man who feels the urge to go out, see the world, right wrongs, and smash injustice surely would have gotten into the trenches to stop the Hun, even if he had to lie about his age, wouldn't he? The battle of the Argonne Forest in particular seems to factor into the background of Pulp adventurers; it's a wonder

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the Germans got anywhere, with so many capable heroes-to-be opposing them there. And at least one major Pulp subgenre, Air Adventure, takes place primarily *during* the Great War.

The post-War pulps reflected America's experience of the Great War. The Colt .45 semi-automatic became a revered pistol. Germans were more often portrayed as villainous, militaristic, or sadistic. Airplanes and military technology began to factor into stories. Most prominently, the violence in the stories increased, reaching its crescendo in some of the single-hero pulps of the Thirties.

See page 251 for a Package Deal you can use to represent a character's military experience.

THE HERO ALONE

The single-character pulps of the 1930s, and to a lesser extent earlier pulp tales, relied on a convention familiar to fans of modern-day comics and action movies: the hero, and the hero alone, is the one who gets things done. Even if he has the help of assistants, agents, or comrades, ultimately he's the one who takes the risks, stands up to evil, and defeats it through his personal ability and force of will. It's the age-old story of self-reliance, writ large in purple prose on rough paper and bracketed with a gaudy cover.

In a *Pulp Hero* context, this theme doesn't work well. Gaming is a social activity, one involving a *group* of heroes rather than a solo adventurer; having one hero do all the meaningful tasks and get all the glory ruins the fun for everyone else. Instead, the GM has to rework this theme to *the group alone*, so that only the PCs as a team can triumph.

INCOMPETENT COPS

In the vast panoply of Detective and Crimebusting pulp stories, there's one nigh-universal constant: the cops are incompetent buffoons, if not actively corrupt. They can't find the simplest clues, follow through on the most logical deductions, or catch the blundering criminals (much less the insidiously clever master villain or crimelord). Minor exceptions such as Joe Cardona exist, but for the most part the authorities aren't up to the task of crimefighting. This allows the hero to shine — it wouldn't be much of a story if the cops did everything and the hero just stood around and watched.

INTO THE UNKNOWN!

Pulp stories are often filled with the wonders of exploring new places and experiencing as-yet unknown things. The world of the Twenties and Thirties wasn't nearly as well-known as the world is today; there were large areas of Earth in the wilds of Africa, Asia, South America, and other places that were completely unmapped by and unknown to Westerners (and in some cases, to anyone). This makes "lost civilization" stories (page 25) possible and opens up countless other opportunities for adventure that don't exist in the twenty-first century, when anyone with Internet access can obtain satellite photos of virtually any square inch of the planet.

THE JAZZ AGE

Flappers, Prohibition, gangsters, speakeasies... all of these were important aspects of life in America during the Twenties and early Thirties, so they often appear in the pulps as well. The sordid details of crime, combined with the social changes represented by the liberated flapper and hot jazz, created an often intense fascination in the reading public for gin mills, bootleggers, and gun molls. Some pulps, such as *Racketeer Stories* and *Speakeasy Stories*, were entirely devoted to lurid and melodramatic tales of the Jazz Age side of life.

LAST-SECOND INGENUITY

In many Pulp stories, particularly the more poorly-written ones, the action and mystery continue throughout the story, their dilemmas seemingly unresolvable... and then suddenly, on the last page or in the final paragraph, the hero has a burst of inspiration and figures everything out! Alternately, he may have secretly had additional information or insight, but has been keeping his deductions secret to "see how things play out" or to learn some additional facts.

MONEY

Every self-respecting lead in a single-character magazine owned quantities of real estate and equipment... for the simple reason that it speeded up the story. If you needed an airplane to fly to Tibet, or a jet-powered launch in which to chase the Faceless Phantom, you went down to your secret room and there they were, all serviced, checked out, and ready to go. Most characters who got a magazine named after them were millionaires or, at least, had access to enormous bank accounts. No wonder. Their operations cost incredible amounts. It was no game for a poor man.

—Robert Sampson, *Deadly Excitements*

Wealth is a major element in many Pulp stories (aside from the fact that it's the goal of many crooks and explorers). As noted in the quote above, giving a character a fortune makes things easy on the author; it allows him to equip the hero with whatever he needs to smooth the adventure along. The *Money Perk* in the *HERO System* can have much the same effect (though the GM has to make sure the character doesn't abuse his wealth to the detriment of the game, since unlike a Pulp author he doesn't directly control the protagonist).

On a deeper level, the focus on money in Pulp stories reflects the nature of the society in which pulp authors lived. In the Twenties, many years of which were economic boom times, the interest in money (particularly the stock market) became so intense that even household servants sometimes had their own stock tickers. After the Crash and the onset of the Depression, the interest in money had more to do with peoples' desire to have enough to get by, their ongoing fascination with the wealthy, and their

disgust with the businessmen and financiers whose actions caused or contributed to the economic collapse. It's no mistake that many of the villains in Thirties Pulp stories are evil industrialists.

ROMANTIC AND SOCIAL DETACHMENT

What has happened is that [Hopalong Cassidy's wife and son] have died of the fever. So it is stated. What actually killed them is that doom which haunts the families of series heroes.

—Robert Sampson, *Yesterday's Faces*, Vol. 1

Never had there been provision for feminine partnership in Doc's perilous career. Doc strictly abstained from anything smacking of an affair of the heart.... He could not allow a woman to share the dangers which accrued from his career of punishing evildoers in the far corners of the earth. His enemies would not hesitate to strike at him through a wife or sweetheart. So Doc was careful to fall for none of the feminine charmers.

—Kenneth Robeson, *The Meteor Menace*, in *Doc Savage Magazine*, March 1934

Like many heroes throughout myth, legend, and fiction, the typical Pulp hero is isolated from the society around him. First and foremost, he doesn't get involved in romantic relationships with women (or, for Pulp heroines, with men). If a romantic interest chances across his path, it's a good bet that within a few pages she'll be kidnapped or dead. And woe betide the woman who actually becomes engaged to or marries a Pulp hero; she's not long for this world. Some authors take this one step further and kill off the hero's family as well.

To prevent this unpleasant fate from occurring, many heroes, such as Doc Savage, simply don't permit themselves to be distracted by the fairer sex. There are exceptions (the *Spider* and his fiancée Nita Van Sloan being the best known), but most Pulp heroes prefer to dedicate themselves to their duty or goals instead of to a loved one. In some cases, the hero has a specific reason for this, such as considering himself unworthy of a wealthy woman until he's earned a fortune of his own without her help. In extreme situations, a hero may not have any friends at all — he's as cut off from the rest of humanity as one can be without moving to the Arctic.

Whatever justification or explanation a story provides for this unfortunate state of affairs, the real explanation is that the hero's romantic and social detachment prevents the author (or, in *Pulp Hero*, the GM and player) from having to worry about messy romantic scenes and similar dramatic complications. Pulp stories are about action and adventure, not exploring characters' feelings, so removing anything that might create feelings — like a wife, family, or friends — keeps the story moving along at the proper pace.

In game terms, simulating this element is mainly a matter of character background. A character who wants isolation shouldn't have a living family, a girlfriend, any DNPCs, or the like. He may even go so far as to have a Psychological Limitation that he *refuses* to get involved with women until he has done his duty or accomplished his lifelong mission (see *Pulp Hero's Burden*, page 263). Alternately, a character might start the game with a fiancée (or the like), knowing full well that before long the GM will have the villains kidnap or kill her, thus providing him with plenty of motivation to go after them. If you want to keep a hero's love interest alive so she can be kidnapped frequently, make her the character's DNPC.

THE SLOW SIDEKICK

In mystery and detective pulps, the main hero often has the help of an assistant who's considerably slower-witted than he. It's a tradition derived from the tales of Sherlock Holmes, who influenced so many pulp detectives. The existence of the less clever sidekick allows the hero to explain to him — and thus the author to the reader — what's going on.

In a roleplaying game, this doesn't work so well. Since the main characters — the PCs — don't have the benefit of authorial omniscience backing them up the way characters in a story do, it's more likely that *they* will need someone to explain things to them, rather than vice versa... and in any event, there's no "reader" the heroes need to reveal the plot to. But in a campaign focused on the proper simulation of the narrative and dramatic conventions of the genre, a character could easily have a Follower or DNPC to whom he frequently "explains" things. No one actually needs to hear the explanation (and, taken too far, this activity may become annoying to other players) — it's made purely for the fun of doing what pulp heroes do.

TRAVEL

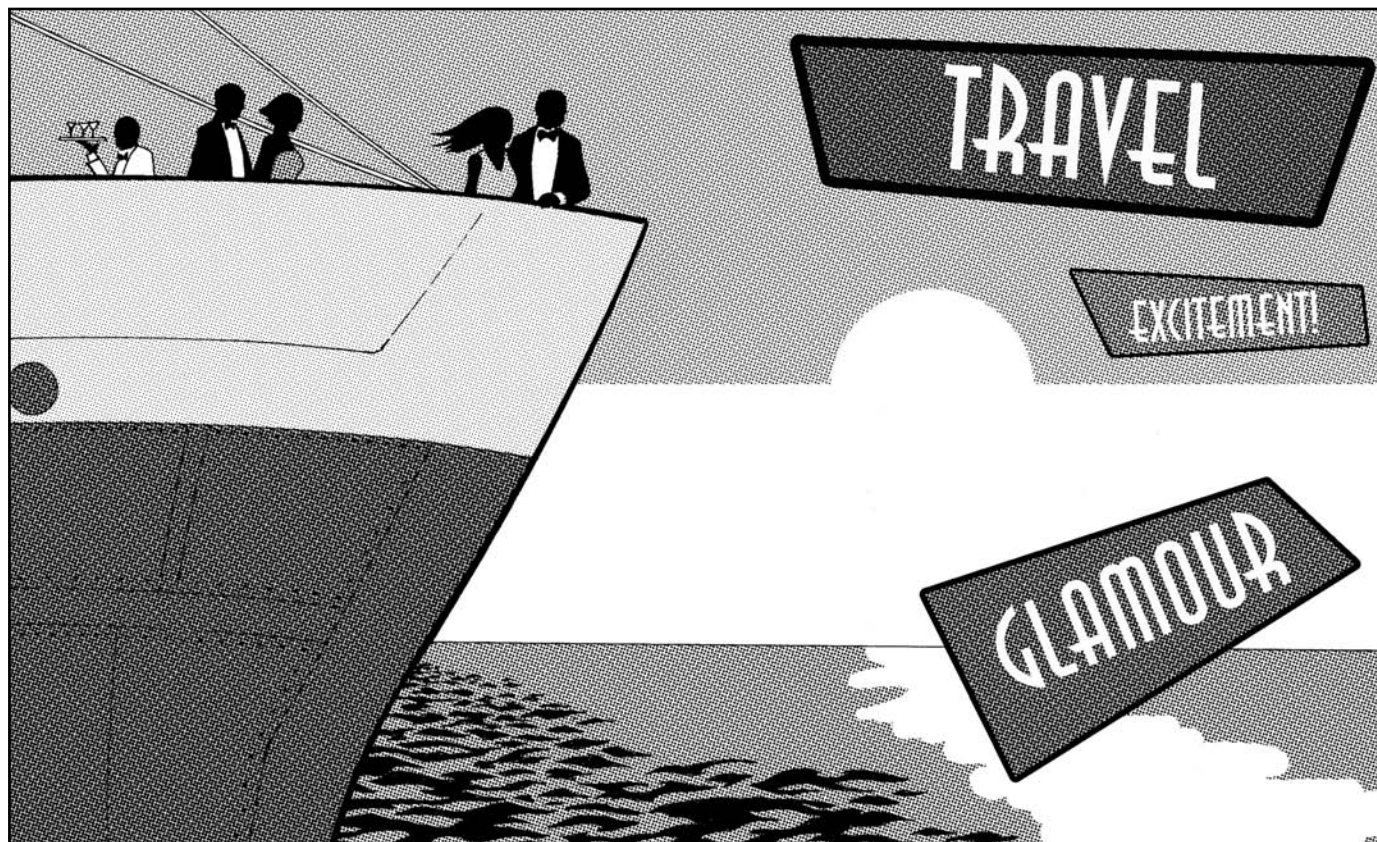
Now begins one of those splendid trips across the face of the world that the pulps did so well[.]

—Robert Sampson, *Yesterday's Faces*, Vol. 2

Pulp stories often feature travel; indeed, it's one of the defining elements of the "globetrotting adventure" subgenre. Even with the increase in the number of automobiles driven and air miles flown during the Twenties and Thirties, long-distance travel remains an unusual (if not exotic) thing for most people, which makes it an ideal element for a story. The reader may not be able to visit Paris, or Kenya, or Hong Kong himself, but the hero he reads about can, allowing the reader to make the trip vicariously.

Shipwrecks And Plane Crashes

There's a caveat, though. When a Pulp hero gets on a ship or plane, there's a good chance that disaster will strike. The ship wrecks (is torpedoed, swept far off course, catches on fire, breaks apart in a storm...) or the plane crashes — and the hero ends up smack in the middle of an adventure. Not



only does he have to deal with whatever caused the disaster, he has to explore the strange land he finds himself in, encounter hostile natives or animals, and eventually find a way to get home (or to his destination).

UNEXPLAINED ABSURDITIES

Quick Trigger leaped to his feet. Two huge cannonlike revolvers were in his hands. He had not been searched when captured.

—Clifford Goodrich, “The Band Of Fear,”
The Shadow Magazine, June 1939

A corollary to *Coincidence* (see above), unexplained absurdities are unusual actions or omissions that occur in Pulp stories for no good reason other than that they’re necessary for the story to progress. The most common of them is when the bad guys don’t search a captured hero, or search him so poorly that they overlook tools and weapons he can easily use to make his escape. Another example is a character taking a seemingly pointless object when he goes on an adventure, such as a book whose passages “just happen” to provide a clue at a crucial moment even though the book has no relation to the goal or nature of the adventure. There’s no explanation for any of this; it’s just something that happens in the world of the pulps so nothing interrupts the action and excitement.

In game terms, you can deal with unexplained absurdities in several ways. The simplest is to ignore them. Many gamers find this sort of thing ridiculous; it takes away from their enjoyment of the story if things don’t make sense. But if you want to include them in your game occasionally, you can

make them an aspect of Luck. If a character’s Luck roll succeeds, his enemies do something absurd that helps him, or he’s got something with him that helps him even though common sense dictates there’s no reason he’d have that thing. The more levels of Luck the character achieves, the more absurd the event that results. (Alternately, you can require characters to spend Heroic Action Points for this sort of thing; see page 360.)

VILLAINOUS DOOM

It was — or had been — a man[.] Its arms and legs protruded at unnatural angles from its trunk[,] and I went sick with disgust as I looked on what had once been human features, but were now so battered, flattened and blood-smeared that only staring, bulging eyes and broken teeth protruding through smashed lips told life had once pulsed underneath the hideous, shattered mask. Close beside one of the open, flaccid hands a heavy whip-stock lay, the sort of whip that animal trainers use to cow their savage pupils. ...

“God rest ’is sinful soul!” Costello groaned. “Th’ gorilly musta turned on ’im an’ smashed ’im to a pulp.”

—Seabury Quinn, “Suicide Chapel,”
Weird Tales, June 1938

One aspect of the black and white morality of the pulps is that death comes for the evil by their own actions so the hero’s hands remain clean. For example, maybe the villain sets up a fiendish trap,

or launches a fiendish plot to kill the hero... but the way the story works out, the villain gets caught in his own machinations and dies because of his own cruelty. Alternately, the hero may warn the villain not to do something — like try to escape in a dangerously unstable plane — but the villain refuses to believe him (as an untrustworthy person himself, he can't trust others) and dies.

VIOLENCE SOLVES EVERYTHING

Despite the fact that villains sometimes do themselves in (see above), Pulp heroes often have to resolve things with violence. Pulp stories are about action, and there's little that's more active than violence, whether it comes in the form of fistfights, gunplay, a duel with swords, or a murderer skulking in the night. Heroes become accustomed to using violent means to resolve the dilemmas they encounter, which themselves often result from the violent actions of the villain.

Death and murder, in particular, equate with excitement in the pulps. Even in the early pulps hapless victims often dropped like flies before the hero uncovered and stopped the villain. By the late Twenties and throughout the Thirties, as the specter of the Great War faded from people's minds and feelings of social unrest increased, many Pulp tales were filled with blood. This trend reached its height in the slaughterfests depicted in the *Spider* stories, where the villains often killed hundreds or thousands of people as they tried to take over New York (or America, or the world...), but it appears in many pulps.

WARPED BODY, WARPED MIND

In the pulps, the attributes without often mirror the qualities within. If a person is physically malformed — dwarfish, hunchbacked, crippled, or just hideously ugly — then there's a good chance that his mind is equally twisted, depraved, and corrupt. This is particularly common in the *Weird Menace* subgenre, where malformed villains threaten attractive female victims with "a fate worse than death." On the other hand, Pulp heroes tend to be handsome, and the women who cross their paths singularly beautiful — their physical appearance corresponds to their moral superiority and other virtues.

WEIRD SCIENCE

The Pulp era was a time of technological revolution and advancement, so it's not surprising that Pulp heroes often use advanced tech, and that Pulp stories often feature gadgets as plot devices (no pun intended). But Pulp heroes aren't restricted to the mundane technologies of the real world. Not only do they have unusual forms of ordinary technology (such as miniaturized radios and grenades), they can create and use devices that could never exist in the real world (either at that time, or ever) — *Weird Science* devices, in other words. Death rays, disintegrator beams, bulletproof clothing, mole machines, fake fingerprints, gargantuan dirigibles, all sorts of instant-effect knockout drugs and gases, engine-deadening rays, and countless other gadgets appear in Pulp tales... and no doubt will make an appear-

ance in your *Pulp Hero* games. See Chapter Five for more information and examples.

THE YELLOW PERIL AND THE RED MENACE

Probably Bolshevism is the most sinister and far-reaching menace of all history.

—Cody Marsh, "Glimpses of Siberia, The Russian 'Wild East,'" *National Geographic*, December 1920

Two foreign threats — the Red menace of Communism and the "yellow peril" of Asia — were very much on the minds of many people during the Pulp era. As a result, Russian and Asian villains (such as the stereotypical Fiendish Oriental Mastermind) predominate in many pulps. A few such characters, such as Fu Manchu, Mr. Chang, Yen Sin, and Wu Fang, were the "stars" of their own series or magazines. See *Racism And Sexism In The Pulps*, below, for more information.

Racism And Sexism In The Pulps

The most dislikable element of Pulp fiction is the sexism and racism that pervade so many Pulp stories. The Pulp era was the time of the Ku Klux Klan's greatest prominence in America and the rise of Nazism in Europe, so it's not surprising that such attitudes would be reflected in the stories, magazine articles, and other writing of the time. References to "heathen Orientals," "darkies," and the like are not uncommon, and often offend the sensibilities of modern readers. While many pulp authors were actually ahead of their time in their opinions and treatment of other races, the general societal attitude shows through in most stories.

SEXISM

Of the two problems, sexism, while common, is far less prevalent. Most pulps depicted women as helpless victims, simpering potential love interests, demeaned and fallen seekers of vengeance, or gorgeous seductresses. The stories often stated outright that there were certain activities suitable only for men, and that women should confine themselves to "ladylike" pursuits such as homemaking; even when they didn't say such things outright, the implication was often there. Similarly, women were often portrayed as lacking common sense, if not intelligence; some "girl detective" characters, for example, worked as much on "women's intuition" as on the solid deductive skills that were the province of men. The entire "spicy" subgenre (see page 27) revolved primarily around exploitation of female characters in a sort of Pulp-era soft-core pornography way.

But despite that, there are many examples of strong, capable heroines in the Pulps. The likes of Nita Van Sloan, Myra Reldon, Barbe Pivet, Patricia Savage, Nellie Gray, Susan O'Gilvie, Ida Jones, Diane Elliot, and Betty Dale grace the pages of many a Pulp story, showing that heroines could

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be just as tough, clever, and daring as their male counterparts. In some cases, even a woman who starts out as little more than decoration learns over time, becoming a skilled and important character in a series. For example, Jane transforms into a competent, decisive figure over the course of the Tarzan stories. Some pulps, like *Adventure* and *Short Stories*, made an effort to portray female characters as smart, strong, and sensible. With so many examples to fall back on, it's easy to include as many heroines and capable female NPCs in your campaign as you like.

RACISM

In contrast, there are almost no Pulp heroes who aren't white. Members of other races frequently appear as villains, and a few heroes (such as the Shadow, the *Spider*, and the Avenger) had an agent or two who were black or members of other minorities, but the heroes of the pulps were all of the same basic skin tone. Even characters who possess abilities normally associated with a particular race are still white — for example, the Green Lama knows the lore and powers of Lamaism, but he's a white man who studied in Tibet, not an "Asiatic." Thus, racism presents a tougher problem for *Pulp Hero* campaigns than sexism; there aren't any "positive role models" for players to use as inspiration, nor any tradition of non-white heroes they can point to as justification for creating minority PCs.

By modern standards, many Pulp stories are shockingly racist. They don't necessarily ooze racist sentiments from every page, but such feelings figure into the stories consciously or unconsciously because they tend to be the accepted outlook of both the writers and the readers. (The same applies to a lot of non-fiction from the period as well.) While the great age of colonialism was slowly but surely passing by the Twenties and Thirties, the belief that the white races (*i.e.*, the British and the Americans, and in some cases other Western Europeans) were naturally superior to other races, and that they had a "white man's burden" to educate and civilize them, still existed. Some of the common stereotypes depicted include:

- Asians (particularly the Chinese) are clever and hard-working, but also deceptive, devious, unscrupulous, treacherous, vicious, and inscrutable. Oriental characters appear as villains or unsympathetic characters in more Pulp stories than any other minority.
- Blacks are lazy, ignorant, and often incapable of learning. (Oddly, in comparison to other ethnic minorities there are very few black villains in the pulps, aside from some Voodoo priests and evil tribal chieftains.)
- Irishmen are all brave and lucky, but also drunks, liars, braggarts, and brawlers.
- Germans and Russians are brutal and barbarous, prone to violence and war.

And *all* of them want white women!

DEALING WITH SEXISM AND RACISM IN THE GAME

The racism and sexism of the pulps may present a dilemma for gamers. On the one hand, most gamers want to make at least *some* effort to be true to the source material that inspires their games. But on the other hand, the attitudes of the modern world are far different from those of the Pulp era; most gamers rightly consider racism and sexism repugnant.

There are several possible ways you can resolve this problem. The simplest, and most preferable for many gaming groups, is to ignore the racism and sexism altogether. Either the GM arranges things so the issue never comes up, or the group consciously or unconsciously imposes modern-day views about ethnic diversity on the campaign. The only drawback to this is that it does significant violence to the verisimilitude of the setting; the world of the Twenties and Thirties just doesn't "feel right" if you subject it to the maxims of political correctness.

The polar opposite approach is to embrace the concept of "simulation" wholeheartedly for game purposes. In this sort of campaign, all the PCs are white, and virtually all of them are men; other races generally live up to the stereotypes described above. Few games adopt this approach — while simulation is a laudable goal in the abstract, the racist and sexist overtones of a purely simulationist Pulp campaign are simply too objectionable.

A method that works well for many campaigns is to take a sort of "middle approach" that hews more toward the first option, but with a few nods of the head toward verisimilitude. In such a game, non-white PCs can exist, but at most a group should have only one. Prevailing Pulp attitudes are "roleplayed" with a few simple changes in vocabulary: for example, there's no such thing as "Asians" — there are Orientals, Hindus, and so forth (and perhaps more broadly, "Asiatics"). The members of the gaming group can work together to decide what threshold of "political incorrectness" they can tolerate in the interest of creating a "Pulp feel."

Regardless of which approach your campaign takes, it's important to approach this issue with some sensitivity and forethought. Roleplaying games are supposed to be fun, and it's not any fun if players are getting upset and offended by the portrayal of race and gender issues in the campaign. For some groups, making just one or two simple changes — like dropping "Asian" in favor of "Oriental" — is all that's needed to tell everyone that "this isn't the twenty-first century." For others, even that one-word substitution goes too far. Figure out what's "too far" for your gaming group, and don't go there.

PULP SUBGENRES

Like Fantasy, Science Fiction, and other major genres, Pulp isn't a single type of storytelling. It has many "subgenres," each sharing the common features of the overall genre (see above), but focusing on a different type of adventure. Compared to many genres, the different subgenres for Pulp aren't necessarily that distinct. A character who's normally a globetrotting explorer may get involved in Crimebusting for a time, or a detective could find himself mixed up in a Weird Menace adventure. What really matters is that the adventures have the Pulp "feel" and incorporate appropriate elements, themes, and conventions described in the previous section, not exactly what the characters do.

Each of the subgenres below includes suggestions about Character Point totals and other guidelines for character creation. But the suggested starting Character Point totals are just that — suggestions, nothing more. What matters for *Pulp Hero* purposes is what characters spend their points on, not how many they have to spend. If you want to, you can easily create *Pulp Hero* characters built on 400, 600, or 1,000 Character Points — as long as they only spend those points on abilities and equipment appropriate for *Pulp Hero* characters.

AIR ADVENTURE

Without warning he fastened to the tail of a Fokker and glared across his sights. His hand pressed the triggers.

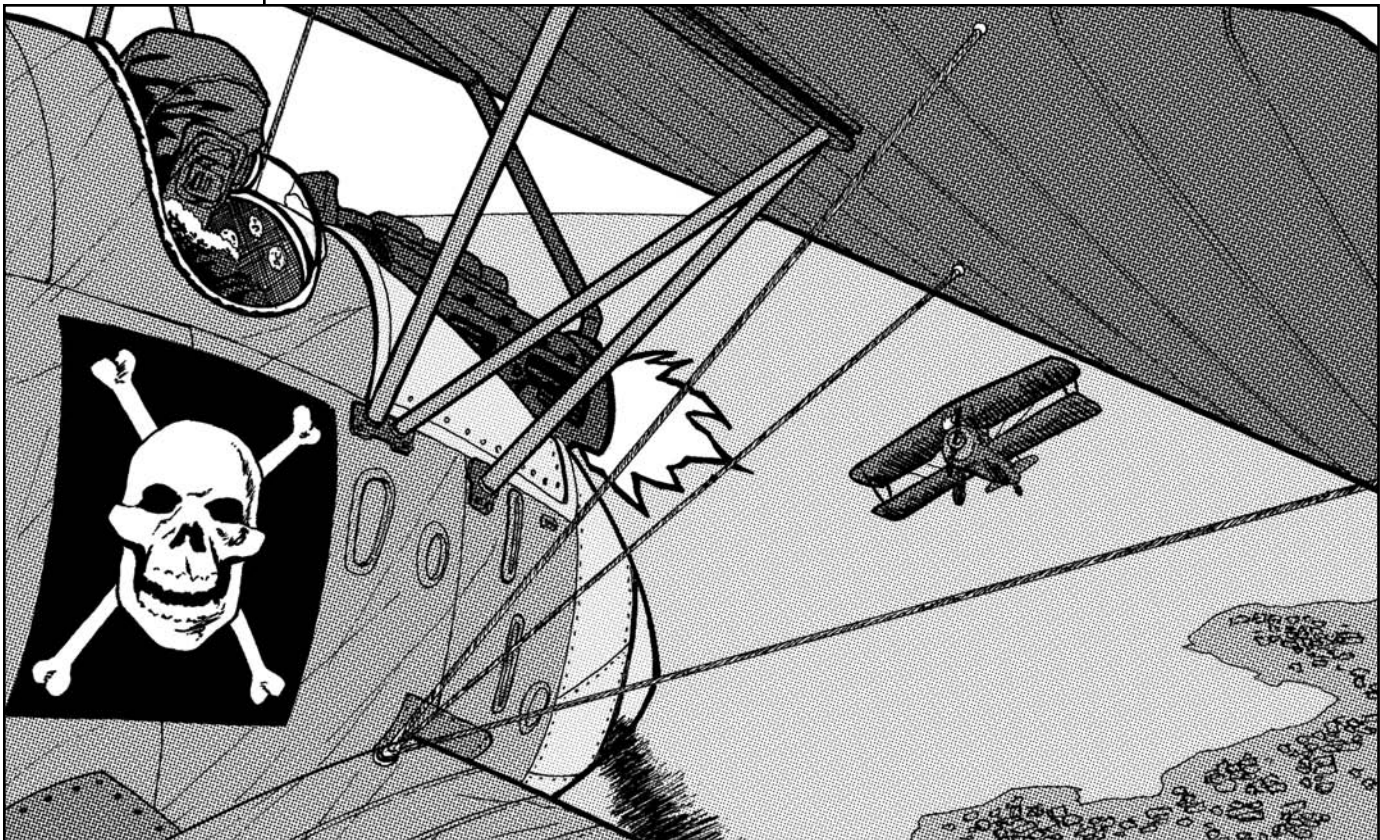
Tac-tac-tac!

A wild burst rang in the air. Tracers fluffed out like ribbons into the tail of that one Fokker. He moved the stick back a little. The holes crept up to the cockpit of the enemy pursuit. ...

Round and round and round those planes whirled. The fight was being carried to the south, and the Fokkers were going down farther and farther. One or two of those that remained tried to dive out. But they were sent down by Vickers slugs.

—Robert J. Hogan, "The Mad Dog Squadron," *G-8 And His Battle Aces*, November 1934

The Pulp era was also one of the golden ages of aviation. The airplane was only a couple of decades



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old, and the adventure of flight captivated many people. But for all the wonder it evoked, flying was also a dangerous occupation. Airplane technology was still fairly new, and even experienced aviators knew they were taking their lives in their hands when they winged into the skies. Thus, fliers often enjoyed a reputation as brave, romantic, sometimes crazy daredevils.

Charles Lindbergh's solo flight across the Atlantic Ocean in 1927 boosted interest in aviation to new heights almost overnight. Recognizing a sure thing when they saw one, pulp publishers responded by introducing several "air adventure" titles that year. From then until the end of the Pulp era, Air Adventure remained a popular subgenre.

Most Air Adventure stories take place before the Pulp era, during the Great War. They pit the valiant aviators of the Allies against the cruel and clever Boche (German) fliers in duels to the death. Whatever else goes on during the story, an Air Adventure escapade always features several dogfights, aerial chases, and other action scenes that can only take place behind the stick of a buzzing biplane. When they weren't in the air, the characters snuck behind enemy lines to steal prototype planes, fought against spies and saboteurs in their own ranks, and spent weekends on leave sampling the delights of Paris.

Later on, some Air Adventure sagas added a dash of Science Fiction or Weird Menace to the mix, whether they were set during the War or later. Now the heroes didn't just have to contend with ordinary enemy aviators and planes — they confronted bizarre flying monsters, planes armed with fantastic super-weapons, madmen helming fleets of super-zeppelins, and similar foes.

AIR ADVENTURE CAMPAIGNS

In most cases, Air Adventure characters are Standard Heroic characters, with 75 Base Points plus up to 75 Character Points from Disadvantages. Gamemasters who want more "realistic" characters may prefer Competent Normal (50 + 50) or even Skilled Normal (25 + 25) PCs.

Regardless of the starting point total, Air Adventure characters usually must follow Normal Characteristic Guidelines as a campaign ground rule (*i.e.*, they don't get any Disadvantage points because of this). They get their equipment (or at least standard equipment) for "free," without paying Character Points for it; this may include at least one stock plane from Chapter Five appropriate to the time period, and sometimes more. If a character wants a unique piece of equipment, one that's particularly powerful, or one that's not so easy to take away from him, he may have to pay Character Points for it.

In an Air Adventure game, typically every PC takes the *Aviator Package Deal* from Chapter Four. That ensures all the characters can travel and get involved in air combat together. However, some players may prefer to take on the role of a gunner who doesn't know how to fly the plane, or a mechanic who keeps his feet planted firmly on the ground (the *Grease Monkey Package Deal*).

Air Adventure works well as a campaign framework, since even air pulps that focused on a particular hero (like G-8 or Dusty Ayres) also included the rest of his squadron as (D)NPCs. Thus, Air Adventure stories feature a group of heroes, like most roleplaying games — it's just that in a *Pulp Hero* context, the PCs all tend to be equals, rather than some following a lead character.

CRIMEBUSTING

A voodoo madman who makes men slaves to his fiendish desires is on the loose in the heart of New York. Human will seems too weak to overcome his power. Could The Shadow trap him before he, too, became a mindless victim?

—introduction to *The Voodoo Master*, by Maxwell Grant, *The Shadow Magazine*, March 1, 1936

"Crimebusting" refers to the activities carried on by most of the characters portrayed in the single-hero pulps of the Thirties. Among the most successful, famous, and enduring of the pulps, these magazines featured a novel-length story about a specific, beloved character — the Shadow, the *Spider*, the Phantom Detective, or one of their countless comrades — with short stories about other characters and perhaps a feature article or two in support. The Crimebusting subgenre pits a hero or heroes against some criminal or enemy force of great power and cunning. Early Crimebusting stories often used more or less ordinary criminals and gangs as the opponent, but they soon grew beyond such mundane fare to create legions of colorful criminal masterminds whose plots threatened entire cities, or even Earth itself!

A Crimebusting story typically starts out with the hero either (a) stumbling upon some clue to the existence of the criminal mastermind and his gang, or (b) responding to the initial salvo in the mastermind's evil scheme. As the story progresses, the hero grapples with the enemy, foiling various subplots and in turn encountering greater difficulties as the criminal mastermind stays one step ahead of him (if only barely). Eventually, through skill, determination, and luck, the hero confronts the criminal mastermind, stops his plot, and destroys him. Some Crimebusting stories were filled with violence and bloodshed; others were relatively sanitized, without much emphasis on gore.

The hero of a Crimebusting story often wears a mask or other outlandish garb; for this reason, they're often known as "mystery men," "masked crimefighters," or the like. In their activities and dress they prefigure the comic book superhero.

CRIMEBUSTING CAMPAIGNS

In most cases, Crimebusting characters are Powerful Heroic characters, with 100 Base Points plus up to 100 Character Points from Disadvantages. Gamemasters who want their PCs to be a little more challenged may opt for Standard Heroic (75 + 75) characters instead; ones who want the PCs to

ESPIONAGE

Many Pulp stories focused on espionage — the "Great Game" of nations maneuvering for advantage in the period after the Great War and before the next war that people feared would come. In *Pulp Hero* terms, espionage adventures are sort of a cross between Crimebusting and Globetrotting Adventure — it's just that instead of opposing criminals, the heroes fight against German or Bolshevik spies. Their missions usually take place in Europe, or in exotic locations such as the Shanghai and India (the latter was regarded as a target of Russian agents, who wanted to take it away from Great Britain). A touch of Weird Science — often in the form of a ray that would shut down engines at a distance, or some other sort of super-weapon or super-vehicle — often factored in; the hero typically had to steal the device, destroy the prototype, or otherwise prevent the enemy from making use of it.



tackle truly deadly foes may prefer Very Powerful Heroic (125 + 125) or even Low-Powered Superheroic (150 + 100) characters instead.

Regardless of the starting point total, Crimebusting characters usually must follow Normal Characteristic Guidelines as a campaign ground rule (*i.e.*, they don't get any Disadvantage points because of this). They get their equipment (or at least standard equipment) for "free," without paying Character Points for it. If a character wants a unique piece of equipment, one that's particularly powerful, or one that's not so easy to take away from him, he may have to pay Character Points for it.

In a Crimebusting game, typically every PC takes the *Masked Crimefighter* Package Deal from Chapter Four. Depending on the nature of the campaign, some may prefer a Detective Package Deal, or some other appropriate Package Deal (such as Jazz Musician or Athlete).

On the surface, Crimebusting wouldn't seem to work well for a gaming campaign, since most adventures in this subgenre focus on the activities of one powerful crimefighter (and, perhaps, his group of significantly less competent agents, operatives, or assistants). But even assuming the GM doesn't want to use an unusual campaign framework, such as making all the PCs the agents of a powerful NPC hero (see Chapter Six), for *Pulp Hero* purposes you can work around this by drawing on the traditions of comic books and unusual Pulp teams like the Secret Six. While the concept of a group of masked heroes working together has little precedent in the pulps themselves, gamers are used to "hero teams" from the comics, so carrying that concept over to a Pulp setting rarely poses a problem.

DETECTIVE

I had business to attend to, or thought I had, and the old mercury could slip right out the bottom of the thermometer before I'd duck out on a job. The name of Race Williams stands for service.

Less than an hour ago, a boy had brought me an envelope full of money and there was a note requesting that I show up at a tough night-club as soon as possible. It spoke of trouble, and that I was taking my life in my hands, and had all the earmarks of an obituary column — without the place of my interment. It was just typewritten, and no name signed to it. But money talks, and here I was slipping along through the night to the 'Egyptian Lure'.

Now, I'm not exactly a child in arms, and I know there's a few hundred loose-thinking gunmen who'd be glad to try a pot shot at me. So the idea of a trap was not entirely from my mind. But I wouldn't disappoint the boys anyway. If they're willing to pay for a shot at me, why discourage the practice? Besides, there isn't any way to judge beforehand what's good business and what's bad. People that hunt me out aren't apt to be giving references. They're in trouble when they think of Race Williams. I'm a court of last appeal. Not exactly a private detective, though my licence so labels me. But the gilt letters on my office door spell — CONFIDENTIAL AGENT.

—Carroll John Daly, "The Egyptian Lure," *Black Mask*, March 1928

Other than western stories, the most popular adventure subgenre in the pulps was the Detective story. Uncounted legions of sleuths, private eyes, amateur investigators, and “confidential agents” peopled the pulps, poking their noses in where they often didn’t belong, figuring out the whos, whats, whens, wheres, whys, and hows of crime, and bringing to justice murderers, con men, and other crooks.

In the early pulps, detective stories were often reprints of, or influenced by, British detective fiction of the time. In many, the shadow of Sherlock Holmes — the emphasis on logical deduction, the slower-witted companion to whom the detective explained things (and thus explained them to the reader as well), and often the use of scientific methods of investigation — lay over the characters and events. But beginning in the late 1920s, novelists and Pulp writers like Carroll John Daly, Erle Stanley Gardner, Dashiell Hammett, and Raymond Chandler created what became known as the “hard-boiled” or “noir” school of detective fiction. Featuring grittier situations, harsher and more realistic characters, and less of an emphasis on action, these stories have continued to influence detective and crime stories to this day. Some of the characters they created, like Sam Spade and Philip Marlowe, are among the best-known Pulp-era characters.

Literary critics and commentators often debate whether hardboiled/noir fiction differs from Pulp fiction, and not without reason. Hardboiled/noir fiction lacks the black-and-white worldview, exotic locales, outlandish characters, and shallow characterizations of most Pulp literature. It takes place in a world of shades of grey, where intriguing and well-developed characters have to navigate murky

waters while trying to live up to their own codes of honor. In many ways, the two types of literature couldn’t be more dissimilar. However, it’s beyond question that this type of fiction began in the pulps, and is closely associated with them by many people (including many gamers), so the Detective subgenre in its many forms definitely deserves some consideration in your *Pulp Hero* games.

The Detective subgenre was so popular that it spawned what are, in effect, sub-subgenres focusing on various types of investigators or mysteries (“hardboiled” could be considered one of these as well). There were psychic detectives who used strange mental and mystical powers to resolve mysteries, and occult detectives who investigated incidents involving magic, the occult, or monsters. Scientific and technical detectives brought their expertise with the latest technologies, criminalistic techniques, or medicine to bear against criminals, while magician-detectives employed theirlegerdemain skills and knowledge of trickery and deception to catch killers. Girl detectives often relied on intuition and social skills as much as deduction, while amateur detectives infuriated the authorities by poking around crime scenes. Whatever type of detective you want to play, there’s precedent in Pulp literature (and a Package Deal in Chapter Four) for him.

DETECTIVE CAMPAIGNS

In most cases, Detective characters are Standard Heroic characters, with 75 Base Points plus up to 75 Character Points from Disadvantages. Gamemasters who want more “realistic” characters may prefer Competent Normal (50 + 50) or even Skilled Normal (25 + 25) PCs.





Regardless of the starting point total, Detective characters usually must follow Normal Characteristic Guidelines as a campaign ground rule (*i.e.*, they don't get any Disadvantage points because of this). They get their equipment (or at least standard equipment) for "free," without paying Character Points for it. If a character wants a unique piece of equipment, one that's particularly powerful, or one that's not so easy to take away from him, he may have to pay Character Points for it.

The Detective subgenre makes a poor basis for a *Pulp Hero* campaign. Roleplaying games are group activities, but except for a few husband-and-wife detective teams, groups of amateur detectives like the Justice Syndicate, or partnerships like the White Rings, the heroes of Detective stories always work alone. They rarely even have secretaries, much less friends or agents who help them with their work — the Pulp detective is by definition a loner. While it doesn't strain believability too much to have a detective character amidst a group of other PCs, an entire group of detectives may not make much sense.

GLOBETROTTING ADVENTURE

[Their] purpose was to go here and there, from one end of the world to the other, looking for excitement and adventure, striving to help those who needed help, punishing those who deserved it.

—the creed of Doc Savage and his companions, as described in *The Man Of Bronze*, by Kenneth Robeson, in *Doc Savage Magazine*, March 1933

The subgenre most commonly associated with the pulps by many people is Globetrotting Adventure, sometimes known simply as "Adventure." In stories of this type, the heroes get involved in fantastic escapades in exotic locations around the world: the South Seas, the darkest heart of Africa, the deserts of the Near East, the waters of the Amazon, the jungles of India. The strangeness of the location, the people the hero meets there, and those peoples' customs come to the fore. The protagonists are usually strong-jawed, two-fisted men who rely as much on having the heart (and luck) of a hero as on a powerful right cross and eagle-eyed accuracy with firearms. Many of the stories featuring Doc Savage and his companions epitomize this subgenre; Indiana Jones, Peter "the Brazen" Moore, Jimgrim, and various Foreign Legion characters all belong to it as well.

The adventures that define this subgenre are many and varied. The heroes might find themselves

involved in stopping a revolution in a distant country, hunting for treasure or archaeological relics, exploring previously unknown lands, caught up in some espionage plot, or opposing the schemes of a world-conquering madman. As long as it's exciting and takes place at least partly in some exotic location (or involves travel), it's a Globetrotting Adventure.

LOST WORLDS

Together we stepped out to stand in silent contemplation of a landscape at once weird and beautiful. Before us a low and level shore stretched down to a silent sea. As far as the eye could reach the surface of the water was dotted with countless tiny isles — some of towering, barren, granitic rock — others resplendent in gorgeous trappings of tropical vegetation, myriad starred with the magnificent splendor of vivid blooms.

Behind us rose a dark and forbidding wood of giant arborescent ferns intermingled with the commoner types of a primeval tropical forest. Huge creepers depended in great loops from tree to tree, dense underbrush overgrew a tangled mass of fallen trunks and branches. Upon the outer verge we could see the same splendid coloring of countless blossoms that glorified the islands, but within the dense shadows all seemed dark and gloomy as the grave.

And upon all the noonday sun poured its torrid rays out of a cloudless sky.

"Where on earth can we be?" I asked, turning to Perry.

—Edgar Rice Burroughs, *At The Earth's Core*, in *All-Story Magazine*, April 1914

One of the most common venues for Globetrotting Adventure is the *lost world* — a secret or hidden location inhabited by the remnants of an ancient civilization, a strange new civilization never before encountered, prehistoric creatures, or the like. A lost world might be an ancient Roman city isolated in the heart of the African jungle, a deep Central American valley where Mayan tribes still live unmolested by the outside world, a hidden plateau where dinosaurs and cavemen survive, an underground cavern vast enough to hold an entire civilization (or civilizations) of men, or even a colony of men somehow transported to another planet.

Lost worlds were a particular feature of the works of Edgar Rice Burroughs — Tarzan alone seems to have discovered dozens of them hidden away in the trackless African jungle, and the entire *Pellucidar* series takes place in a new world inside the hollow Earth — but they appear in many other writers' works as well. They're ideal for gaming, since they form a distinctive story arc within a campaign (or comprise an entire short-term campaign).

GLOBETROTTING ADVENTURE CAMPAIGNS

In most *Pulp Hero* campaigns, Globetrotting Adventure characters are Standard Heroic characters, with 75 Base Points plus up to 75 Character Points from Disadvantages. Gamemasters who want PCs more in the mold of the ultra-competent Doc Savage may opt for Powerful Heroic (100 + 100) or Very Powerful Heroic (125 + 125) characters instead.

Regardless of the starting point total, Globetrotting Adventure characters usually must follow Normal Characteristic Guidelines as a campaign ground rule (*i.e.*, they don't get any Disadvantage points because of this). They get their equipment (or at least standard equipment) for "free," without paying Character Points for it (this may include a plane or other vehicles, if the GM wants the heroes to get around on their own rather than rely on commercial transport). If a character wants a unique piece of equipment, one that's particularly powerful, or one that's not so easy to take away from him, he may have to pay Character Points for it.

WEIRD MENACE

Two dead bodies lay obscenely exposed amid scattered heaps of fresh earth. The water-saturated subsoil had made deep digging impossible, and the graves from which the corpses had been looted were little more than shallow trenches. Crouched gibbering over them was a creature that was a blasphemous caricature of a man. ... If the creature had not already fed, however, there was little doubt that it intended to feed now, and quickly. Its claw-like right hand closed avidly upon the moldering flesh of the legless body. The pointed head dropped. A wordless babble of anticipation whimpered from the slaverling lips.

—Hal K. Wells, "Black Pool For Hell Maidens," *Mystery Tales*, June 1938

Horror is what a girl would feel if, from a safe distance, she watched [a] ghoul practice diabolical rites upon a victim. Terror is what the girl would feel if, on a dark night, she heard the steps of the ghoul coming toward her and knew she was marked for the next victim. Mystery is the girl wondering who done it and why.

—Popular Publications editor Rogers Terrill defining horror, terror, and mystery in *Weird Menace* stories

The *Weird Menace* subgenre got its start in the early Thirties in the pages of various pulps put out by Popular Publications, such as *Dime Mystery Magazine*, *Horror Stories*, and *Terror Tales*. Inspired

JUNGLE ADVENTURE

One particularly popular form of Globetrotting Adventure was the *jungle story*, made famous by Burroughs's tales of Tarzan. In this type of story, the action remains focused on a specific type of exotic location — a jungle, usually in Africa but possibly in India or South America — with a Wild Man as the hero. Periodically the character may venture outside his home turf to such "exotic" locales as New York City or London, but for the most part the readers wanted wilderness action and got it. Villains included rebellious, evil tribesmen, unscrupulous hunters, greedy treasure-seekers, lost cities preparing to begin campaigns of conquest, businessmen looking to exploit the jungle or rob the hero of his rightful inheritance back in civilization, and so forth.

Jungle adventure makes a poor framework for a *Pulp Hero* campaign, since there's little precedent or place for groups of equal heroes, and a steady diet of relatively similar scenarios soon pales. But jungle stories provide plenty of inspiration for GMs looking for an intriguing NPC or the next adventure for a group of globetrotting PCs!

by the Gothic romances of the 1800s and the Grand Guignol Theater in Paris, in essence it combines the mystery story with elements of weirdness, horror, the occult, and the macabre.

In a typical Weird Menace story, a villain hatches a scheme that seems to involve supernatural powers of some sort: grotesque or mutilated humans; demonic monsters; eerie cults; zombies; conjured ghosts; Weird Science devices. The scheme has a mundane purpose. For example, he may want to (a) scare people away from a particular area so he can buy the land cheaply, (b) enact a murderous revenge scheme using the macabre events as camouflage, or (c) earn vast sums of money by running a bordello that caters to sadistic millionaires. As the story unfolds and the hero figures out what's going on, it turns out there's a "natural" (rational and/or scientific, if not necessarily realistic or logical) explanation for the villain's actions — his leprous zombies turn out to be living people controlled with chemicals and hypnosis, his ghostly apparitions created with a special type of film projector, his devil-worshipping cult just a gang of ordinary crooks in costumes, his demonic monsters trained apes tricked out with makeup and prosthetic fangs. Later Weird Menace stories sometimes involved actual occult horrors.

Elements of Weird Menace stories include:

- **Gothic locations:** Weird Menace stories typically take place (at least in part) in Gothic settings such as dreary old mansions, decrepit graveyards, somber castles, and dark forests.
- **Sadism:** Weird Menace stories often feature scenes of sadism, such as hapless female victims being tortured or pawed by hideous, drooling

madmen. The cover of a Weird Menace pulp typically showed a beautiful woman wearing very little clothing about to suffer just such a fate.

- **The "Undead":** The horror in Weird Menace tales may derive from the dead being brought back to "life." It usually turns out the deceased wasn't dead at all, or that the "resurrected" person isn't really who the hero thinks he is.
- **Compulsion:** For many people, nothing's as horrifying as being forced to do something against one's will, and Weird Menace stories draw on this by depicting innocent victims subjected to hypnosis, will-sapping rays, and brainwashing.
- **Aged = Evil:** In Weird Menace stories, old age and lechery (in the case of male villains) or supposed witchcraft (in the case of females) often go hand-in-hand. In stories with aged villains, the victim was usually a young woman whose beauty and vitality contrasted with the villain's withered flesh and evil mind.
- **Curses And Spells:** Often a Weird Menace villain takes advantage of a supposed curse or spell placed on the victim, by using his resources to make the victim think the curse is working.

WEIRD MENACE CAMPAIGNS

Weird Menace characters are usually, at best, Competent Normal characters, with 50 Base Points plus up to 50 Character Points from Disadvantages. They might even be Skilled Normals (25 + 25). Low point totals work best, since characters who are too capable and competent can unravel the mystery too easily and won't be frightened by the eerie menaces they encounter.



Regardless of the starting point total, Weird Menace characters usually must follow Normal Characteristic Guidelines as a campaign ground rule (*i.e.*, they don't get any Disadvantage points because of this). They get their equipment (or at least standard equipment) for "free," without paying Character Points for it. If a character wants a unique piece of equipment, one that's particularly powerful, or one that's not so easy to take away from him, he may have to pay Character Points for it.

OTHER TYPES OF PULP STORIES

The subgenres described above weren't the only types of Pulp stories — far from it. They're simply the subgenres most likely to inspire, influence, or affect *Pulp Hero* campaigns. Some of the others include:

THE HISTORICAL PULPS

Many Pulp stories took place in historical periods rather than the Pulp era itself. The western, the most popular Pulp subgenre (see *Western Hero*, below), falls into this category, as do Johnson McCulley's tales of the masked crusader Zorro, Talbot Mundy's chronicles of Tros of Samothrace, and Harold Lamb's stories of Khlit the Cossack. Historical Pulp adventuring is beyond the scope of this book, since it could take place literally at any place or time during human history.

THE LOVE AND ROMANCE PULPS

Although they're of little interest to most gamers, the love and romance pulps were among the most popular of the day, and the only pulps to attract a substantial female readership. *Ranch Romances*, devoted to the narrow topic of romance stories set in the Old West, was one of the best-selling pulps for many years. A typical love or romance story featured a female character who fell in love and, after overcoming various obstacles, won her man. Unlike the spices (see below), sex wasn't a feature of these stories; the heroine was neither "easy" nor promiscuous, and focused her wholesome romantic attentions entirely on one deserving man.

THE SPICY PULPS

Her shapely body was a succession of fluent, rippling curves that smiled through a gown that left him wondering whether its fragile fabric would endure even a breath of evening breeze.

—E. Hoffmann Price, "Satan's Daughter," *Spicy Mystery*, January 1936

His eyes drank in her beauty. The robe had slipped down over her shoulders, revealing more than a glimpse of the firm contours of her bare and jutting breasts. Her unclad legs and creamy thighs peered forth boldly from the robe as she walked toward him.

—Robert Leslie Bellem, "The Shanghai Jester," *Spicy Adventure Stories*, July 1934

The flip side of the love and romance pulps were pulp magazines that catered to the more prurient interests of the male readers by explicitly describing naked women and sexual situations. Known as the "spicy" or "hot" pulps, many of them had the word "Spicy" in the title (later changed to "Speed" in some cases, to avoid censorship); others include *Snappy Stories*, *Gay Parisienne*, *Pep*, and the like. Their covers usually depicted women in lingerie, or a half-clothed woman about to be attacked by some fiend.

The early spices merely hinted coyly at nudity and sexual activity. The later ones, while never explicitly depicting sex acts, didn't hesitate to lavishly describe the female form, often devising a thesaurus's worth of lyrical substitutes for the word "breasts" in the process. Line drawings of the semi-nude women often accompanied these stories. In many jurisdictions the authorities objected to the spicy pulps as obscene, so magazine purveyors had to hide them and sell them only on request, originating the phrase "under the counter."

For the most part, spicy stories have no place in *Pulp Hero* campaigns — they don't fit well with the usual action-adventure emphasis of most Pulp scenarios, and may make gamers uncomfortable. However, a clever GM could easily insert a mildly spicy scene into a story as a brief prelude to or distraction from the main action. For example, a group of heroes exploring the jungle may happen across an evil native cult performing a sacrificial ritual in which the victim is a beautiful, unclad princess from a rival tribe. Before they leap to her rescue, the GM briefly provides a spice-tinged description of the scene that emphasizes the victim's form and features as much as the attitude and weapons of the cultists.

THE SPECIALIZED PULPS

In the try-anything-once world of pulp publishing, many publishers released highly-specialized pulps that focused on a specific type of story. Examples include railroad stories, sea stories, sports pulps, zeppelin stories, and the like. These pulps have little, if any, effect on most *Pulp Hero* campaigns. They're too narrow, and in many cases simply tell the same story again and again in slightly different ways. However, a GM looking for inspiration for an offbeat adventure or NPC might find much to inspire him in the specialized pulps.

MIXING GENRES

OTHER SOURCES OF INSPIRATION

Pages 35-43 of *Champions* contain advice on applying meta-genres to superhero campaigns. Much of that advice is general, and could certainly work in *Pulp Hero* campaigns as well. You might also want to look at pages 17-19 of *Star Hero*, pages 17-19 of *Ninja Hero*, and pages 19-22 of *Fantasy Hero*, and pages 17-19 of *Dark Champions*.

Pulp Hero comes in many flavors, as described above. But beyond “pure” expressions of the Pulp genre there are many types of stories (and game campaigns) involving the use of meta-genres, or which combine *Pulp Hero* and some other genre.

META-GENRES

A *meta-genre* is a style or theme of storytelling/game play/campaign conception that could apply to any genre. Comedy, horror, romance, and tragedy are all meta-genres, whereas Pulp, Fantasy, Science Fiction, and Western are genres. Thus, you could have a horror Western, or horror Pulp, or horror Fantasy — horror isn’t a genre, it’s a *meta-genre*. A meta-genre can apply to an entire campaign, or just to specific adventures or story arcs within an otherwise normal *Pulp Hero* game.

In most cases, a campaign’s or scenario’s meta-genre evokes (or is intended to evoke) a particular mood in the characters: dread, compassion, suspense, humor. The GM should do his best to enhance the mood by encouraging players to have their characters engage in *dramatically appropriate actions* — such as deliberately putting them in situations where they’ll look ridiculous in a Comedic Action campaign. In some cases, this may involve granting Skill Roll bonuses (or the like) for actions that suit or improve the mood; in others it may mean giving the players advance warning about what’s expected and letting them concoct a proper response.

Comedy

Comedy and whimsy definitely have their place in the realm of *Pulp Hero*. While few Pulp stories deliberately set out to be humorous, their black-and-white morality and “campy” or “cheesy” nature often induces laughter in modern readers. By exploiting that, a GM and players can create a Pulp campaign that’s played mainly for laughs rather than pure action.

In a gaming context, the GM can often rely on the help of the players to establish a comedic (or at least whimsical) mood. Players rarely do quite what the GM expects them to. If he places them in a ridiculous or absurd situation, frequently they just dig themselves in deeper, with hilarious results. The trick to this is not to always use the PCs as fall guys, patsies, or the butt of jokes; no one likes to be made fun of all the time. Instead, put them in the driver’s seat sometimes, letting them take advantage of the other guy’s pratfalls.

Just about any type of character works for Comedic Pulp Hero, though such characters should rarely, if ever, be powerful or competent. Examples include a private eye who talks in choppy “noir”-type dialogue all the time, a masked mystery man who can’t shoot straight and barely has any investigative skills, or a psychic detective whose “powers” usually do nothing more than give him a blinding headache.

Horror

We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age.

—H.P. Lovecraft, “The Call of Cthulhu,”
Weird Tales, February, 1928

Horror and Pulp fit together well. H.P. Lovecraft, considered by some scholars the greatest horror writer in American literature, published his work entirely in pulp magazines (mainly *Weird Tales*), and the entire Weird Menace subgenre involves a combination of horror and mystery.

Horror stories take place in the “real world,” but often involve dark secrets, hidden terrors, and lurking evils the average person knows nothing of. In most of them, ordinary, and usually sympathetic, protagonists begin investigating some strange situation, only to discover the true horror behind it. One by one, the main characters die, go insane, become corrupt, lose loved ones and possessions, and suffer other disasters and terrors as the story wends its way to a conclusion (usually, but not always, a happy or hopeful ending, as the heroes stop the threat and restore normalcy). Alternately, in *Weird Menace* stories, the characters are plunged into horror early in the narrative, only to gradually work their way through it and dispel the horror through their own bravery, skills, and cleverness.

The primary “disconnect” between Horror and *Pulp Hero* is that *Pulp Hero* characters are tough, skilled, and proactive. They don’t sit meekly and wait for their fate to come upon them; they go out to confront it, fists swinging and guns blazing.

The GM has to arrange the situation so the players think they're making progress opposing the "enemy" at first... only to discover that their efforts have been in vain, and they've got to find the right approach or they're all doomed.

Most Horror stories use one or more of several mechanisms to create suspense, fear, and dread in the characters (and thus, in the readers/players as well). The first is *isolation*. If characters can radio for help, or escape, that lessens their feelings of terror. A proper Horror story traps them somewhere — a deserted island, an isolated mansion during a driving thunderstorm, a prison — and keeps them there until they resolve the situation. The second is *ignorance*. People tend to fear the unknown, so Horror stories often place characters in situations where they're unaware of the true facts. As the story unfolds, the characters slowly learn what's going on... often to their own detriment. The third is *powerlessness*. Characters who have the ability to cope with adversity often also have the confidence to confront that which scares them. It creates a better Horror effect if they have to struggle against the lurking terrors instead of just attacking them as if they were any other adversary.

It's difficult to achieve Horror effects in a gaming context, with the lights on and plenty of snacks at hand, but it is possible. Even the toughest of *Pulp Hero* character becomes less cocksure when stripped of his weapons and put in a deadly situation he cannot control. Just about any type of character is appropriate, though the characters should never have the power to confront the lurking horrors effectively (at least, not at first).

OCCULT ADVENTURES

Closely related to Horror in the minds of many gamers are adventures involving occult subjects and adversaries, such as traditional monsters (vampires, mummies, werewolves) or an evil sorcerer. Characters like Jules de Grandin and John Thunstone built entire careers out of "monster hunting" and occult detective work. Typically their adventures follow a pattern something like this:

- 1. The Horror Is Unleashed:** Something triggers the horror, makes it active, unleashes it, or the like. For example, ignorant explorers bring a curse down upon themselves by violating a mummy's tomb; a vampire makes plans to move to the big city; a naive person releases something horrific; or an old hag puts a hex on someone the PC cares for.
- 2. The Horror Manifests:** Horrible things start happening. The explorers fall victim to the mummy; the vampire arrives and starts feeding off innocent people; the PC's beloved starts to succumb to the hex.
- 3. Things Get Worse:** After the PC's initial efforts to stop or slow the horror fail, the situation worsens. The mummy starts killing more people (such as the loved ones and acquaintances of the explorers); the vampire's minions start feeding; the PC's beloved lapses into a coma.
- 4. The Pieces Come Together:** During all of this, the heroes have been researching what's going on and trying to stop it. At last they gather the crucial piece of information, or find the weapon they need to strike a telling blow against the horror.
- 5. The Horror Is Defeated... For Now:** Bringing their newfound knowledge and abilities to bear,



DUNITs

Basically speaking, mysteries can be organized into three types:

Howdunits, in which all of the suspects had a motive, but it appears impossible that any of them (or possibly anyone else) could have committed the crime (this includes the classic “locked room” mystery). Solving the mystery involves figuring out how the crime was committed; this in turn tells the investigator who did it.

Whodunits, in which all the suspects had a motive, and the method of committing the crime is obvious. Solving the mystery involves figuring out who committed the crime. This is the most common type of mystery.

Whydunits, in which none of the suspects seems to have had a motive, and the method of committing the crime is obvious. Solving the mystery involves figuring out why someone would commit the crime; once the investigator knows that, he knows who’s guilty.

Of course, some mysteries combine features of two or all three types. For example, a whydunit might reveal that more than one suspect had motive; at that point the mystery converts into a whodunit.

the heroes stop the horror. But can they be sure it’s really gone, and cannot rise again?

Thus, Occult Adventure isn’t true Horror so much as it is a mix of Horror and the Crimebusting or Detective subgenres. Compared to “typical” Horror stories, the heroes can react to the “enemy” in a positive way, and in the end usually stop it or destroy it.

Mystery

Mystery is one of the most suitable meta-genres for *Pulp Hero*. Among other things, it’s the *sine qua non* of the Detective subgenre; a GM who wants to run an all-Detective campaign (perhaps because he only has one or two players) could easily do so. In this sort of game, the PCs are all private eyes, G-men, inspectors on the local police force, amateur investigators, or some other type of detective. Each scenario they’re confronted with a new mystery — usually a murder, but possibly a robbery or blackmail scheme.

This sort of campaign tends to require a lot of work on the part of the GM. First, he has to concoct a new, plausible mystery for each game, and that can be difficult — despite the plethora of mystery novels on bookstore shelves, good, solid mysteries that work as gaming adventures aren’t easy to come by. Among the things the GM needs to know (and be prepared to reveal to the PCs at the appropriate time) are:

- the identity of the criminal, and his motives for committing the crime
- the identities of other suspects, and their possible motives
- the identity of the victim (and any other relevant details about him, such as his personal history, job, family, and the like)
- how and when the crime occurred
- what happened when the criminal committed the crime, and what (if anything) he did afterwards
- other events that might affect the characters’ ability to gather and correctly analyze the clues

Second, unlike a novelist, who can have a character suddenly realize the significance of a clue, the GM doesn’t control the protagonists in his game (the PCs). This may lead to situations where (a) all of the players overlook a clue, or the significance of a clue, (b) the GM has to make a clue so obvious that there’s no suspense, and/or (c) the players end up using a lot of die rolls to gather and analyze information, rather than solving the mystery on their own (often with the entirely fair, but game-wrecking, excuse that “my character is better at these things than I would be”). The GM has to deftly manage the release of information,

dropping (sometimes blatant) hints to the players (“What Bob just suggested really seems to make sense to you”), the use of die rolls, and the pacing of the story to keep the suspense alive and prevent the players from reaching the right conclusion too early or too late.

Romance

Romance as a meta-genre refers to campaigns or storylines involving, or focusing on, the romantic attachments, entanglements, and relationships of the main characters. Most *Pulp Hero* campaigns are “romantic” in the broad, dramatic sense of that term — they’re filled with adventure, excitement, and appropriate but unlikely actions — but that’s not quite the same thing.

Romantic *Pulp Hero* campaigns generally require two things. First, the characters have to stay put in one location. If they’re in a Globetrotting Adventure campaign, creating good, long-lasting Romance subplots may prove difficult, if not impossible. If the GM wants to emphasize Romance, he should base the campaign in a single city (or other static location). Of course, the GM can always introduce a minor romantic sub-plot or two without making the whole campaign revolve around Romance, and that even works in campaigns featuring lots of travel. After all, what could be more romantic than meeting a beautiful, mysterious woman in some exotic city halfway across the world?

Second, and more importantly, the characters must have potential romantic partners to choose from (and perhaps fight over). A Romance campaign won’t go far without enough “fish in the sea” for the characters to take an interest in. The GM has to design intriguing NPCs who attract one or more PCs through some qualities, and yet have other qualities the PC(s) find troublesome or off-putting. Romance as a major campaign theme doesn’t work well if the romances are smooth sailing all the way — there must be obstacles to love for the characters to overcome.

Romance works well in conjunction with the Comedy meta-genre. What makes people look more foolish, or more likely to do things they ordinarily wouldn’t, than love?

Tragedy

Traditionally, a Tragedy tells the story of a hero or heroes, doomed by some personal flaw or circumstance to loss, diminishment, or death. Pulp stories feature happy endings that aren’t compatible with Tragedy — at most, they contain a minor note of Tragedy related to the death of a beloved character or the passing of a way of life. Beyond that, Tragedy generally has no place in *Pulp Hero*.

OTHER GENRES

The tropes, themes, and character types of Pulp stories easily mingle with those of other genres. Combining them can create fascinating campaigns and stories.

Champions

While comic books came along late in the Pulp era, and to some extent helped to contribute to the demise of the pulps, the two genres have a great deal in common. Many of the most important conventions of comic book superheroes — masked and costumed heroes, master villains with world-threatening plots, exotic locations, incredible coincidences, fantastic technology — originated or flowered in the pulps, and the creation of more than one superhero was inspired or influenced by similar Pulp heroes. The main difference between the two is the level of “believability.” The events and characters of even the most outlandish masked mystery-man Pulp story pale before the deeds of costumed supermen who can hurl tanks, teleport, and project beams of energy.

The easiest way to mingle the two genres is to use the comics as inspiration for a *Pulp Hero* campaign — specifically, a team of masked mystery men. Such things didn’t exist in the pulps, but with comics as an inspiration gamers can easily make up for that lack. Alan Moore’s *The League Of Extraordinary Gentlemen*, though set in the Victorian era rather than Pulp times, shows how much fun that sort of campaign could be.

Dark Champions

On the surface, at least, Pulp adventures and modern-day action adventures have a lot in common. They both feature fast-paced action, gunfights, car chases, travel to exotic locations, and so on. Some subgenres of *Dark Champions*, such as Espionage and Vigilante Crimefighting, are alive and well during the Pulp era in various forms.

On the other hand, the two genres have some significant differences. At its heart *Dark Champions* tends to be relatively grim, gritty, and “realistic.” *Pulp Hero* is more lighthearted and fantastic. Where *Dark Champions* characters tend to distrust the government and authority figures, Pulp characters regard them much more favorably. Aside from hardboiled Detective stories, even the darkest Pulp campaign tends to seem bright and open compared to most *Dark Champions* games. And while many Pulp heroes ruthlessly gun down the evil foes they face, others prefer merciful attacks or methods to capture and reform criminals. Thus, while the two genres can influence and inform each other to some degree, in the end their dissimilarities typically prevent them from fully mixing together.

It’s possible to have a sort of Pulp-style *Dark Champions* campaign featuring the serialized adventures and over-the-top heroic action common

to the pulps — just with a *Dark Champions* tinge. For example, serial adventure novels such as those about Mack Bolan the Executioner, Phoenix Force, and their ilk are, essentially, “modern-day pulp adventures.” But in this case, the heroes of those adventures are *Dark Champions* vigilantes.

Fantasy Hero

Fantasy stories have always been a part of Pulp fiction. Some of the best-known Fantasy authors, such as Robert E. Howard and Clark Ashton Smith, became famous because their stories were published in the pulps.

There isn’t a specific “Pulp Fantasy” style of *Fantasy Hero* play. Most pulp Fantasy tales were Swords And Sorcery or High Fantasy stories, so if you want to run a Fantasy game in the “Pulp style” you should pick one of those subgenres. Be lush in your descriptions, and try to add a little bit of eeriness to the mood you evoke, and you should simulate Pulp Fantasy just fine.

Ninja Hero

In the typical Pulp-era campaign, most characters are thoroughly grounded in Western culture. The “mysterious East” is the home of Oriental master villains and many opportunities for adventure, but it’s not a place heroes come from. A Pulp hero might know Boxing, Dirty Infighting, Fencing, or even Savate, but not Jujutsu, Kung Fu, or Karate. Perhaps one character in a PC group is an “American From The Orient” who learned martial arts while traveling in Asia or knocking around Chinatown, but too much more than that and you start to distort the “feel” of the genre. But as always, it’s up to the GM to gauge what the players want and respond accordingly; a campaign that mixes the elements of Cinematic or Wuxia martial arts with the strong-jawed heroism of the pulps could be a lot of fun for the right group of gamers.

Star Hero

“By Scientifiction, I mean... a charming romance intermingled with scientific fact and prophetic vision.”

—Hugo Gernsback explaining his intent in the first issue of *Amazing Stories*

Science Fiction tales filled the pages of many pulps, such as *Amazing Stories* and *Astounding Stories* — indeed, the term “science fiction” was coined in the pulps. Comic strips and film adventure serials featuring Buck Rogers and Flash Gordon were also extremely popular. Thus, mixing *Star Hero* and *Pulp Hero* is easy, and can be a lot of fun.

Pulp Science Fiction stories, and the gaming campaigns inspired by them, are characterized by several elements in addition to the general Pulp elements described earlier in this chapter. These include:

- *Fantastic technology*: The technology of Pulp SF isn't just Weird, it's downright fantastic. Anything you can think of, from matter transmitters (teleporters), to ray guns, to mind transference is fair game. As depicted in the Science Fiction pulps, this technology often has a sort of stylish "Art Deco" appearance, with lots of fins, knobs, and extraneous decorations that make no sense... but look great.
- *Bug-eyed monsters*: No Pulp SF tale would be complete without a fight against some bug-eyed monsters! Whether they're invading Earth, kidnapping the beautiful alien princess, or attacking the PCs for no good reason, BEMS are a menace that needs to be destroyed pronto.
- *No technological negative consequences*: Advanced technology is always a *good* thing, with no negative connotations. It doesn't pollute, or there's other technology to clean up all the pollution instantly. There's always enough fuel (whatever that fuel may be), unless the absence of fuel is a particular plot point. Technology has no dangerous side effects for the user — in fact, it rarely even requires much effort to learn how to use it.
- *Humanistic aliens*: In Pulp SF, the aliens that heroes encounter often aren't all that unusual — they're basically Humans, but with a different skin tone, or other distinctive features like small antennae or pointed ears. And they all seem to speak English (or at least have translation technology!).
- *Earthmen are hunks*: Alien woman always fall hard for Pulp SF adventurers, often to the point of betraying their own societies to help them.
- *The old-fashioned Solar System*: The solar system of Earth as portrayed in the pulps isn't anything like it is in "real life," in large part because the astronomers of the Pulp era had very limited knowledge of the planets (Pluto wasn't even discovered until 1930). Thus, Mars is a dry, canal-covered planet (see, for example, the "John Carter" novels of Edgar Rice Burroughs); Venus is swampy and/or jungle-covered; and so on. In short, define each planet the PCs visit using your dramatic sense, not scientific knowledge.

- *Scientists are heroes*: Inventors don't just create gadgets for heroes to use — often they *are* the heroes, with physical and social qualities to match their genius intellects.
- *True science isn't necessary*: While some pulps stressed scientific accuracy (at least to the extent possible in a fictional medium), most didn't. If the explanation for something *sounded* reasonably scientific, that was good enough for the editors... and in a gaming context, for the GM.

Victorian Hero

There really isn't any need to "mix" Victorian and Pulp adventures, since they're virtually the same thing — the only difference is that one takes place roughly thirty-plus years before the other. Many Pulp characters and stories were inspired by the likes of Sherlock Holmes, Allan Quatermain, Captain Nemo, or the novels of H.G. Wells. The Victorian world is even less settled, the technology even less advanced, travel even slower and less comfortable... but the emphasis on adventure and action remains.

Western Hero

The Western was the most popular type of story told in the pulps, eclipsing even Detective stories. Such renowned characters as Zorro and Hopalong Cassidy were Pulp staples, and famous Western authors such as Max Brand and Zane Grey got their start in the pulps or during the Pulp era. As such, it can't really be said that there's a specific "Pulp Western" style, because the classic elements of the Western — the showdown in the street at high noon, the saloon, the gunfight in the rocky hills, noble-hearted cowboys and gunslingers facing down cruel cattle barons — all originated in the pulps. In short, the typical Western is already a Pulp story.

chapter two:

STORIES OF THE WORLD'S FIGHTING MEN

SOLDIER STORIES

May
20c
35 CENTS
IN CANADA



SKY
BATTLE
WAGONS
—Red Slip
Streams
in a Gray
War Sky
A. A.
CAFFREY

LEGENDS
OF THE
LEGION
—Soldiers
of Fortune
on a War
Trail
THEODORE
ROSCOE

BRASS HAT
Shoulder Bars and Bullet Eaters in the
Big Show. Complete War Action Novel by
JACK BYRNE

GUNNER'S CHOICE
—A Target Steams from a
Wall of Fog
EUGENE CUNNINGHAM

A PULP MAGAZINE

**20 YEARS OF ADVENTURE
PULP HISTORY**

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1920		
1920 Jan	1: Estonia signs a truce with Soviet Russia 2: The Palmer Raids: acting on orders from Attorney General Palmer, Department of Justice agents arrest over 4,000 alleged Communists in 33 cities during a series of raids 3: The last US troops leave France 10: The Treaty of Versailles takes effect; the US denies ratification and informs Germany they're still at war 14: 40,000 radicals rush the Reichstag in Berlin; 42 people dies and 105 are wounded in riots that last through the 19th 15: The US loans Poland, Austria, and Armenia \$150 million to finance a war with Russian Communists 16: The League of Nations holds its first meeting, in Paris 16: The Allies demand that the Netherlands extradite Kaiser Wilhelm II; the Dutch refuse to do so 17: The French elect Paul Deschanel president over Georges Clemenceau, largely because they feel Clemenceau made the Treaty of Versailles too lenient	
1920 Feb	2: Soviet Russia recognizes the independence of Estonia 3: The Allies demand that 890 German military leaders stand trial for war crimes 7: Russian Communists kill Admiral Aleksandr Kolchak, the former head of the White Russian provisional government 9: The Council of the League of Nations grants Spitzbergen to Norway 10: N. Silesia votes to annex itself to Denmark 11: The Council of the League of Nations meets for the first time, in London 13: Secretary of State Lansing resigns due to differences with President Wilson 17: The Allies internationalize the Dardanelles and the Bosphorus 24: In Germany, Adolf Hitler, the propaganda chief of the German Workers' Party, announces an anti-Semitic, anti-capitalist policy 26: The Soviets pledge democratic reforms and payment of 60% of their debt in exchange for peace; the US rejects the offer as propaganda 28: President Wilson returns US railroads, which were operated by the government during the Great War, to their owners 29: Czechoslovakia adopts a constitution to maintain its independence from both Germany and Soviet Russia 29: Miklos Horthy de Nagybanya becomes dictator of Hungary	7: Sadi-Joseph Leconte sets a new air speed record of 171.4 miles per hour 18: Vuilleman and Chalus complete the first flight over the Sahara Desert
1920 Mar	3: The Cabinet of Turkey resigns following the Allied decree that Turkey will retain only the Asiatic province of Anatolia, costing it 24 million people 7: The Soviets begin a major offensive on the Polish front 8: A Congress at Damascus proclaims the independence of Syria; Emir Feisal becomes king on the 11th 10: Parliament passes the Home Rule Bill, dividing Ireland into two parts 13: In Germany, Wolfgang von Kapp seizes power in a monarchist coup, but the coup falls apart and he flees Berlin on the 16th 16: The Allies occupy Constantinople and seize the ministries 19: The Soviets capture Essen 20: The Soviets attack Finland 24: Communists take control of half of Berlin against German President Ebert; Americans evacuate the city 27: German President Ebert orders the arrest of all Russians in Berlin 30: Mobs in Copenhagen demand the creation of a Danish republic; the palace is heavily guarded	20: Bugatti sells its first automobile, a luxury car featuring a 16-valve engine
1920 Apr	1: The German Workers' Party changes its name to the National Socialist German Workers' Party 5: Japanese forces land in Vladivostok 7: In Chicago, 50,000 railroad workers strike, affecting 25 railroads. Attorney General Palmer accuses the IWW of fomenting the strike as part of an "international Communist conspiracy" 7: Without warning to her allies, the French Empire occupies the Ruhr (including Frankfurt); French troops (mostly natives from various French colonies) fire on German mobs, killing seven 9: The US rejects compulsory military service 11: American forces in Turkey are besieged in two towns; French troops rush to help them 12: Carlos Herrera drives out the former president and becomes leader of Guatemala 17: Wolfgang von Kapp is arrested in Stockholm 21: Four IWW members are shot by police in Butte, Montana during a riot 25: The Supreme Council of the Allies, meeting in San Remo, Italy, offers the mandate of Palestine to Great Britain, and that of Armenia to the US. In Palestine, Arabs fearing Jewish immigration attack British persons 28: Rebels against the Carranza government approach Mexico City	

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1920			
16: In the United States, Prohibition takes effect, making it illegal to manufacture or sell alcohol. The sale of soft drinks, coffee, and ice cream sodas soon booms... as does organized crime.	1: Harvard defeats Oregon in the Rose Bowl 2: Isaac Asimov is born 3: The first black baseball league, the Negro National League, is formed 5: In a move that will haunt the team for over 80 years, the Boston Red Sox trade Babe Ruth to the New York Yankees for \$125,000 (the largest sum yet paid for a baseball player) so the owner can finance a Broadway play 20: Federico Fellini is born 24: Artist Amadeo Modigliani dies	5: The Radio Corporation of America (RCA) is formed 6: An earthquake in Couztlan, Mexico, kills over 1,000	1920 Jan
9: Five people are killed in Lexington, Kentucky while trying to lynch a black man accused of murder 22: In Berlin, 21 people are arrested for anti-Semitic violence 25: Entertainer Fanny Brice and her husband Nicky Arnstein are sought by the authorities regarding allegations that Arnstein was involved in a conspiracy to steal \$5 million worth of securities	2: Eugene O'Neill's play <i>Beyond The Horizon</i> opens at the Morocco Theater in New York City	19: Thousands of Poles, Czechs, and Yugoslavs are reported to be returning to their home countries 20: Explorer Robert Peary dies 23: The famous El Butini olive tree in Jerusalem blows down; some see this as an omen of the end of Turkey	1920 Feb
11: In New York, a federal agent kills the first violator of Prohibition since the law went into effect	29: Douglas Fairbanks and Mary Pickford get married		1920 Mar
15: In South Braintree, Massachusetts, five men kill two men and steal a factory payroll of nearly \$16,000. Sacco and Vanzetti are later arrested, tried, convicted, and executed for this crime (see other entries below).	3: Bill Tilden wins the first US indoor tennis championship	The prices, hemlines, and sleeves for women's fashions rise. American women are described as favoring a "lean" look, as opposed to the more full-figured French ideal.	1920 Apr

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1920 May	3: Poland and Russia battle for control of Kiev 9: Rebels seize Mexico City. On the 21st, Gen. Herrera murders President Carranza in Vera Cruz, then surrenders to Gens. Obregon and Gonzalez in Mexico City 9: The Socialists nominate Eugene V. Debs, who's in prison, for president 16: Switzerland joins the League Of Nations 17: French and Belgian troops leave Frankfurt 21: An assassin working for the rebel generals Huerta, Obregon, and Calles assassinates President Carranza of Mexico 23: Labor leader Samuel Gompers advocates the overthrow of Congress due to its legislative mistreatment of workers 24: Mustafa Kemal is rumored to have established a native Turkish government in Angora 27: The Czechs elect Tomas Masaryk, leader of the 1918 independence movement, president Ch'en Tu-hsiu and Li Ta-chao organize the Communist Party of China	
1920 June	1: Adolfo de la Huerta becomes president of Mexico 4: Congress passes the Army Reorganization Act, limiting the US Army to a peacetime force of 300,000 4: Hungary signs the Treaty of Trianon, which reduces it to roughly one-fourth its former size and one-third its former population 10: The Republican National Convention endorses women's suffrage. On the 12th, it nominates Warren G. Harding for President and Calvin Coolidge for Vice President. 15: Germany cedes North Silesia to Denmark 16: The Permanent Court of Justice opens at the Hague, Netherlands 20: Race riots in Chicago result in the death of two 24: Irish and British troops quell riots in Londonderry 25: The Greeks capture 8,000 Turks near Smyrna 26: At Ismid, the British fleet kills 1,000 Turks	
1920 July	1: Great Britain appoints Sir Herbert Samuel to be High Commissioner of Palestine 4: The provisional government of Siberia cedes Sakhalin Island to Japan 6: The Democrats nominate James Cox for President and Franklin D. Roosevelt for Vice President 7: The US ends its ban on trade with Soviet Russia 11: East and West Prussia both vote to remain part of Germany 12: Soviet Russia agrees to Lithuanian independence 18: Joachim, the youngest son of former Kaiser Wilhelm II, commits suicide 19: The Second International Communist Congress opens in Petrograd 23: Poland asks Soviet Russia for peace. On the 31st, the Soviets postpone talks, and Trotsky tells the Red Army to move on Warsaw 24: French troops occupy Damascus to take control of the mandate of Syria granted them by the League Of Nations; King Feisal flees 26: The 19th Amendment to the US Constitution is ratified, giving women the right to vote 28: In Mexico, famed bandit and revolutionary Pancho Villa surrenders to President Huerta	7: A US Navy seaplane flies 95 miles guided only by radio signals
1920 Aug	1: With the Red Army 75 miles from Warsaw, the Allies rush to Poland's aid 10: The Ottoman sultan signs the Treaty of Sèvres with the Allies in which it (a) cedes Smyrna, Adrianople, and Gallipoli to Greece, (b) agrees to international control of the Dardanelles and the Bosphorus, (c) renounces control of Iraq, Palestine, and the Transjordan (which become British mandates), and (d) renounces control of the Levant States, which becomes a French mandate 16: The US sends warships to Danzig, Poland 19: Poland defeats the Red Army, destroying three divisions 27: The Irish in Ulster riot against British occupation 31: Alvaro Obregon is elected president of Mexico	25: Adrienne Bolland becomes the first woman to fly a plane over the English Channel
1920 Sept	11: Strikes paralyze Italy 15: President Deschanel of France resigns for health reasons; Alexandre Millerand becomes president 20: The League Of Nations authorizes Belgium to annex Eupen and Malmedy 30: France takes the mandate for Togo 30: President Eamon de Valera of Ireland rejects a plan for full Irish independence	

Pulp Hero ■ Chapter Two

CRIME & PUNISHMENT

5: In Massachusetts, the authorities arrest Sacco and Vanzetti for murder and payroll robbery
 11: In Chicago, a gunman kills Big Jim Colosimo, whom Johnny Torrio wanted out of the way so he could take over and expand Colosimo's rackets to take advantage of the opportunities offered by Prohibition
 12: In Matewan, West Virginia, 12 people are killed in a gunfight between the miners' union and detectives

ARTS & ENTERTAINMENT

3: Sugar Ray Robinson is born
 8: The horse Paul Jones wins the Kentucky Derby
 18: Karol Wojtyla, later Pope John Paul II, is born in Poland
 31: Gaston Chevrolet wins the Indianapolis 500 at a speed of 88.6 miles per hour

LIFE & TIMES

30: Joan of Arc is canonized

YEAR

1920 May

7: The US Supreme Court unanimously upholds the 18th Amendment and the Volstead Act (*i.e.*, Prohibition)
 15: A mob of 5,000 in Duluth, Minnesota lynches three black men

1: In Berlin, the first international exposition of Dada art opens
 Bill Tilden becomes the first American to win Wimbledon

13: The US Post Office Department rules that people may not send children by parcel post
 14: Sociologist and historian Max Weber dies

1920 June

24: At New York's Bedford State Reformatory, authorities club 150 women into submission during a riot

4: Painter Max Klinger dies
 21: Noël Coward's play *I'll Leave It To You* opens in London
 27: The *Resolute* wins the America's Cup

11: Former Empress Eugenie of France dies
 12: President Wilson presides over the opening of the Panama Canal

1920 July

2: Radical millionaire William Lloyd and 19 other people are convicted of conspiracy to overthrow the US government

14: The VII Olympics begin in Antwerp
 22: Ray Bradbury is born
 29: Jazz musician Charlie "Bird" Parker is born

1: Sir Robert Baden-Powell convenes the second international meeting of the Boy Scouts in London
 20: In Detroit, Station 8MK begins the first daily radio broadcast

1920 Aug

1: Prohibition agents raid 50 saloons in New York City
 5: Comedian Fatty Arbuckle is accused of raping and murdering Virginia Rappe at a California party
 16: A bomb detonated on Wall Street in New York City kills 30 people and injures 300. Officials suspect Communists or anarchists of setting off the bomb.

6: Jack Dempsey knocks out Billy Miske to retain the heavyweight championship
 6: Bill Tilden wins the National Tennis Championship
 28: Eight members of the Chicago White Sox are indicted for the "Black Sox" scandal, in which they conspired with gamblers to rig the 1919 World Series

9: An earthquake in Italy kills 500 and leaves 20,000 without homes
 25: Wealthy banker Joseph Schiff dies, leaving a \$50 million estate
 30: For the first time, the urban population in the US surpasses the rural population

1920 Sept

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1920 Oct	1: The Chinese revoke Soviet concessions in China 2: In Haiti, US Marines fight rebels, killing their leader. Later this month, evidence surfaces implicating Marines in the unlawful killing of Haitians during the five-year occupation of the country. 3: Poland defeats Russia, seizing 42,000 men and thousands of weapons 6: Poland and Russia sign a peace agreement that recognizes Poland's independence and draws a boundary between the two nations 10: Karntern votes to become part of Austria 14: Soviet Russia recognizes the independence of Finland 16: A million British miners go on strike for a two-shilling raise 25: King Alexander I of Greece dies after being bitten by a pet monkey	
1920 Nov	1: The Turks capture the town of Hadjin and massacre 10,000 Armenians 1: The Red Army confronts the forces of Baron Petr Nikolaevich, a White Russian who's taken over most of southern Russia, and push him back into the Crimea. On the 14th, he loses Sevastopol and flees to Constantinople. 2: Warren G. Harding and Calvin Coolidge are elected President and Vice President; Republicans sweep to major victories around the US 15: The League Of Nations, now counting 41 nations (but not Russia or the US) as members, opens its first regular session in Geneva 16: The last White revolutionaries against the Bolshevik government of Soviet Russia are defeated 18: 140,000 Armenian refugees overrun Constantinople	2: In the US's first major news broadcast, KDKA of Pittsburgh transmits the word of Harding's electoral victory 16: The Pitney-Bowes postage meter invented QANTAS begins service in Australia International Telephone and Telegraphic (IT&T) is founded
1920 Dec	1: Gabriele Annunzio declares war on Italy from Fiume, which he took over in September to prevent it from becoming a "free city"; he concedes defeat on the 31st 9: Turkey and Armenia sign a peace treaty that significantly reduces the size of Armenia 15: China wins a seat on the Council of the League Of Nations; Austria joins the League 19: King Constantine returns to Greece 28: The US resumes deporting Communists	
1920 General and Unspecified	Civil strife in Honduras; in August the US Navy sends ships to protect American interests there Russia experiences a terrible drought Yugoslavia, Czechoslovakia, and Romania form the Little Entente German East Africa becomes a British mandate under the new name of Tanganyika; Britain also renames British East Africa as Kenya and makes it a crown colony South-West Africa (Namibia), formerly known as German Southwest Africa, becomes a South African mandate	Suzuki Motor Co. is founded in Hamanagunin, Shizuoka Prefecture, Japan Rudolph Boysen of the US breeds the boysenberry Remington Co. introduces bullets that don't use chlorate for primer, thus reducing barrel fouling and the need for frequent cleaning of guns John Thompson patents the submachine gun that will bear his name Dr. Harvey Cushing develops new brain surgery techniques Max Wolf proves the true structure of the Milky Way Galaxy Albert Michelson devises the first way to measure the size of stars using an interferometer Leon Theremin invents the theremin Andrew Douglass develops dendochronology

CRIME & PUNISHMENT**ARTS & ENTERTAINMENT****LIFE & TIMES****YEAR**

	12: The Cleveland Indians defeat the Brooklyn Dodgers to win the World Series. This is the last Series that requires five games, not four, to win.	5: In Hamburg, Germany, the liner <i>Bismarck</i>, the world's largest, is destroyed in a fire 15: Eddie Hubbard, flying a Boeing B-1, wins the first international air mail contract to carry mail between Seattle and Vancouver	1920 Oct
	9: Pope Benedict bans the film "The Holy Bible" for depicting Adam and Eve in the nude 25: Gaston Chevrolet dies in a crash at the Los Angeles Speedway	2: In Pittsburgh, radio station KDKA, the nation's first commercial radio station, begins regular weekly broadcasts 22: Morgan and DuPont gain controlling interest in General Motors	1920 Nov
	14: Jack Dempsey knocks out Brennen to retain the heavyweight title 31: Man o' War retires to stud with only one loss in his racing career	10: Woodrow Wilson wins the Nobel Peace Prize World sugar prices collapse to 8 cents per pound (from 30 cents in August), inflicting heavy losses on M.S. Hershey, Pepsi-Cola, and other major sugar consumers who bought at the higher prices	1920 Dec
Doctors are reported to be writing hundreds of thousands of unnecessary prescriptions for liquor to get around the restraints of Prohibition Charles Ponzi invents the "Ponzi scheme" method of defrauding investors. By the time he's caught, his investors end up receiving only 12 cents on the dollar, and he ruins six banks.	Notable literature of the year: <i>This Side Of Paradise</i>, by F. Scott Fitzgerald; <i>Main Street</i>, by Sinclair Lewis; <i>Outline Of History</i>, by H.G. Wells, <i>The Age Of Innocence</i>, by Edith Wharton; <i>The Emperor Jones and Beyond The Horizon</i>, both by Eugene O'Neill; <i>The Mysterious Affair At Styles</i>, by Agatha Christie Notable music of the year: "The Planets," by Gustav Holtz Notable films of the year: <i>The Cabinet Of Dr. Caligari</i>; <i>The Kid</i> Mexican aerialist Alfredo Codona becomes the first acrobat to perform a triple somersault The National Football League begins as the American Professional Football Association The Good Humor bar is invented The Baby Ruth bar is invented	According to the US Census, New York has a population of 5.6 million, and Los Angeles passes San Francisco with 575,480 persons. The overall US population is 105.7 million; the world population 1.86 billion. There are 9 million automobiles in the US. 54% of all cars sold this year are Ford Model Ts. A group of social activists founds the American Civil Liberties Union The economies of the world's nations still struggle to recover with the aftereffects of the Great War and the return of thousands of soldiers eager for jobs Oil wells in the US supply nearly two-thirds of the world's oil Coco Chanel introduces the chemise dress	1920 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1921		
1921 Jan	3: India convenes its first Parliament 4: Congress overrides President Wilson's veto to reactivate the War Finance Corporation to help farmers 17: The Netherlands threatens to deport the kaiser's family because of a suspected plot to invade Germany 22: US farmers give 15 million bushels of corn for European famine relief 23: In Ireland, eight people are killed in a Sinn Fein revolt 24: The Allies decide Germany must make war reparations payments totaling \$56 billion over 42 years	6: The US Navy orders the sale of 125 flying boats in an effort to encourage aviation. 28: Albert Einstein startles the scientific community with his suggestion that it may be possible to measure the size of the universe
1921 Feb	8: Prince Kropotkin, noted Russian anarchist, dies 9: Poland and Russia end their conflict with the Treaty of Riga; Poland gives up its claim to the Ukraine; Russia gives up most of Belarus 12: Great Britain appoints Winston Churchill as Colonial Secretary 18: Eamon de Valera leads an Irish revolt against the British 20: Gen. Reza Khan of Persia occupies Tehran and ousts the government in a bloodless coup 21: In London, the Allies begin a conference on the Near East, with a focus on Greek-Turkish border disputes 23: Sailors start the anti-Bolshevik movement at Kronstadt 24: Herbert Hoover becomes the US Secretary of Commerce 25: The Mongolians crown the Living Buddha Hutuktu as their king; he claims independence from China 26: Costa Rica invades Panama 26: Fascists incite riots in Florence, Italy	23: An airmail plane sets a record of 33 hours, 20 minutes for a New York City to San Francisco flight
1921 Mar	1: The Allies reject Germany's attempt to negotiate her reparations debt down. On the 8th, the Allies occupy parts of Germany to ensure payment. On the 16th, the Reparations Committee requests a payment of \$1 billion in gold marks by the 23rd; Germany defaults on this request. 8: Premier Eduardo Dato of Spain is assassinated 14: The US sends troops ashore to protect Americans during "disturbances" at Kiu-kiang, China 15: An Armenian assassinates former Turkish Vizier Talat Pasha in Berlin 18: The Red Army under the command of Field Marshal Trotsky crushes the Kronstadt revolt 20: Upper Silesia votes to join Germany 31: Thousands of coal miners strike in Britain	23: Arthur G. Hamilton sets a parachuting record of 24,400 feet
1921 Apr	7: The South China Republic announces its independence from China, with Sun Yat-sen as president 9: US troops intervene in the fighting between Unionists and the government in Guatemala to protect the US legation 15: The miners' strike in Great Britain paralyzes the country 20: Gen. John "Black Jack" Pershing is chosen chief of staff of the US Army 24: Tyrol votes to annex itself to Germany 27: Germany is presented with a final war reparations bill of \$33 billion	2: Albert Einstein arrives in New York City to lecture on his theory of relativity 12: The Ford Motor Company is now producing a million cars a year
1921 May	4: The French send forces into Dusseldorf in preparation for a general occupation of the Ruhr 8: Civil war breaking out in Silesia over the issue of annexation to Germany 11: Germany unconditionally accepts the Allies' reparation demands 14: The Fascists gain 29 seats in the Italian Parliament 19: The US establishes strict new immigration quotas 27: The US significantly raises agricultural tariffs 27: Anti-Bolshevik forces under Kappel capture Vladivostok 31: The Navy transfers the Teapot Dome naval oil reserve to the Department of the interior	10: The Ford Motor Company builds 4,072 cars in a single day 15: Aviatrix Laura Bromwell sets a record of 199 loop-the-loops 21: Andrei Sakharov is born
1921 June	1: A race riot in Tulsa, Oklahoma claims the lives of 85 leaves thousands of blacks homeless 1: The French repel a German attack against an Upper Silesia garrison 26: Greece captures Ismid 28: The British miners' strike is settled	5: Aviatrix Laura Bromwell dies in an airplane crash 25: In Stuttgart, Friedrich Bergius creates coal oil from coal

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
			1921
	1: California defeats Ohio State in the Rose Bowl <i>The Mark Of Zorro</i> , starring Douglas Fairbanks, debuts Kenesaw Mountain Landis becomes the first commissioner of professional baseball	2: The liner <i>Santa Isabel</i> sinks off Villa Garcia, Spain, killing 244 15: In the US, bread prices return to 5 cents a loaf for the first time since the Great War 25: Unemployment in the US reaches 3.5 million	1921 Jan
	13: Ignace Paderewski announces his retirement as a pianist	2: Airmail service begins between New York City and San Francisco	1921 Feb
28: William Howard Taft is named Chief Justice of the US Supreme Court, making him the only man ever to hold both that position and the Presidency.		6: Police in Sunbury, Pennsylvania issue an edict that women's skirts must be at least four inches below the knee	1921 Mar
	8: Titian's "The Man with the Falcon" is sold to Duveen Bros. in New York City for \$300,000. 11: A boxing match in the US is covered in the first radio sports broadcast 26: George Smiley of the Knoxville Pioneers makes history's first unassisted triple play	7: The Massachusetts government moves Plymouth Rock into a building to protect it	1921 Apr
8: Sweden abolishes capital punishment	2: The New York Metropolitan launches a major new exhibit of Impressionist painters 7: Behave Yourself wins the Kentucky Derby 30: Tommy Wilson wins the Indianapolis 500 at 89.6 miles per hour	5: Coco Chanel introduces the famous perfume Chanel No. 5 Wild new styles of dress and dance intrigue and excite American youth, but attract concern from moralists and the government	1921 May
	25: Jock Hutchinson becomes the first American to win the British Open Bill Tilden wins again at Wimbledon	1: A race riot in Tulsa, Oklahoma results in 85 deaths and the destruction of a 30-block area of a black neighborhood 4: 500 die in Colorado flooding 10: Philip of Greece, later Prince Philip of Great Britain as the husband of Elizabeth II, is born	1921 June

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1921 July	10: Outer Mongolia secedes from the rest of Mongolia 16: Greece takes Kutaia from Mustafa Kemal's forces 21: Ireland and Great Britain begin talks regarding Irish home rule 23: Abd el Krim and his rebel forces defeat colonial troops in Spanish Morocco in the Battle of Anual 25: The Turks halt the Greek advance at Altikeuk 29: Adolf Hitler becomes president of the National Socialist German Workers' Party	12: Aviator Harry Hawker dies in an air-plane explosion in London 18: In France the first child is vaccinated for tuberculosis 21: American aviators prove to the Navy that aerial bombs can sink ships by sinking a former German battleship with six 2,000-pound bombs 27: Canadian biochemists discover insulin
1921 Aug	5: The Grand National Assembly of Turkey appoints Mustafa Kemal Supreme Commander-in-Chief 14: Ireland rejects dominion status; on the 16th, Eamon de Valera demands total independence for Ireland 16: King Peter I of Yugoslavia dies; Prince Alexander takes the throne 23: Feisal I becomes king of Iraq following an Iraqi plebescite 24: The Battle of the Sakarya River begins between Greece and Turkey; the Turks win after three weeks 25: Germany signs a peace treaty with the US, officially ending the Great War 29: Germany declares a state of emergency over its ongoing economic crisis	3: In Troy, Ohio, John Macready performs the world's first aerial cropdusting 5: The first radio-controlled, driverless automobile is successfully tested at Dayton, Ohio 24: ZR II, a British dirigible, explodes during a trial flight, killing 44 people 24: Four DeHaveland plans fly from New York to Nome, Alaska
1921 Sept	2: Soviet Russia declares that a state of war exists in Bessarabia, on the Romanian border 3: 400 striking West Virginia coal miners give up their guns to federal authorities 9: Guatemala, Honduras, and Salvador sign a constitution creating the Federation of Central American Republics 19: Abd el Krim announces the formation of the Rif Republic in Morocco 22: Estonia, Latvia, and Lithuania join the League Of Nations 30: The French leave the Ruhr and lift their economic sanctions on Germany	5: Jimmy Doolittle flies from San Francisco to Jacksonville in 22.5 hours with just a single stop
1921 Oct	4: The League Of Nations refuses to send aid to Russia, blaming its current famine on the Soviet government 8: The Prince of Wales arrives in Bombay for a visit to India; Indian nationalists call for a general strike in protest 11: Prince Alexander abandons the crown of Yugoslavia 18: Soviet Russia grants the Crimea its independence 20: Premier Antonio Granjo of Portugal is assassinated during an attempted military coup 20: France signs an accord with Turkey that establishes the Turkish-Syrian border 21: Peace talks between Ireland and Great Britain begin in London 21: Former Emperor Charles I of Hungary attempts a second coup, fails, and is taken prisoner 26: Poland and Germany accept the boundaries in Upper Silesia established by the League Of Nations	18: The Germans perfect a three-barreled electric gun that can fire 2,000 rounds per minute
1921 Nov	3: Striking milk workers dump thousands of gallons of milk in the streets of New York City 4: A Korean assassin murders Premiere Takashi Hara of Japan; Takahashi succeeds him 5: Russia and Outer Mongolia sign an accord to protect the latter from invasion by China or Japan 6: Hungarians vote to depose the Hapsburg royal family 7: Benito Mussolini renames the Fascist Party in Italy the Nationalist Fascist Party and declares himself its <i>duce</i> , or "leader" 9: Railway workers fight with Fascists in Rome, causing a general railroad strike 10: Hirohito becomes regent of Japan due to the illness of his father Yoshihito 12: A Disarmament Conference begins in Washington, D.C. Premier Briand of France claims disarmament would lead to war.	
1921 Dec	5: Ireland and Great Britain reach an agreement that Southern Ireland will become a free state within the British Empire 6: Mackenzie King becomes prime minister of Canada 7: In Chicago, police and 100,000 striking stockyard workers and sympathizers clash 13: The US, France, Great Britain, and Japan sign a treaty concerning Pacific Ocean territories 23: President Harding frees Eugene V. Debs	2: C-7, the world's first helium dirigible, is successfully test-flown in Portsmouth, Virginia

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
14: Anarchists Sacco and Vanzetti are convicted of murder after a controversial trial that lasts more than a month	1: Jack Dempsey knocks out French challenger Georges Carpentier in the first million-dollar prize fight	18: John Glenn is born	1921 July
	2: Enrico Caruso dies	3: Collier and Harper announce a planned merger, which will create one of the world's largest publishing houses 10: Franklin Delano Roosevelt contracts polio at age 39, leaving him crippled for life 22: In Connecticut, women who want to bob their hair are required to obtain a barber's license	1921 Aug
	7: <i>Tarzan Of The Apes</i> opens on Broadway, complete with real African animals	7: Washington, D.C.'s Margaret Gorman wins the first Miss America Pageant 21: A dye plant explosion in Germany kills 500.	1921 Sept
	13: The New York Giants defeat the New York Yankees in the World Series 31: <i>The Sheik</i> , starring Rudolph Valentino, premieres	18: Ludwig III, former king of Bavaria, dies 25: Bat Masterson, famed Wild West gunslinger turned sportswriter, dies	1921 Oct
7: In France, Henri Desire Landru goes on trial for allegedly murdering, cooking, and eating eight women		18: New York City considers varying working hours to decrease traffic jams 23: The Willis-Campbell Act prevents US doctors from prescribing beer for medical purposes	1921 Nov
1: Henri Desire Landru is convicted and sentenced to die	10: Anatole France wins the Nobel Prize for Literature		1921 Dec

YEAR

1921
General and
Unspecified

POLITICS & WAR

In Shanghai, the Communist Party of China holds its first Congress, electing Ch'en Tu-hsiu as president. Mao Tse-tung is a delegate.

SCIENCE & TECHNOLOGY

The *U.S.S. Jupiter* begins conversion into the world's first aircraft carrier; it enters Navy service as the *U.S.S. Langley* in September, 1922

The Avus Autobahn around Berlin, the world's first motorized traffic-only highway, opens

An editorial in the *New York Times* explains that Robert Goddard's rockets can't work in outer space, because in space there's nothing for a rocket's exhaust to push against

The Rorschach inkblot test is introduced
Electrolux begins selling vacuum cleaners

Albert Hull invents the magnetron

Nylen and Holmgren invent the operating microscope, which makes microsurgery possible

Thomas Hunt Morgan postulates the chromosome theory of heredity

Albert Einstein wins the Nobel Prize in physics for the photoelectric effect and various other discoveries, though his theory of relativity is not mentioned

On a trip near Hull, Great Britain, the dirigible ZR-2 breaks in two; 62 people are killed



Pulp Hero ■ Chapter Two

CRIME & PUNISHMENT

Synthetic cocaine and heroin manufactured in Germany are flooding into the United States

Meyer Lanksy and Bugsy Siegel form the Bug and Meyer Mob, a New York City gang; Siegel is only 15 at the time

ARTS & ENTERTAINMENT

Paul Poiret's fashion designs become popular

Notable literature of the year: *Chrome Yellow*, by Aldous Huxley; *Six Characters In Search Of An Author*, by Luigi Pirandello; *Three Soldiers*, by John Dos Passos; *Scaramouche*, by Rafael Sabatini; *Figures Of Earth*, by James Branch Cabell

Karel Capek uses the term "robot" to describe the mechanical men in his play *RUR*

Notable art of the year: *Three Musicians*, by Pablo Picasso; *Odalisque In Red Trousers*, by Henri Matisse

Emmett Kelly creates the clown character Weary Willy

Simon Rodia erects the Watts Tower in Los Angeles

Brenton MacKaye proposes the creation of the Appalachian Trail

The Mounds bar is invented

Wise Potato Chips are first marketed

Sardi's Restaurant opens in New York City

The BBC is founded

LIFE & TIMES

Eight million American women hold jobs. 50% are teachers and 37% secretaries. Child labor has declined sharply; only 8.5% of children ages 10-14 work.

Unemployment becomes an increasing concern in the US and Great Britain as the post-war boom ends

The US has 387,000 miles of paved roads

Heart disease becomes the leading cause of death in the US, surpassing tuberculosis

Johnson & Johnson begins selling Band-Aid brand bandages

Famine and disease beset Russia, killing three million people. Many peasants eat grass soup as a staple of their diet; during the winter, corpses are stacked 20 feet high awaiting burial when the ground thaws.

The US sends \$20 million worth of food and seeds.

Cultured pearls are introduced

Drano is first marketed

Armistice Day (November 11) becomes a US national holiday

Knee-length skirts become fashionable

George Washington Carver testifies to Congress on the value and uses of the peanut

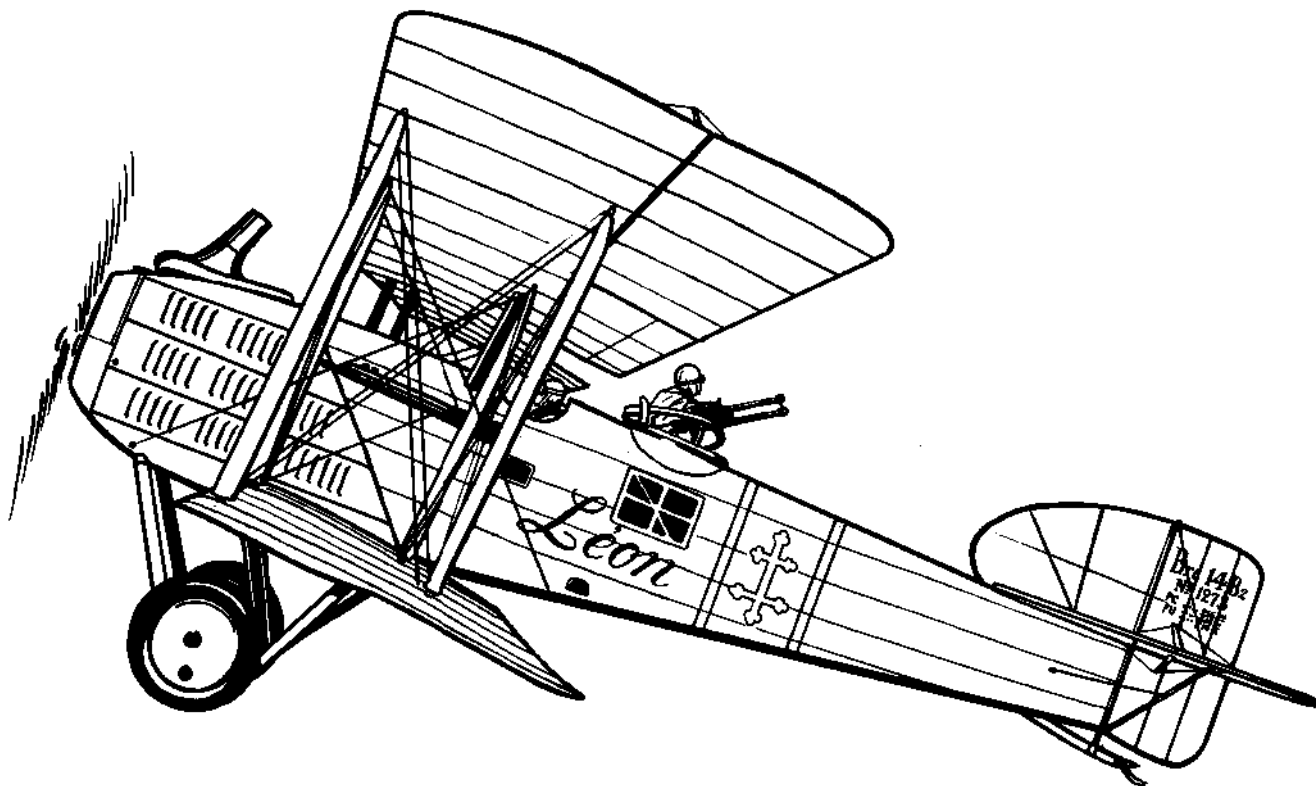
The Washburn, Crosby Co. creates the character "Betty Crocker"

C.K. Howard-Bury and his team of mountaineers explore the north face of Mt. Everest

YEAR

1921

General and Unspecified



YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1922		
1922 Jan	2: The Portuguese cabinet resigns 5: Five naval powers agree to ban the use of submarines against merchant ships 6: The Allies defer Germany's war reparations payments 10: The Dail approves the Irish Free State; Eamon de Valera resigns 12: In France, the Briand Cabinet resigns; Poincare forms a new cabinet 26: 190 Egyptians die in riots in Cairo protesting the British mandate in Palestine	11: 14 year-old Canadian Leonard Thompson becomes the first person to receive experimental insulin injections to treat diabetes
1922 Feb	4: An accord between China and Japan returns the province of Shantung, which is being fought over by rival warlords, to China 6: Soviet Russia dissolves its feared secret police, the Cheka, and replaces it with the GPU 6: The naval disarmament conference in Washington, D.C. ends with the signing of a treaty restricting ship size and production among the major naval powers 7: Disturbed by the impact of Mohandas Gandhi's civil disobedience campaign, Great Britain threatens a crackdown on India 15: The World Court opens in the Hague, Netherlands 16: Great Britain ends its protectorate and declares Egypt a sovereign state, but reserves its own discretion in matters such as defense against foreign aggression 20: Lithuania votes to annex itself to Poland 26: Great Britain and France agree to extend their alliance for another 20 years	7: The Academy of Sciences elects Marie Curie to membership 21: In Virginia, the 410 foot dirigible <i>Roma</i> explodes, killing 34 people
1922 Mar	1: Yitzhak Rabin is born 8: Gen. Chang Tsao-lin, governor of Manchuria, forms an alliance to unite China in opposition to the current ruling government 10: The British arrest Gandhi in Bombay on charges of sedition. On the 18th they sentence him to a six-year prison term. 15: Sultan Fuad of Egypt appoints himself King Fuad 20: President Harding orders US troops to return from the Rhineland	
1922 Apr	3: Premiere Lenin appoints Joseph Stalin to the position of General Secretary of the Communist Party 7: Albert Fall, Secretary of the Interior, leases the Teapot Dome naval oil reserves to the Mammoth Oil Co. 16: Strife wracks Damascus; the French impose martial law 16: The Allies meet at the Genoa Conference in Italy to discuss the financial reorganization of Europe. While they try to persuade Soviet Russia to repay the debts of the former Czarist government, the Russians and Germans meet in nearby Rapallo and sign a treaty in which Germany becomes the first country to recognize Soviet Russia in exchange for mutual debt cancellation and some favorable trade terms. 29: Near Peking, Generals Chang Tsao-lin and Wu Pei-fu fight a 100-mile-long battle	7: Sig Haugdahl establishes an unofficial land speed record of 180 miles per hour at Daytona Beach, Florida 21: Lee DeForest invents a motion picture device that includes the photoplay and sound on the same film
1922 May	3: Germany asks the US to leave its army of occupation in the Rhineland 5: In the Chinese civil war, Gen. Wu Pei-fu defeats Gen. Chang Tsao-lin 7: Egypt claims sovereignty over the Sudan, angering Great Britain 15: Germany cedes Upper Silesia to Poland 17: Riots occur in Chicago 19: The Genoa Conference ends without the Soviets agreeing to honor the Czarist debt. 21: A Communist revolution begins in Bulgaria; King Boris III flees	
1922 June	1: Prefect Mori of Italy is forced out of office after Benito Mussolini threatens to launch a rebellion at a 50,000-strong Fascist gathering 1: Lenin suffers a stroke. On the 14th he declares a six-month leave, appointing a triumvirate to lead in his stead 4: The US War Department announces that it will leave 1,000 troops in the Rhineland indefinitely 8: President Harding approves the lease of the Teapot Dome oilfields 11: Kato becomes premiere of Japan 16: The Irish vote to accept the Irish Free State 21: The House of Lords rejects the British mandate of Palestine 24: German Foreign Minister Walter Rathenau is assassinated in Berlin by nationalists 30: The Irish Republican Army assassinates Field Marshal Sir Henry Wilson in London	14: President Harding becomes the first president to be heard on the radio

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1922			
	1: The Rose Bowl ends in a 0-0 tie between the University of California and Washington and Jefferson 13: Gene Tunney wins the light heavy-weight title by beating Levinsky	2: The German mark reaches 7,260 to the US dollar as inflation continues to ravage Germany 5: Arctic explorer Sir Ernest Shackleton dies of a heart attack in South Georgia on his fourth Antarctic expedition 22: Pope Benedict XV dies 27: Famed female reporter Nellie Bly dies 28: In Washington, D.C., the Knickerbocker Theater collapses under the weight of snow, killing 100 people 24: Christian Nelson patents the Eskimo Pie	1922 Jan
2: Director William Desmond Taylor is murdered in Los Angeles 25: France executes Henri Desire Landru	5: <i>Reader's Digest</i> magazine debuts	4: The Ford Motor Co. buys the Lincoln Motor Co. for \$8 million 12: Pope Pius XI is elected 27: The US Supreme Court upholds the 19th Amendment, which gives women the right to vote	1922 Feb
The IRA formally forms "to safeguard the honor and independence of the Irish Republic"	5: The soon-to-be classic horror film <i>Nosferatu</i> premieres in Germany 5: Annie Oakley hits 98 out of 100 thrown clay targets at a shooting competition in Pinehurst, NC	In Chico, California, rocks fall from the sky onto a grain warehouse periodically for several weeks. Some witnesses report that the rocks fall "slowly," and that they're warm to the touch after they hit the ground.	1922 Mar
12: Fatty Arbuckle acquitted of the rape and murder of Virginia Rappe	2: The Charlie Chaplin film <i>Pay Day</i> premieres in New York City.	12: Soviet Russia allows private ownership of automobiles	1922 Apr
10: The US arrests 200 labor leaders for the bombing of factories and the murder of two policemen 18: A black boy in Georgia is tortured and burned at the stake for allegedly raping a white woman	5: In New York City, a Shakespeare folio is sold for \$9,500 13: Morvich wins the Kentucky Derby 23: <i>Abie's Irish Rose</i> opens in New York City 30: Jimmy Murphy wins the Indianapolis 500 at a speed of 94.5 miles per hour	30: President Harding and Chief Justice Taft dedicate the Lincoln Memorial	1922 May
	6: Actress Lillian Russell dies 10: Judy Garland is born 27: The first Newberry Medals for children's literature are awarded		1922 June

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1922 July	3: Irish Free State troops begin bombing rebel strongholds 20: The Council of the League Of Nations approves the French mandate of Togo and the British mandate of Tanganyika; the two split the mandate of the Cameroons 24: The Council of the League Of Nations grants the mandates of Palestine and Egypt to Great Britain 29: In China, the forces of Sun Yat-sen attack those of Gen. Shen at Shiuchow 30: Greece declares a protectorate over Smyrna	
1922 Aug	1: In Italy, the Fascists crush the Socialist strike and depose the Milan government 13: The unions reject President Harding's plans to settle the general strike 22: Michael Collins, head of the Irish Free State provisional government, is killed while repelling an IRA attack 26: Japanese troops evacuate Siberia 30: Southern Russia revolts against Soviet Russia	2: Alexander Graham Bell dies. On the 4th, all telephones in the US and Canada are shut down for one minute to honor him. 5: Albert Einstein flees Germany, fearing for his life 19: A German sailplane makes the world's longest glider flight: 2 hours, 10 seconds
1922 Sept	2: The US coal miners' strike ends 9: Nationalist Turks recapture Smyrna from Greece 11: The Allies agree to keep the Turks from controlling the Dardanelles 11: The British mandate of Palestine begins 13: The US railroad workers' strike ends 13: Soviet Russia challenges the Allied occupation of Constantinople 18: Hungary joins the League Of Nations 27: Nationalist Turks expel Greece from Asia Minor. King Constantine of Greece abdicates	The <i>U.S.S. Langley</i> , the world's first aircraft carrier, enters service with the US Navy
1922 Oct	1. Mustafa Kemal halts the advance of his Turkish troops near the British lines 6: President Harding bans liquor from all ships entering US ports 12: The Turks invade the neutral zones at Ismid and Chanak 15: Ferdinand becomes king of Transylvania 15: Greece begins to evacuate Thrace 19: David Lloyd George and the Liberals are forced from power in Great Britain 24: The Japanese evacuate Vladivostok, leaving it in the control of a Russian-created buffer state called the Far Eastern Republic 25: Mussolini threatens to seize power in Italy if it's not handed over to him peacefully. On October 30, King Victor Emmanuel III names the Fascist leader premier.	3: The first picture telegraphy ("fax") transmission of a photo takes place in Washington, D.C. 7: The 1922 World Series becomes the first program broadcast by a network of radio stations 8: Lilian Gatlin becomes the first woman to fly across the US
1922 Nov	2: The Mexican government executes rebel Gen. Francisco Murguia 4: The republican assembly of Turkey ousts Sultan Mohammed VI, ending 600 years of Ottoman rule 12: A naval disarmament conference begins in Washington, D.C.; the US astonishes the attendees by offering to scrap, or halt construction on, 30 ships 19: The US Marines end 34 months of guard duty at Vladivostok Bay 25: The Italian Parliament grants Mussolini full authority over finances 28: Greece executes six military officials for treason pertaining to the loss against the Turks 30: 50,000 Germans come to a National Socialist demonstration to listen to Adolf Hitler	
1922 Dec	1: Joseph Pilsudski resigns as president of Poland. On the 16th, his successor, Narutowicz, is assassinated after two days in office 1. Ismet Pasha, leader of Turkey, banishes a million Greeks 6: Mussolini threatens to censor the Italian papers 11: US Secretary of the Interior Albert Fall leases the Elk Hills oil reserves without competitive bidding 30: Soviet Russia renames itself the Union of Soviet Socialist Republics	10: Neils Bohr wins the Nobel Prize in Physics

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
	2: Pierre Cardin is born 22: Germany is not allowed to participate in the Olympics 31: The world's first water skis are used		1922 July
7: The IRA cuts the Waterville Station cable link between Europe and the US 9: Rocco Valenti tries and fails to kill Joe "The Boss" Masseria. Shortly thereafter, he's shot and killed by Charles "Lucky" Luciano in a gun battle. 22: A tong war sweeps through San Francisco's Chinatown	3: Radio station WGY in Schenectady, NY creates the first sound effect by clapping together two blocks of wood to make the sound of a slamming door 20: The first Women's Olympic Games take place in Paris 28: The famed Autodrome opens in Monza, Italy 30: The New Orleans Jazz Kings record <i>Tiger Rag</i>	The German stock market collapses	1922 Aug
16: The bodies of Rev. Edward Hall and Eleanor Mills are found entwined, with their love letters scattered around them. Hall's wife, Frances Hall, her two brothers, and her cousin are arrested for the murder. In 1926 they're acquitted; no one is ever convicted of the killings.		13: In Tripoli, the highest-ever known shade temperature, 136.4 degrees Fahrenheit, is recorded	1922 Sept
	The New York Giants beat the New York Yankees in the World Series	21: Marjorie Howarth becomes the first woman to cross the third range of the Andes 24: George Cadbury, chocolate manufacturer and philanthropist, dies	1922 Oct
	18: Marcel Proust dies	26: Howard Carter and Lord Carnarvon find the tomb of King Tutankhamen in the Valley of the Kings near Luxor, Egypt 28: A pilot flying over Times Square gives the first public demonstration of skywriting	1922 Nov
	Louis Armstrong joins King Oliver's jazz band in Chicago		1922 Dec

YEAR

1922
General and
Unspecified

POLITICS & WAR

600,000 coal miners and 400,000 railroad workers are on strike throughout the US for much of the year

SCIENCE & TECHNOLOGY

Over 500 radio stations have been licensed
WEAF (later WNBC) in New York City airs
the first radio commercials

Aircraft designer A.H.G. Fokker emigrates
to the US

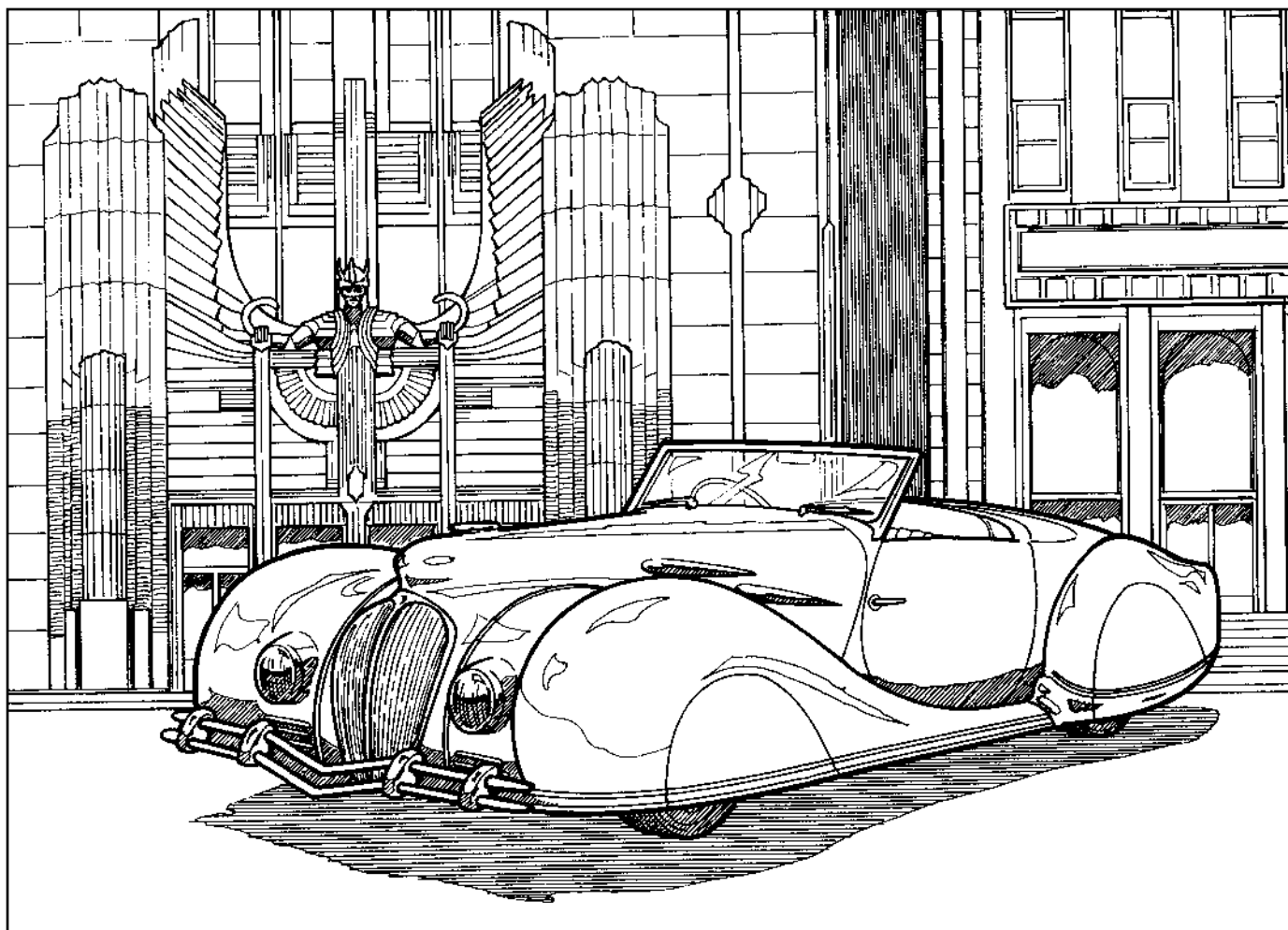
The Maytag Gyrofoam washing machine is
introduced

Philo T. Farnsworth, age 15, describes the
electronic television system

Ship-to-shore radio-telephone communi-
cation becomes possible

Lt. Harold Harris becomes the first member
of the "Caterpillar Club," a group of people
whose lives have been saved by parachutes,
by parachuting to safety from a defective
plane

Vickers Co. of Great Britain develops the
first revolving-turret tank



CRIME & PUNISHMENT

The Federal Reserve Board establishes a way to electronically wire securities from one city to another, thus eliminating the risks of theft or loss in transit
 Sylvestro "Sam" Carolla becomes head of the Mafia in New Orleans

ARTS & ENTERTAINMENT

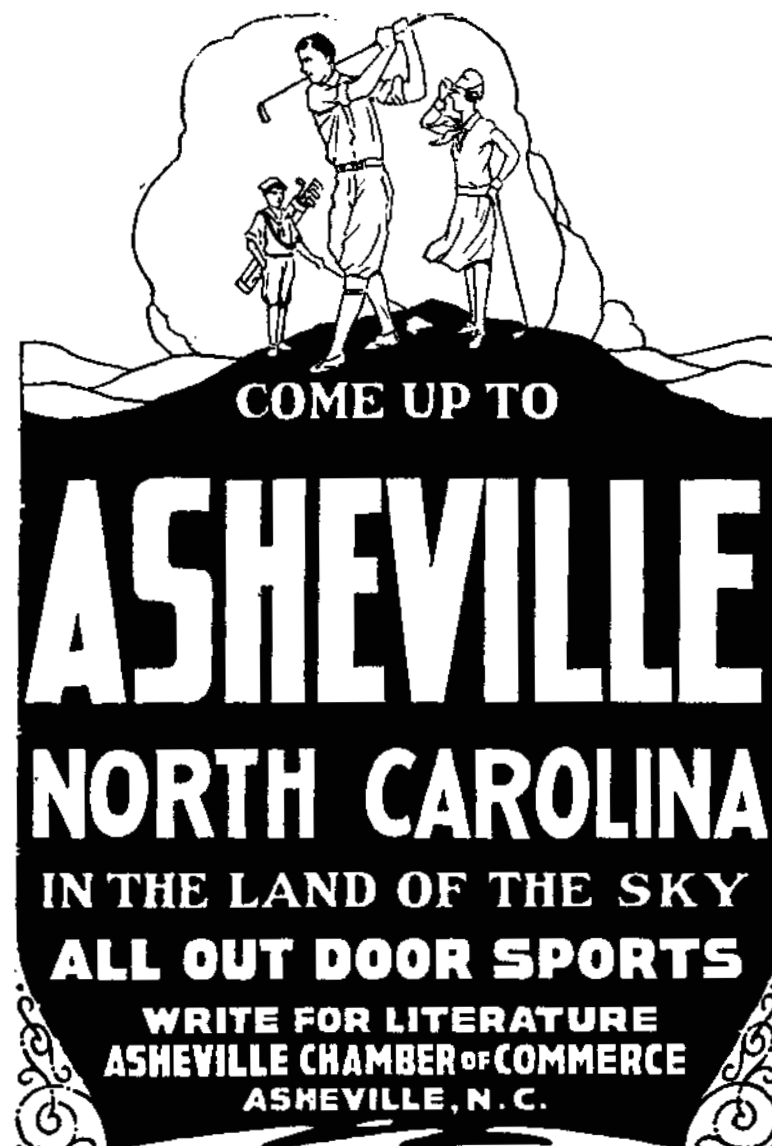
Notable literature of the year: *Ulysses*, by James Joyce; *The Waste Land*, by T.S. Eliot; *Tales Of The Jazz Age*, by F. Scott Fitzgerald; *Siddhartha*, by Herman Hesse; *Babbitt*, by Sinclair Lewis; *One Of Ours*, by Willa Cather
 "Texas" Guinan starts her career as a nightclub host in New York City, welcoming customers to her employers' (and later her own) speakeasies with the cry, "Hello, sucker!"
 The 17,000-seat Hollywood Bowl opens
 The first Mozart Festival is held in Salzburg, Austria
 Mah-jongg becomes a nationwide pastime; soon game sets outsell radios

LIFE & TIMES

According to the Census, 11% of inhabitants of the US do not speak English
 The US experiences the beginning of a business and economic revival that will last until 1929
 Emily Post publishes her book on etiquette
 Reports indicate that Henry Ford earns \$264,000 per day, making him a billionaire
 Leonard Woolley discovers the city of Ur on the Euphrates River, the first solid evidence of the heretofore legendary Sumerian civilization
 Australian fur trappers nearly render the koala bear extinct by killing more than 8 million in the last four years; the government takes protective measures
 The Aniakchak volcano is discovered on the coast of Alaska
 Near Blackston, Virginia, a 20-ton meteor falls to Earth, creating a 500 square foot opening in the ground and generating an explosion and flames that can be heard and seen for miles

YEAR

1922
 General and Unspecified



YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1923		
1923 Jan	10: The US withdraws the last of its troops from Germany as the Allies quarrel over reparations 11: France and Belgium move troops into the Ruhr region. Germany halts all reparations payments to them, and the German people there respond to their government's call for "passive resistance." 13: Hitler denounces the Weimar Republic as 5,000 stormtroopers demonstrate 25: France occupies industrialized areas of the Ruhr in reprisal for delayed war reparations payments and German passive resistance 27: The National Socialist (Nazi) Party holds its first congress in Munich. Adolf Hitler calls for the repeal of the Versailles Treaty. 29: 20 Germans die fighting in the Ruhr	1: Frenchman Sadi Lecoq sets a new air speed record of 208 miles per hour 17: At Getafe, Juan de la Cierva successfully test-flies his Autogyro 19: The French announce the invention of new artillery piece with a 56-mile range
1923 Feb	1: The French cordon the Ruhr, cutting the rest of Germany off from her coal supply. On the 4th, the French take Offenburg and two other Ruhr cities. 2: Italian and Turkish troops clash in Tripoli 5: Mussolini orders the arrest of several hundred Socialists 8: The Central American Conference in Washington, D.C. forms an agreement re-establishing the US's right to intervene in the region's affairs	10: Wilhelm Roentgen, discoverer of x-rays, dies 15: Frenchman Sadi Lecoq sets a new air speed record of 234 miles per hour
1923 Mar	9: Lenin quits office for health reasons 12: In the Ruhr, anti-French agitators murder two French soldiers 21: The US refuses to recognize the Soviet Union until it agrees to pay Czarist debts and return property seized from foreigners	30: The <i>Laconia</i> becomes the first cruise ship to circumnavigate the globe as it ends its 123-day trip at New York City
1923 Apr	3: The Soviet Union executes Msgr. Konstantin Bukhovich for counter-revolutionary Catholic activities 19: France names Maxime Weygand the High Commissioner for Syria and Lebanon	5: Firestone begins selling tires with inflatable inner tubes ("balloon tires"), which improve the handling of automobiles
1923 May	1: Claiming they're attempting to counteract workers' demonstrations on May Day, Nazi paramilitary forces capture military barracks 6: Chinese bandits kidnap 150 passengers, including some Americans, from a train on the Tientsin-Pukow railroad 10: Vorovsky, the Soviet delegate to the Lausanne Conference on the Near East, is assassinated 20: Andrew Law resigns the prime minstership of Great Britain due to illness; Stanley Baldwin takes office 27: The Ku Klux Klan openly defies a law requiring it to publish a list of its members' names 27: Henry Kissinger is born	3: The first non-stop flight across the US is completed in 27 hours
1923 June	9: The Bulgarian Army stages a bloodless coup 13: The French establish a trade barrier between the Ruhr and the rest of Germany 14: Chinese President Li Yuan-hung flees Peking to avoid rebel troops, but is captured 15: Premier Stambulsky of Bulgaria is murdered by peasants 20: France announces its intention to seize all Ruhr industrial facilities for war reparations 20: President Harding begins a tour of the Western US and Alaska. On the 24th, two members of his party die when their auto plunges off a cliff near Denver, Colorado 30: Ten Belgians are killed by the explosion of a German bomb on a train in the Rhine-land	16: Great Britain launches the X-1 submarine, the largest underwater ship up to this time

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1923			
	1: Southern California beats Penn State to win the Rose Bowl 9: Novelist Katherine Mansfield dies 19: Jean Stapleton is born 31: Norman Mailer is born	1: Aimée Semple McPherson opens her 5,000-seat Angelus Temple in Los Angeles to help forward her Pentecostal "four-square gospel" philosophy. Its large, rotating, illuminated cross can be seen for 50 miles. 4: Frenchman Emile Coue brings his theory of mastering the will through suggestion and positive thinking to the US, leading many Americans to chant, "Day by day, in every way, I'm getting better and better" 7: Andre Citroen and his motoring expedition reach Timbuktu 20 days after departing from Algiers	1923 Jan
	12: Filmmaker Franco Zeffirelli is born	2: Anti-knock gasoline is sold for the first time, in Dayton, Ohio 8: In New Mexico, a mine explosion traps 122 people	1923 Feb
	3: <i>Time</i> magazine begins publication 12: In Los Angeles, the first movie with sound recorded on the film is shown; it portrays two people dancing to music 26: Actress Sarah Bernhardt dies 22: Marcel Marceau is born	31: Alma Cummings wins the first dance marathon in the US by dancing for 27 hours straight	1923 Mar
	18: The New York Yankees open their new stadium 28: In London, 1,000 people are hurt in a riot at a championship soccer match	4: Lord Carnarvon, sponsor of the dig that discovered the tomb of Tutankhamen, dies of blood poisoning resulting from an insect bite received while working at the tomb, leading many superstitious people to mutter about ancient Egyptian curses A plague in India kills over 1,000 Dance marathons become a fad in US cities	1923 Apr
	1: Novelist Joseph Heller is born 19: Zev wins the Kentucky Derby 30: Tommy Milton wins the Indianapolis 500 with a speed of 90.9 miles per hour		1923 May
		3: Mussolini gives Italian women the right to vote in municipal elections 22: Germany's financial collapse continues, with one US dollar now equal to 136,000 German marks 15: An earthquake in northwest Persia kills thousands 17: Beach sensors ban one-piece bathing suits in Atlantic City, NJ 18: Mt. Etna erupts, prompting 30,000 Italians to flee nearby villages The Siberian gold rush begins when Mikhail Tarbukin, who's made a rich strike at Aldan, agrees to join forces with a government prospecting party	1923 June

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1923 July	6: Turkish and Greek forces fight on the Dardanelles 10: In Italy, Mussolini dissolves all political parties other than the Fascists 16: Mussolini makes gambling illegal in Italy 20: Pancho Villa is gunned down while out for a drive 23: Filipinos demand that the US recall Governor Wood 24: At Lausanne, Switzerland, months of negotiation conclude with the signing of a Near East treaty by Great Britain, France, Italy, Japan, Romania, Greece, and Turkey. The Treaty of Lausanne makes peace between Greece and Turkey, and divides the debt of the former Ottoman Empire among countries that acquired territory from it.	15: Aeroflot begins service in Russia 26: John Baird files a patent for mechanical television, described as “a system of transmitting views, portraits and scenes by telegraphy or wireless telegraphy” 29: Albert Einstein participates in a peace demonstration in Berlin
1923 Aug	2: President Warren G. Harding dies unexpectedly of a stroke following his grueling trip to the western US; Calvin Coolidge becomes president 6: Bread riots occur in Dresden, Germany 12: Chancellor Cuno of Germany loses a vote of confidence in the Reichstag and is replaced by Gustav Stresemann 13: Germany halts war reparations payments 22: France refuses to reduce its reparations claim or let the World Court arbitrate the Ruhr matter 27: The US formally recognizes Mexico 31: Ruanda-Urundi becomes a protectorate of Belgium 31: Italy invades the Greek island of Corfu to compel Greece to pay an indemnity for the recent killing of an Italian border commissioner	
1923 Sept	1: Italy captures the Greek islands of Paxos and Antipaxos 2: Hitler strongly denounces the Weimar Republic 8: Greece and Italy agree to a peace plan proposed by Allied envoys 9: Seven US Navy destroyers wreck off Santa Barbara, California, killing 23 sailors 10: Italy mobilizes troops on the Serb border in a dispute with Yugoslavia 12: Great Britain annexes Southern Rhodesia 13: Spain experiences a bloodless military coup that puts Miguel Primo de Rivera in charge of the nation 15: Oklahoma institutes martial law to cope with the growing size and power of the Ku Klux Klan 23: Bulgarian peasants revolt; 100,000 of them march on Sofia 27: Italian troops withdraw from Corfu at the insistence of the League Of Nations 27: President Ebert of Germany declares a state of emergency after Gustav von Kahr is appointed dictator of Bavaria 28: Abyssinia (Ethiopia) joins the League Of Nations 30: Separatist clashes in the Ruhr lead to the death of dozens of people	10: Lt. Sanderson of the US sets a flight speed record of 238 miles per hour
1923 Oct	8: The Stresemann government in Germany survives a vote of confidence. On the 13th, the Reichstag passes a dictatorship bill giving Stresemann full powers. 20: Bavaria breaks off relations with Germany 21: Socialist-Communist separatists proclaim the Rhineland a republic 24: German troops quell a Communist uprising in Hamburg, killing 44 24: 20,000 Ku Klux Klansmen gather in Texas 25: The US Senate begins to investigate Interior Secretary Albert Fall and what will become known as the Teapot Dome scandal 29: Turkey forms a new republic with Mustafa Kemal as president	5: Edwin Hubble identifies the first Cepheid variable star
1923 Nov	8: Adolf Hitler begins the so-called “Beer Hall Putsch” in an effort to take control of Germany, naming himself chancellor and Erich von Ludendorff as dictator. After four days the Putsch fails and Hitler is arrested. 8: The British Empire Conference ends in London with the Empire’s dominions having won the right to establish their own foreign policy 19: Governor Walton of Oklahoma is removed from office by the state senate because of his anti-Klan efforts 23: The Stresemann government loses a no confidence vote in the Reichstag and resigns	1: Goodyear Tire & Rubber buys the right to manufacture dirigibles 2: H.J. Brown of the US Navy sets a new air speed record of 259 miles per hour 20: Garrett Morgan patents the automatic traffic signal 25: Transatlantic broadcasting from the US to Great Britain is established for the first time
1923 Dec	18: The Greek military sends King George II into exile. 21: Nepal declares its independence (it had previously been a <i>de facto</i> “protectorate” of Great Britain)	

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
27: John Dillinger joins the US Navy to get out of charges of auto theft	4: Jack Dempsey defeats Tom Gibbons to retain the heavyweight title	1: Edward Bok of Philadelphia announces a \$100,000 prize for anyone who can devise a “practical plan” to maintain world peace 2: A Gutenberg Bible sells at Sotheby’s in London for \$43,350 4: The Ku Klux Klan holds a Konklave in Kokomo, Indiana; estimated attendance is 200,000 21: The National Women’s Party drafts an equal rights amendment for the US Constitution	1923 July
	The Bauhaus school of design in Germany shows the work of many noted artists, including Gropius, Kandinsky, and Klee	6: Henry Sullivan, an American, swims the English Channel in 28 hours 7: The German mark reaches a new low of 3.3 million per \$1 US 13: US Steel offers an eight-hour workday (instead of the standard 12-hour day)	1923 Aug
		1: A tremendous earthquake virtually destroys Tokyo and Yokohama, killing as many as 300,000, injuring 500,000, and leaving 2.5 million Japanese homeless. The fires caused by the quake were so bright that people could read by their light 10 miles away. Rebuilding costs \$2 billion, or roughly 40% of Japan’s GNP, ruining the country’s economy. 12: San Jose de Cabo on the southern coast of California is destroyed by tidal waves 18: An earthquake hits Malta and Sicily	1923 Sept
31: William “Wild Bill” Lovett, Boston labor racketeer and leader of the White Hand Gang (an Irish mob), is murdered by the Mafia, who prefer his weaker second-in-command, Pegleg Lonergan. One of the assassins is the feared <i>Dui Cuteddi</i> (Two Knives), who uses a cleaver to polish Lovett off after he’s shot three times. The Mafia then spreads a rumor that Lonergan had Lovett killed.	4: Charlton Heston is born 15: The New York Yankees beat the New York Giants in the World Series 27: Roy Lichtenstein is born	22: The German mark is now worth 44 billion per US dollar	1923 Oct
		6: In Germany, a loaf of bread now costs 140 billion marks as the mark hits an all-time low of 4 trillion per \$1 US 23: Howard Carter uncovers more treasures in King Tut’s tomb	1923 Nov
5: Emmanuel Kessler, known as the “King of the Bootleggers,” is sentenced to two years and a \$10,000 fine for violating Prohibition laws	10: William Butler Yeats wins the Nobel Prize for Literature 28: Gustav Eiffel dies	25: The White House has its first Christmas tree with all electric lights	1923 Dec

YEAR

1923
General and
Unspecified

POLITICS & WAR

The Senussi people of Libya begin an eight-year war with Italy

SCIENCE & TECHNOLOGY

Zenith Radio is founded
Col. Joseph Schick patents his electric razor
Vladimir Zworykin files a patent for the
iconoscope (the electric television camera)
The bulldozer is invented
Sigmund Freud publishes *The Ego And
The Id*



CRIME & PUNISHMENT

Interpol is organized
 Owney "the Killer" Madden is released from prison. He soon forms a new gang and becomes a major player in the New York City underworld.

ARTS & ENTERTAINMENT

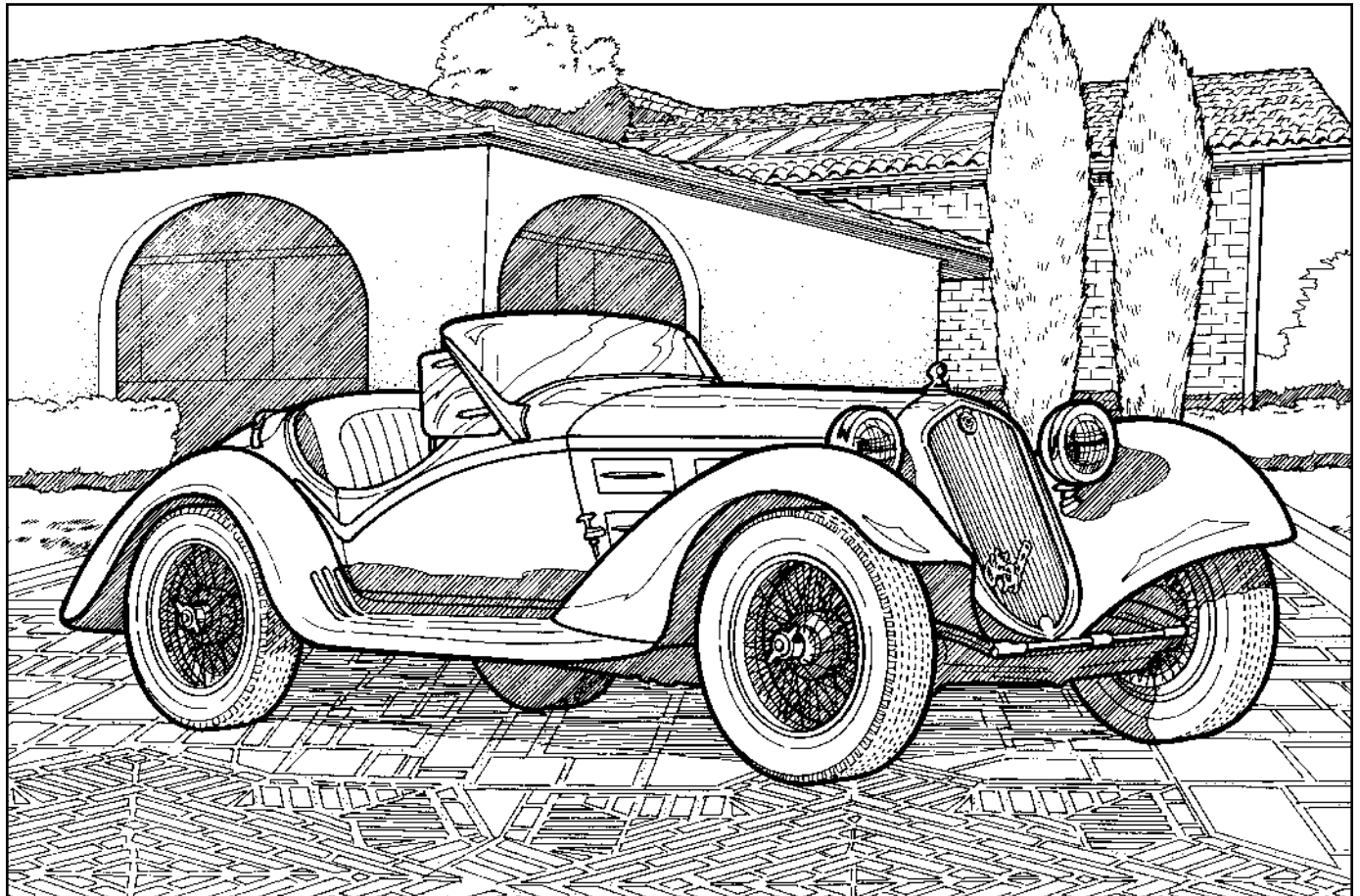
The US film industry continues to grow; investment in it now stands at \$750 million
 Notable literature of the year: *New Hampshire*, by Robert Frost; *Whose Body?*, by Dorothy L. Sayers
 Notable music of the year: *Rhapsody in Blue*, by Gershwin; jazz recordings by Jelly Roll Morton and King Oliver; *Yes, We Have No Bananas*, by Silver and Cohn; *Tea For Two*
 The Milky Way and Butterfingers candy bars are invented

LIFE & TIMES

Burlington Industries is founded by J. Spencer Love
 Maidenform bras are first marketed
 A plague of locusts attacks Montana crops
 Simplified, easy to use staplers become available
 Margaret Sanger founds the Birth Control Clinical Research Bureau, the first clinic staffed by doctors with the intention of providing information about contraception

YEAR

1923
 General and Unspecified



YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1924		
1924 Jan	7: In Athens, a bomb intended to kill Mustafa Kemal wounds his wife 19: The US sends seven warships to Mexico to confront the rebels at Gulf ports 20: A railroad strike paralyzes Great Britain 21: Lenin dies. On the 26th, the Soviet Union renames Petrograd as Leningrad. 23: Ramsay MacDonald forms the first Labour government in British history 24: Mussolini abolishes all non-Fascist trade unions 25: France and Czechoslovakia sign an accord 27: Italy and Yugoslavia agree to the annexation of Fiume by Italy	
1924 Feb	1: Great Britain formally recognizes the USSR 3: Woodrow Wilson dies 4: Great Britain releases Mohandas Gandhi from prison 6: In Mexico, President Obregon's forces occupy Vera Cruz 18: Navy Secretary Edwin Denby resigns over the Teapot Dome scandal 26: Hitler and Ludendorff go on trial for the Beer Hall Putsch 28: An election conflict in Honduras prompts the US to send troops there to protect American interests	5: The BBC broadcasts the first Greenwich time signal
1924 Mar	1: China admits Communists to the Kuomintang government 3: Turkey exiles the Ottoman sultan, Abdulmecid, and ends the use of the title "caliph" after nearly 1,300 years 9: Italy annexes all the Adriatic lands to Fiume 13: In Germany, the Reichstag is dissolved 19: Honduran rebels capture the capital, Tegucigalpa 25: Greece declares itself a republic 28: US Attorney General Harry Daughtry resigns over the Teapot Dome scandal	7: A radio broadcast reaches from New York City to San Francisco and then on to Manchester, England, a record of 7,000 miles
1924 Apr	1: Hitler is sentenced to five years in prison for the Beer Hall Putsch 7: In Italy, the Fascists win control of Parliament 23: The San Remo Conference votes for independence for Armenia 29: In the Santa Clara province of Cuba, a revolt breaks out	
1924 May	2: President Coolidge forbids the sale of weapons to the Cuban rebels 11: Leftists win in the French elections 19: Congress overrides President Wilson's veto of a soldiers' bonus bill	
1924 June	1: A Socialist assassin tries, and fails, to kill Austrian Chancellor Siepel 2: The US grants full citizenship to American Indians 10: President Millerand of France resigns after losing to the leftist majority in Parliament 10: In Italy, the Fascists kidnap and murder Socialist leader Giacomo Matteotti 12: An explosion on the U.S.S. <i>Mississippi</i> kills 48 people 13: Gaston Doumergue wins the French presidency 27: France opens the Ruhr to 210,000 German exiles	
1924 July	6: In Brazil, rebels take São Paulo, killing 250 people. On the 14th, a battle between the rebels and Brazilian troops results in 3,000 more deaths 7: Calvin Coolidge, Jr., the president's son, dies of blood poisoning	
1924 Aug	2: The Allies agree on the Dawes Plan for German economic reform. On the 16th, the Allies and Germany sign an accord under which France will withdraw from the Ruhr within a year. On the 29th, the Reichstag approves the Dawes Plan 19: In Egypt, disturbances at Port Said force the government to establish martial law there 30: Ku Klux Klan violence results in the deaths of six people at Herrin, Illinois	
1924 Sept	1: Germany makes its first payment under the Dawes Plan 8: In China, Gen. Chang Tsao-lin revolts; on the 9th, the US sends in 1,100 Marines to guard Americans in Shanghai 10: The Red Army quashes an uprising in Tiflis 13: Gen. Pershing retires from the US Army	3: An Army airman flies from Boston to New York City in a record time of 58 minutes. 28: Three Army airplanes finish a round-the-world trip begun nearly six months ago — the first successful aerial circumnavigation of Earth
1924 Oct	1: Jimmy Carter is born 6: Ibn Saud declares a holy war, prompting King Hussein of Hejaz to abdicate 16: In Canton, tradesmen revolt against Sun Yat-sen, resulting in the death of 1,000 people 25: President Tsao Kun of China resigns due to Gen. Chang Tsao-lin's revolt 28: France formally recognizes the USSR	15: ZR-3, a German dirigible, flies 5,000 miles from Germany to Lakehurst, NJ, and is then turned over to the US Navy as part of a war reparations payment

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
			1924
	1: Navy and Washington tie in the Rose Bowl 31: The first Olympic Winter Games are held at Chamonix, France	4: Howard Carter finds King Tut's stone sarcophagus intact 5: Walter Chrysler markets his first automobile	1924 Jan
	12: George Gershwin debuts <i>Rhapsody In Blue</i> , improvising parts of it during the premiere	12: Howard Carter opens King Tut's sarcophagus 14: Thomas Watson founds IBM	1924 Feb
Hijacker Joe Howard makes the mistake of slapping around Jake "Greasy Thumb" Guzik, a favorite of Al Capone's. Capone personally shoots Howard dead later the same day.	18: <i>The Thief Of Baghdad</i> , starring Douglas Fairbanks, premieres	3: In Turkey, Mustafa Kemal moves to abolish many of the older religious and cultural customs and replace them with more Western ones 8: A mine explosion in Utah traps 173 people	1924 Mar
1: In Cicero, near Chicago, gangsters steal ballots at gunpoint; Al Capone's brother is killed	3: Marlon Brando is born 17: MGM is founded by the merger of Metro Pictures, Goldwyn Pictures, and the Louis B. Mayer Company		1924 Apr
10: J. Edgar Hoover becomes director of the Bureau Of Investigation (later the FBI), a position he holds until 1972 31: Leopold and Loeb confess to murdering a 14 year-old boy	13: Marlene Dietrich marries Rudolf Sieber 17: Black Gold wins the Kentucky Derby 27: Jules Stein founds the Music Corporation of America (MCA)	26: The US bars immigration by Japanese	1924 May
	3: Franz Kafka dies 30: The new Ziegfeld Follies features entertainer Will Rogers	20: Irvine and Mallory die trying to climb Mt. Everest	1924 June
	24: Gene Tunney TKOs Georges Carpentier 30: Paavo Nurmi of Finland wins four gold medals in track and field at the Summer Olympics in Paris. The US wins 12 gold medals.		1924 July
	3: Joseph Conrad dies		1924 Aug
5: Federal agents arrest Albert Marino, the "coke king." He has \$50,000 worth of drugs with him when arrested.	2: Bill Tilden wins the US national tennis championship for the fifth year in a row 16: Lauren Bacall is born 30: Truman Capote is born		1924 Sept
	1: Paavo Nurmi runs five miles in 24 minutes, 6.1 seconds 10: The Washington Senators beat the New York Giants in the World Series 12: Writer Anatole France dies		1924 Oct

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1924 Nov	1: Federal troops quell Ku Klux Klan riots in Niles, Ohio 4: Calvin Coolidge is re-elected president 4: “Ma” Ferguson is elected governor of Texas, making her the first woman governor of any US state 9: Former Senator Henry Cabot Lodge dies 19: In Cairo, Governor-General of the Sudan Sir Lee Stack is murdered by Egyptians. On the 23rd, Egypt offers an indemnity for Stack, but denies any blame. On the 24th, Great Britain seizes the customs house at Alexandria, forcing Premier Zaghlul Pasha to resign. 30: France withdraws its last troops from the Ruhr	
1924 Dec	5: Ibn Saud occupies Medina 12: Abd el Krim forces Spanish troops out of Morocco 13: AFL leader Samuel Gompers dies 20: Adolf Hitler is released from prison. While in a comfortable cell, he dictated his book <i>Mein Kampf</i> (My Struggle) to his friend Rudolf Hess.	19: The last Rolls-Royce Silver Ghost manufactured is sold 30: Edwin Hubble announces that he’s found another galaxy, thus answering the question of whether the Milky Way is unique
1924 General and Unspecified	Reza Khan Pahlevi establishes full control over Persia after defeating Shah Khazal of Mo-hammerah (who had British support) and the Bakhtiari tribes of the southwest Great Britain publishes the “Zinoviev letter,” in which the Comintern urges British Com-munists to start a revolution; this discredits Soviet Russia In the US, the Second Quota Law establishes even lower immigration totals than the pre-vious (1921) law, including the establishment of a “national origins” guideline and the total exclusion of Asians (much to the resentment of Japan) Tangier, Morocco becomes an “international zone” jointly administered by France, Spain, and Great Britain The US withdraws its soldiers from the Dominican Republic, ending an eight-year oc-cupation Ho Chi Minh becomes an agent of the Communist International in Southeast Asia and China Soviet Russia creates the Mongolian People’s Republic, claiming it’s an independent nation though it’s actually a Russian protectorate	Leitz, a German firm, introduces the Leica 35mm miniature camera The self-winding watch is patented Edward Appleton uses radio ranging, a pre-cursor of radar, to determine the distance to the Heaviside layer of the ionosphere Astronomer Arthur Eddington discovers the relationship between stellar mass and luminosity Zenith produces the first portable radio; it weighs 14.6 pounds, fits into a suitcase, and costs \$230 Harvard University publishes the <i>Standard Draper Catalogue</i> , which lists 225,000 stars

Pulp Hero ■ Chapter Two

CRIME & PUNISHMENT

10: Dion O'Banion, a competitor of Al Capone's, is shot dead in his Chicago flower shop by Frankie Yale, Albert Anselmi, and John Scalise

ARTS & ENTERTAINMENT

27: Macy's holds its first Thanksgiving Day Parade
29: Composer Giacomo Puccini dies

LIFE & TIMES

President Coolidge's election kicks off a Wall Street boom

YEAR

1924 Nov

31: Notre Dame has an undefeated football season thanks to coach Knute Rockne and the "Four Horsemen"

8: Tobacco magnate James B. Duke offers \$40 million to found Duke University
9: 5,000 year old art is discovered in the Indus Valley of India

1924 Dec

Federal agents finally catch the infamous Ashley Gang of robbers, hijackers, and bootleggers in Florida after 14 years
Samuel "Nails" Morton, an enforcer for Dion O'Banion's gang in Chicago, is thrown by a horse and killed. Four of his friends, including Bugs Moran and Hymie Weiss, kidnap and kill the horse.

Germany sentences Fritz Haarmann, who's murdered 26 people, to death by decapitation

At Nevada State Prison, the gas chamber is first used as a method of execution

Notable literature of the year: *A Passage To India*, by E.M. Forster; *The Magic Mountain*, by Thomas Mann; *The Inimitable Jeeves*, by P.G. Wodehouse; *Desire Under The Elms*, by Eugene O'Neill

American Mercury magazine founded by H.L. Mencken and George Nathan
Columbia Pictures is founded

The World Chess League is founded

In a game against previously undefeated Michigan, University of Illinois football star Red Grange scores five touchdowns to lead his team to victory

Pursuant to the Dawes Plan, Germany issues the new Reichsmark to end the inflation crippling the country. The Plan also calls for substantial loans to Germany by the US and various economic changes.

IBM is founded

Saks Fifth Avenue opens in New York City
Kleenex is first sold

The spiral-bound notebook is introduced
The "Hollywoodland" sign is constructed on Mt. Lee overlooking Hollywood. It costs \$21,000, and its thirteen 50 foot-tall letters are lit by 4,000 20-watt bulbs (which are eventually all stolen). (The last four letters, LAND, are removed when the city restores the decrepit sign in 1949.)

The Brookings Institution is founded
Paleontologist Roy Chapman Andrews finds the fossil bones of Mesozoic dinosaurs in the Gobi Desert

In Tibet, explorers Bailey, Ward, and Morshead discover the source of the Brahmaputra-Tsangpo River

1924
General and
Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1925		
1925 Jan	10: Charles Evans Hughes resigns as US Secretary of State 10: The Allies, accusing Germany of violating the disarmament accord, delay their pullout from the Rhineland 15: The US lands more forces in Shanghai to protect Americans there; they remain until March 12 16: Leon Trotsky is dismissed from the Soviet War Council 20: Japan recognizes the USSR and returns to it the northern part of Sakhalin Island 21: Great Britain sinks the dreadnought <i>Monarch</i> to meet the quotas established by the Washington disarmament treaty	
1925 Feb	5: The Luxembourg government dissolves following a railway dispute with Belgium 14: Germany ends the state of emergency in Bavaria and re-legalizes the Nazi Party 24: In Turkish Kurdistan, a revolt begins against the Turkish government; the Kurds are upset that the Treaty of Lausanne has ended the existence of their post-Great War independent state	
1925 Mar	7: The Red Army occupies Outer Mongolia 12: Sun Yat-sen dies; Chiang Kai-shek succeeds him as leader of the Kuomintang. American forces in Shanghai depart.	1: The American Telephone and Telegraph Company sends a photograph by wire to three different cities simultaneously 16: A direct cable line opens between Rome and New York City 21: Wolfgang Pauli describes the “exclusion principle”
1925 Apr	14: Communists attempt to kill King Boris III of Bulgaria with a bomb, but succeed only in killing 150 innocent people. On the 20th, Capt. Ninkoff, who was supposedly behind the plot, is killed. 19: Portugal suppresses a military revolt 19: The US sends troops to Honduras to protect foreigners during the La Ceiba revolt 23: Abd el Krim and his rebel troops enter French Morocco 25: Field Marshal Paul von Hindenburg is elected president of Germany	
1925 May	1: Cyprus becomes a British colony 10: British soldiers fire on anti-foreign demonstrators in Shanghai 17: Spain lifts the state of siege in place since the 1923 coup 19: Malcolm X is born 30: British soldiers fire on Chinese demonstrating against “unequal treaties” in Shanghai, killing 12	6: A picture telegraphy transmission (a “fax”) is sent by radio and telephone from Honolulu to New York City 16: The world’s first air-to-ground call is made from the dirigible <i>Los Angeles</i>
1925 June	2: Canada claims all land between Greenland and Alaska 4: The Allies tell Germany their terms for withdrawal from the Rhineland 6: Gen. Yang Hsi-min captures Canton and establishes a new Chinese government 22: France and Spain ally against Abd el Krim 23: 50 students from China’s Whampoa Military Academy in Canton die in a clash with British and French soldiers 25: General Panglos leads a revolt that ousts the current Greek government	
1925 July	16: King Feisal opens the first session of the Iraqi Parliament 17: French forces under Marshal Petain start their mission against Abd el Krim 18: <i>Mein Kampf</i> is published 20: The Druse sect in Syria revolts against the French 26: William Jennings Bryant dies	23: Sigmund Freud becomes chairman of the International Psychoanalytical Foundation
1925 Aug	7: Druse tribesmen fight the French in Syria, killing 200 and wounding 600 8: 40,000 members of the Ku Klux Klan march in Washington, D.C. 13: 150,000 coal miners in the US begin a major strike	8: Landry and Drouhin, French aviators, set a new non-stop flight record of 2,732 miles

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1925			
12: Hymie Weiss (the new leader of the O'Banion gang following Dion O'Banion's death), Vincent Drucci, and Bugs Moran try, and fail, to kill Al Capone 24: Gunmen working for Hymie Weiss repeatedly shoot mob boss Johnny Torrio. Torrio survives after a long hospital stay during which Al Capone and 30 other mobsters guard him around the clock.	1: Notre Dame beats Stanford in the Rose Bowl 8: Stravinsky makes his American debut at the New York Philharmonic 26: Paul Newman is born	27: A diphtheria epidemic strikes Nome, Alaska. Antitoxin is delivered by dog sleds who cover 655 miles in a record 5.5 days. Spelunker Floyd Collins becomes trapped in a Kentucky cave in late January. Several rescue parties try to reach him, but he's found dead on February 16.	1925 Jan
Johnny Torrio turns his Chicago rackets over to his protege Al Capone and retires to Brooklyn	20: Film director Robert Altman is born 21: <i>New Yorker</i> magazine is first published	3: In South Africa, anthropologist Raymond Dart announces that in 1924 he found a fossilized skull of an early man he believes to be the "missing link" between men and apes 11: A Ruhr mine explosion kills 136 12: Sabena creates the first air route between Belgium and the Belgian Congo 26: The New York Zoological Society begins to explore the Sargasso Sea in the ship <i>Arcturus</i>	1925 Feb
		12: A gripe epidemic strikes Chicago, killing 279 17: The Great Tri-State Tornado kills 950 people and injures 13,000 in Illinois, Indiana, and Missouri 23: Tennessee outlaws the teaching of evolution in public schools	1925 Mar
	15: Painter John Singer Sargent dies 31: A major "Art deco" decorative arts show opens in Paris		1925 Apr
	16: Flying Ebony wins the Kentucky Derby 30: Peter DePaolo wins the Indianapolis 500 with a speed of 101.1 miles per hour	20: New York City's homicide rate is 387 per year 21: Roald Amundsen sets out for the North Pole 25: Tennessee indicts John Scopes for teaching evolution	1925 May
11: In Great Britain, a gem dealer is thrown from a plane in the first recorded case of murder in the air	12: The Metropolitan Museum of Art in New York City buys the Cloisters to house its medieval art collection for \$600,000	6: Walter Chrysler founds his automobile company 27: The Soviets discover a hoard of \$3 million in the home of Prince Felix Yusoupoff 29: An earthquake causes millions of dollars of damage in Santa Barbara, California	1925 June
	10: The USSR establishes TASS, its official "news agency"	7: South Africa makes Afrikaans its third official language 18: An American Automobile Association report claims women seem to be as competent drivers as men 21: John Scopes is convicted of teaching evolution despite the impassioned defense offered by Clarence Darrow, and fined \$100	1925 July
	16: Charlie Chaplin's film <i>The Gold Rush</i> premieres	19: An American expedition in Mongolia, led by anthropologist Roy Chapman Andrews in search of evidence of the origins of humanity, is ordered to leave because it's suspected of espionage Snakeskin dresses become fashionable in London	1925 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1925 Sept	15: The Romanians quell a Communist revolt inspired by the Soviet Union, killing 50 18: A rebellion breaks out in Bolivia	3: The US Navy's dirigible <i>Shenandoah</i> is torn apart by a thunderstorm near Cadwell, Ohio, killing all 14 crewmen 4: An AAA car sets a record of 4 days, 21.5 hours for a trip across the US
1925 Oct	2: Spanish forces capture the Riffian stronghold at Agadir, Morocco 12: Strikes and rent riots beset Panama and prevent the US from landing soldiers there to protect foreign interests 14: The sight of numerous rebel corpses causes Damascus to revolt against France; the French withdraw. On the 18th, the French bomb the city in an effort to stem the Druse uprising. 16: Germany and France sign a peace treaty 19: Per the terms of an 1889 protectorate, Italy completes the occupation of Italian Somaliland 22: Greece invades Bulgaria 26: Submitting to a demand by the League Of Nations, Greece withdraws from Bulgaria. 31: Reza Khan deposes the Qadjar dynasty and becomes shah of Persia	30: John L. Baird of Scotland performs the first television broadcast featuring moving objects (specifically, 15 year-old William Taynton, the first person ever to appear on TV). Baird cobbles together his transmitter from items including darning needles, piano wire, and a tea chest.
1925 Nov	5: In Italy, the Fascists ban leftist parties 9: In Germany, the Nazi Party forms protection squads — the SS	
1925 Dec	1: British troops evacuate Cologne 1: Seven nations sign the Locarno peace treaty, which guarantees the Belgian and French borders with Germany 18: In the USSR, Kamenev and Zinoviev break with Stalin 25: Admiral Latimer of the US Navy disarms Nicaraguan rebels	
1925 General and Unspecified	Uzbekistan and Turkmenistan become Soviet Socialist republics France begins construction of the Maginot Line Norway renames Christiania, its capital, as Oslo Cyprus becomes a crown colony of Great Britain In French West Africa, the city of Dakar becomes an “autonomous area”	AT&T and General Electric establish Bell Laboratories Incandescent lightbulbs with interior frosting are manufactured Vladimir Zworykin files a patent on a color television system, which is granted in 1928 AT&T introduces a commercial wirephoto service R.A. Millikan discovers the existence of cosmic rays in Earth's upper atmosphere, and that the atmosphere absorbs (rather than produces) them Walter and Ida Noddack discover rhenium A German expedition using sonar to map the ocean floor discovers the Mid-Atlantic Ridge, which is seen as supporting the still-controversial theory of continental drift

Pulp Hero ■ Chapter Two

CRIME & PUNISHMENT

12: In Buffalo, NY, seven workers are arrested for committing a \$2 million mail robbery

ARTS & ENTERTAINMENT

1: Bill Tilden leads the US to a sixth consecutive David Cup victory
16: The musical *No, No Nanette* opens on Broadway
16: B.B. King is born
The Charleston becomes a dance craze

LIFE & TIMES

11: In Chillicothe, Ohio, the “royal tomb” of the Indian Mound Builders is uncovered

YEAR

1925 Sept

3: The New York Metropolitan Opera raises its floor ticket prices to \$8.25
15: The Pittsburgh Pirates beat the Washington Senators in the World Series

8: A record \$125,000 is paid for a seat on the New York Stock Exchange
27: James B. Duke dies, leaving enough additional money to Duke University to make it the world's wealthiest university

1925 Oct

13: Two members of the O'Banion gang kill Samuzzo “Samoots” Amatuna in a Cicero, Illinois barbershop to stop him from moving against the gang

14: An exhibition of Surrealist paintings is held in Paris
28: The Grand Ole Opry begins broadcasting
28: The new Madison Square Garden, built after the demolishment of the old one earlier in the year, opens

1925 Nov

3: Federal agents bust an international liquor smuggling ring, arresting its head, racetrack owner William Dwyer

12: The first motel, the Motel Inn, opens in San Luis Obispo, California
25: 20 million cars are registered in the US

1925 Dec

Soviet authorities catch and execute espionage agent Sidney Reilly
George “Pretty Boy” Floyd begins his career by stealing \$350 in pennies from a post office in St. Louis
Johnny Torrio retires; Al Capone takes over his Chicago rackets
Renowned Prohibition agents Isadore “Izzy” Einstein and Moe Smith lose their jobs when bosses angered by the attention they’ve received for their unorthodox methods of fighting liquor smugglers fire them
The Florida land “bubble” breaks as investors discover many of the plots they’ve bought are worthless

Josephine Baker becomes a big star in Paris with her “Negro Review”
Notable literature of the year: *An American Tragedy*, by Theodore Dreiser; *The Great Gatsby*, by F. Scott Fitzgerald; *The Trial*, by Franz Kafka; *The Hollow Men*, by T.S. Eliot; *In Our Time*, by Ernest Hemingway
Notable films of the year: *The Battleship Potemkin*, by Sergei Eisenstein; *The Gold Rush*, starring Charlie Chaplin; *The Phantom Of The Opera*, starring Lon Chaney
Harold Vanderbilt develops contract bridge
In New York City, the Rivoli and the Rialto are the world's first air-conditioned theaters
The Charleston becomes popular
Crossword puzzles become popular

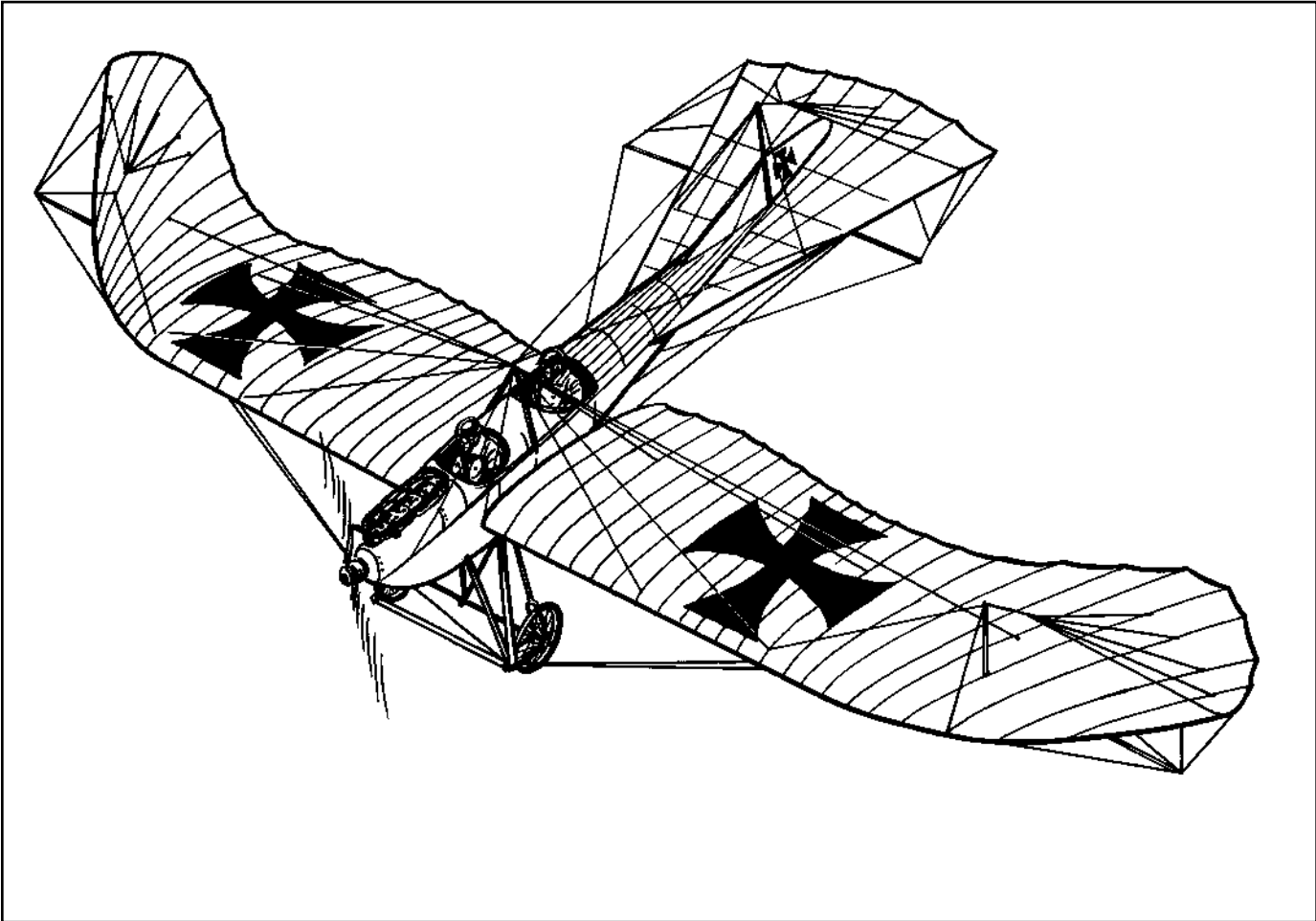
The flapper dress is introduced and becomes fashionable
Drought grips the southern and western US
Simon Guggenheim creates the Guggenheim Foundation
The Bronx River Parkway, the first modern “highway” with on- and off-ramps and a median separating the opposite lanes, opens in New York City
The length of the meter is standardized
Standardized shapes, sizes, and colors for signs designating US and state highways, “Stop” and “RR Crossing,” and the like first appear
There are now 17 million cars in the US
For the first time in 300 years, a solar eclipse is visible in New York
Alexander Alekhine plays 28 simultaneous games of chess while blindfolded
Anthropologists discover arrowheads at Folsom, New Mexico, which prove that America was inhabited long before Columbus arrived

1925
General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1926		
1926 Jan	3: Panglos declares himself dictator of Greece 8: Abdul-Aziz ibn Saud becomes king of Hejaz and Nejd 9: 25 killings are now attributed to the Black Reichswehr, a German secret army	12: The Pasteur Institute discovers antitetanus serum 27: John Baird demonstrates television to the Royal Institution in London
1926 Feb	6: Princess Obelensky of Russia is found murdered in a Moscow street 11: The Mexican government nationalizes all church property 12: After nearly six months, the coal miners' strike in the US is settled	19: Professor Lane of Princeton University estimates that the Earth is 1 billion years old
1926 Mar	4: China requests a seat on the League Council 9: Premier Briand forms a new cabinet in France 18: Druse rebels ambush and kill 42 French soldiers	7: The first successful transatlantic wireless telephone call is made from New York City to London 16: Robert H. Goddard launches the first liquid-fuel rocket at Auburn, Massachusetts
1926 Apr	3: Religious riots in India lead to the destruction of temples, and the deaths of 12 people 7: An Irish assassin attempts to shoot Mussolini but only wounds his nose 10: President Tuan of China is deposed 12: Riot police use clubs to break up 5,000 strikers in Passaic, NJ 21: Princess Elizabeth, later Queen Elizabeth II of England, is born	20: Western Electric announces Vitaphone, a process for adding sound to films
1926 May	3: A general strike begins in Great Britain. It ends on the 12th. 7: The Chamorro coup and subsequent revolutionary activity cause the US to send troops into Nicaragua 8: The French navy bombs Damascus 19: Mussolini announces that Fascism has replaced democracy in Italy 19: In Damascus, French artillery kills 600 people 23: The French capture the Rif capital in Morocco. On the 26th, Abd el Krim surrenders. 28: In Portugal, General da Costa seizes power	2: A drawing is sent by wirephoto ("faxed") across the Atlantic for the first time
1926 June	1: In Poland, Pilsudski declines the presidency but retains dictatorial power 10: Poland breaks up a strike in Warsaw by having troops fire into the crowd 12: Brazil quits the League Of Nations in protest over plans to admit Germany. On the 17th, Spain threatens to quit. 23: In France, Briand forms a new cabinet	
1926 July	2: Congress creates the Army Air Corps 17: The Briand government of France is overthrown for the third time; Herriot forms a new cabinet 25: The French quash the Druse uprising in Syria	
1926 Aug	5: Germany and France sign a trade agreement 20: In southeast Persia, a revolt begins against Shah Reza Pahlevi 22: A military coup overthrows the Panglos regime of Greece 24: Coal strike riots occur in Great Britain 28: US Marines enter Nicaragua to help fight the Sandino rebels	6: Vitaphone shows a "talkie" with music by Henry Hadley 10: In Michigan, Northwest Airways is incorporated
1926 Sept	6: In the Chinese civil war, the forces of Gen. Chiang Kai-shek reach Hankow 8: Germany joins the League Of Nations 11: An attempt to kill Mussolini injures eight bystanders 11: Spain quits the League Of Nations because it admitted Germany	

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1926			
11: Mexican bandits kill 50 people on a train, burning many of them alive	1: Alabama beats Washington in the Rose Bowl; a grandstand collapses during the parade, injuring 235 10: Fritz Lang's film <i>Metropolis</i> premieres in Berlin	6: The German national airline, Lufthansa, is organized 21: The Soviets open the Romanov tombs, taking \$1 million of jewelry for museums	1926 Jan
	Greta Garbo takes Hollywood by storm	4: Bitter winds and snow lead to 12 deaths in New York 8: Archaeologists find the buried Mayan city of Muyil in the Yucatan jungle 17: An avalanche buries a small Utah town, killing 28 and leaving 29 more people missing	1926 Feb
		6: Admiral Richard Byrd leaves on his Arctic exploration expedition 10: The Book-of-the-Month club begins	1926 Mar
	25: In Milan, Toscanini directs the first performance of Puccini's opera <i>Turandot</i> 25: A report labels college football "immoral" for promoting drinking, dishonesty, and neglect of academics		1926 Apr
	15: Bubbling Over wins the Kentucky Derby 25: Miles Davis is born	9: Byrd and Bennett overfly the North Pole in a Fokker tri-motor airplane (although in 1966, evidence arises that suggests they were 150 miles short of the Pole). Three days later, Amundsen does the same in the dirigible <i>Norge</i> . 15: Ice forming on Amundsen's dirigible <i>Norge</i> forces him to land in Alaska	1926 May
	1. The World's Fair opens in Philadelphia 1. Marilyn Monroe is born 3. Allan Ginsburg is born 14: Artist Mary Cassatt dies 25: Bobby Jones wins the British Open	9: New York Telephone offers home phone service for \$4 per month 19: 20,000 American Indians celebrate the 50th anniversary of the Battle of the Little Big Horn	1926 June
2: Witnesses testifying before Congress claim that Prohibition has led to a rise in crime and insanity in the US	16: <i>Son Of The Sheik</i> , starring Rudolph Valentino, premieres	1: Colonial Air Transport becomes the first private carrier of US air mail 8: The French franc collapses, reaching a value of 49 per \$1 US 10: A blast seen for over 30 miles destroys the Navy munitions plant at Dover, New Jersey	1926 July
10, 15: The "battles of the Standard Oil Building" in Chicago. On the 10th, some of Al Capone's men ambush O'Banion men Hymie Weiss and Vincent "Schemer" Drucci at the Standard Oil Building, where they were going to pay a bribe to political boss Morris Eller. A pedestrian is wounded in the gunfight. Five days later, Capone's men try again at the exact same place, touching off another brief gun battle but again failing to kill Drucci and Weiss.	6: Gertrude Ederle becomes the first woman to swim the English Channel, taking 14 hours, 31 minutes to do so 23: Rudolph Valentino dies from a ruptured appendix. His funeral attracts 100,000 people, mostly women.	6: Harry Houdini uses breath control to stay alive for 91 minutes in an underwater compartment only thought to contain enough air for 6 minutes 12: An explosion destroys the only munitions plant in Hungary, killing 24 and injuring 300 22: In South Africa, the British announce the discovery of a large diamond mine, prompting 50,000 people to migrate there 29: Nepal abolishes slavery; 55,000 slaves are freed	1926 Aug
20: Gunmen in eight cars rake the Hawthorne Hotel (or Inn), Al Capone's headquarters, with submachine gun fire in revenge for the murder of Dion O'Banion, firing over 1,000 rounds into the building. Capone escapes unharmed, and only one member of his gang is even wounded. One innocent bystander outside is wounded in the forehead; Capone pays \$5,000 for the operation that saves her eyesight.	23: Gene Tunney beats Jack Dempsey to take the world heavyweight title. Dempsey explains the loss to his wife by saying, "Honey, I forgot to duck."	19: A hurricane hits Florida, killing 1,000 and bringing an end to the local real estate boom market 28: A Dutch scientist in Java finds a prehistoric skull that may have come from the "missing link" between men and apes	1926 Sept

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1926 Oct	7: Mussolini abolishes all parties but the Fascists 7: Chinese Communist forces besiege Hankow 17: Trotsky acknowledges that Stalin and his allies are the leaders of the USSR 20: Eugene V. Debs dies 21: Obregon is returned to the presidency of Mexico by deputies fearing revolution 31: A boy attempts to assassinate Mussolini, fails, and is killed by a mob	
1926 Nov	1: Joseph Goebbels is appointed <i>gauleiter</i> , or leader, of the Nazi Party of Berlin 12: Javanese nationalists revolt against the Dutch 19: The British miners' strike ends 19: The Politburo expels Trotsky and Zinoviev 30: The US sends warships to Hankow, China in light of alleged Communist threats to attack foreigners	15: NBC begins broadcasting on 24 stations across the US 26: John Browning, inventor of the automatic rifle, dies
1926 Dec	17: A dictatorship takes over Lithuania 25: Emperor Yoshihito of Japan dies; his son Hirohito becomes emperor	7: The Electrolux Servel Corporation patents the gas-operated household refrigerator
1926 General and Unspecified		B.F. Goodrich invents synthetic rubber John Garand patents his M-1 rifle In France, Jean Grégoire builds the Tracta, the first front-wheel-drive car Michelson measures the speed of light as 186,284 miles per second



Pulp Hero ■ Chapter Two

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
11: Capone gunmen shoot and kill Hymie Weiss. Weiss's widow is upset that there are fewer flowers at his funeral than at Dion O'Banion's or Samuel Morton's, but Bugs Moran explains that the Capone gang has killed so many O'Banion men that there are fewer of them around now to send flowers.	10: The St. Louis Cardinals beat the New York Yankees in the World Series 17: Father Charles Coughlin makes his first radio broadcast on station WJR in Detroit 18: Chuck Berry is born 31: Harry Houdini dies from peritonitis	20: A hurricane kills 30 in Havana, Cuba	1926 Oct
	3: Annie Oakley dies 11: David Sarnoff founds NBC 18: George Bernard Shaw wins the Nobel Prize for Literature	14: Queen Marie of Romania dazzles Americans during a brief tour of the US	1926 Nov
8: Chicago experiences 67 hold-ups in two days 5: Mystery writer Agatha Christie vanishes; the episode later proves to be a hoax	5: Claude Monet dies	26: After 27 months on the road, Major C. Court Treat completes the first north-south overland crossing of Africa	1926 Dec
Estimates claim that since 1919, Prohibition has spawned a \$3.6 billion illegal liquor traffic Italy begins a campaign to break the Mafia's hold on Sicily	Notable literature of the year: <i>The Sun Also Rises</i> , by Ernest Hemingway; <i>Winnie-the-Pooh</i> , by A.A. Milne; <i>The Plumed Serpent</i> , by D.H. Lawrence Hugo Gernsback launches <i>Amazing Stories</i> magazine Frieda Carter invents miniature golf, patenting it as "Tom Thumb Golf" in 1929	One in six Americans now owns a car. Last on the list of car ownership is Saudi Arabia, with only four cars in the entire country. The slide fastener gets the name "zipper" The pop-up toaster is introduced in the US Sarah Lawrence College is founded Evangelist Aimée Semple McPherson disappears for a month. She turns up in Mexico, claiming to have been kidnapped; the press greets her story with skepticism. The Supreme Court upholds the concept of municipal zoning in <i>Euclid v. Ambler Realty Co.</i>	1926 General and Unspecified



YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1927		
1927 Jan	1: A Chinese Nationalist government is established at Hankow 5: Chinese riot in the streets of the British concession in Hankow and tear down the British flag 12: The US claims that Mexican politician Plutarco Calles is aiding a Communist plot in Nicaragua 13: The US mobilizes troops on the Mexican border to protect its oil interests 17: A Mexican archbishop leads a Catholic revolt, causing the death of 100 Mexicans 24: Great Britain sends 12,000 soldiers to protect its concessions at Shanghai	5: <i>National Geographic</i> magazine publishes the world's first color underwater photographs 7: Transatlantic commercial phone service is inaugurated; a call costs \$25 for three minutes (some sources say \$75)
1927 Feb	3: The US sends warships to China to protect Americans there 6: In Nicaragua, rebels capture and burn Chinandega 9: Portugal ends a short uprising against the dictatorial Carmona regime 18: The US and Canada establish diplomatic relations directly, without going through Great Britain 18: In Shanghai, workers strike in support of the approaching Nationalist army 19: Chinese Nationalists obtain a reduction of the British concessions in Hankow and Kiukiang 21: President Diaz of Nicaragua asks the US to virtually take control of Nicaraguan affairs	23: The US creates a federal board to regulate the radio industry 26: A record for long-distance telephoning is set by a call from San Francisco to London
1927 Mar	10: Prussia lifts a ban against the Nazi Party, allowing Hitler to speak in public 10: Albania mobilizes its army over a dispute regarding the border with Yugoslavia 15: An American warship fires on Chinese rebels near Shanghai 18: Mexico is said to be on the verge of revolution 21: Gen. Chiang Kai-shek captures Shanghai with little difficulty; the British guard their concession 24: The Chinese Communists capture Nanking and split with the Nationalists 31: Cesar Chavez is born	4: A cable line links New York City and Emden, Germany 8: Pan American Airlines is incorporated 23: Capt. Hawthorne Gray of the US military sets a balloon altitude record of 28,510 feet 29: Major H.O.D. Seagrave of Great Britain sets a land speed record of 203.79 miles per hour at Daytona Beach, Florida
1927 Apr	6: President Coolidge vetoes a plebiscite calling for independence for the Philippines 11: The US and four other nations demand reparations from the Cantonese for abuses committed in Nanking 12: Gen. Chiang Kai-shek establishes a government in Shanghai as the Communists continue to split away from the Nationalist Party and strikers try to cripple the city. Victorious Nationalist forces in Shanghai kill as many as 6,000 of their enemies in the Shanghai Massacre. 15: The new Chinese government in Nanking denounces the government in Hankow; Gen. Chiang orders Communist leaders seized. On the 19th, the Communists in Hankow declare war on Gen. Chiang's forces. 18: Japan names Baron Tanaka its premier 28: Communists in Shanghai call a general strike in their latest move against Gen. Chiang. Chiang responds with raids, and 16 people are killed.	7: Television broadcasts featuring both image and sound are successfully tested in New York City. The broadcast shows Commerce Secretary Hoover reading a speech. 14: Volvo manufactures its first regular-production car 20: Bandits hold up a Mexican train, killing or burning alive 100 people
1927 May	1: Hitler holds the first Nazi Party meeting in Berlin 4: The US supervises Nicaraguan elections intended to halt the civil war there 13: Germany suffers the "Black Friday" economic collapse 20: In the Treaty of Jeddah, Great Britain recognizes the independence of Hejaz and Nejd. 24: Great Britain ends diplomatic relations with the USSR, alleging the Soviets have tried to foment a Communist revolution in England 27: At Shantung, the Japanese block the Chinese Nationalist army's march on Peking	10: In Boston, the Hotel Statler becomes the first hotel anywhere to allow patrons to listen to radio broadcasts on in-room headsets 21: Charles Lindbergh flies solo over the Atlantic Ocean from New York to Paris in his plane <i>The Spirit of St. Louis</i>, igniting a storm of adulation around the world. The flight takes about 33 hours and earns Lindbergh a \$25,000 prize. 26: The Ford Motor Company produces its 15 millionth Model T Ford
1927 June	4: Akhmed Sukarno forms the Indonesian Nationalist Party 4: Yugoslavia ends diplomatic relations with Albania 6: The USSR and the Nanking government of Gen. Chiang Kai-shek sever relations 14: Nicaragua signs a treaty allowing US intervention in its territory 17: Gen. Chang Tsao-lin receives dictatorial powers and command of all of China's Northern armies 27: A conference to settle the Sino-Japanese dispute opens in Tokyo	8: Professor Oliver Lodge of Oxford states that humans will one day be able to manufacture "synthetic protoplasm" with which to control their own evolution 29: Two US Army pilots fly from California to Hawaii, the longest over-ocean flight yet
1927 July	10: The IRA assassinates Irish Vice President O'Higgins 15: A strike leads to a revolt in Vienna; fires burn much of the city, including the Palace of Justice. Police fight back, killing 89 strikers. 20: Michael I, age 5, takes the Romanian throne. On the 21st, ex-Crown Prince Carol, in exile in Paris, proclaims himself king. 25: The forces of Nicaraguan rebel Augusto Sandino ambush the US Marines near Octal, where on the 20th the Marines killed 300 of Sandino's men	10: The US Army successfully tests a large new bomber armed with six machine guns

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1927			
	The National Board of Review claims that film technology has improved remarkably in the past 30 years, but that the plots of films are designed for the mentality of children	9: 77 children die in a Montreal theater fire 13: For the first time a woman takes a seat on the New York Stock Exchange 17: Juliette Low, founder of the Girl Scouts, dies in Savannah, Georgia	1927 Jan
	6: Violinist Yehudi Menuhin has his Paris debut at age 7 14: Alfred Hitchcock premieres his first suspense film, <i>The Lodger</i>	14: Earthquakes hit southern Yugoslavia, killing 600 in Sarajevo 16: A severe storm kills 24 people in San Francisco	1927 Feb
11: In Pittsburgh, Pennsylvania, the Flatheads Gang stages the first armored car robbery in US history. The gang blows up the car with a landmine, badly injuring five guards and destroying the \$104,000 the car carried.	2: Babe Ruth signs a three-year, \$210,000 contract with the New York Yankees, making him the highest-paid baseball player in history 11: The Roxy Theater opens in New York City 11: The first Golden Gloves boxing tournament begins in New York City 26: The Viennese pay tribute to Beethoven on the anniversary of his death with celebrations and concerts 27: Mistislav Rostropovich is born	5: A hurricane hits Madagascar, killing 600 8: An earthquake hits Japan, killing 1,700	1927 Mar
9: The court upholds the death sentences for anarchists Sacco and Vanzetti 19: Mae West is found guilty of indecency for her Broadway play <i>Sex</i> and sentenced to 10 days in jail and a \$500 fine.	5: Johnny Weismuller sets three swimming records in one day	22: Floods ravage the midwest US, killing 150 in Tennessee and leaving 200,000 people homeless	1927 Apr
12: In London, 150 British policemen raid the Soviet Agency and seize documents that describe attempts at espionage and subversion throughout the British Empire.	18: Graumann's Chinese Theater opens in Hollywood 30: George Souders wins the Indianapolis 500 with an average speed of 97.5 miles per hour	Paris fashions emphasize a boyish look with reduced busts and slimmed hips 26: The US Treasury says it will reduce the physical size of American paper money by one-third	1927 May
9: Russia executes 20 alleged British spies	4: The US defeats Great Britain to win golf's first Ryder Cup championship 23: Lou Gehrig hits three home runs in a single game, propelling the New York Yankees to victory over the Boston Red Sox 26: The Cyclone roller coaster opens at Coney Island; a ride costs 25 cents	2: Lizzie Borden dies 13: A ticker-tape parade in New York City honors returning hero Charles Lindbergh	1927 June
	4: Neil Simon is born 4: Gina Lollabrigida is born 21: Jack Dempsey defeats Jack Sharkey in seven rounds	9: A hurricane strikes Saxony, killing 150 Germans 12: An earthquake in Palestine kills 1,000 27: The USSR suffers from an epidemic of malaria, trachoma, and tuberculosis	1927 July

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1927 Aug	13: Fidel Castro is born 14: Gen. Chiang Kai-shek resigns his Nanking command 25: Four Japanese warships crash during nighttime maneuvers, killing 129 sailors	3: Berlin and Buenos Aires establish a wireless link
1927 Sept	16: President Hindenburg repudiates Germany’s responsibility for the Great War 19: Sandino forces attack Las Flores, Nicaragua 19: Gen. Chiang Kai-shek quashes the “autumn harvest uprising” of Mao Tse-tung and the Communists	
1927 Oct	1: Persia and the USSR sign a non-aggression pact 4: Mexico executes Gen. Francisco Serrano for his attempt to seize the presidency 10: The Mexican Army defeats Gen. Gomez’s rebel army, slaying 50. On the 22nd, Gomez reportedly escapes into Guatemala. 23: Stalin expels Trotsky and Zinoviev from the Central Committee 25: Romania discovers a plot by ex-Crown Prince Carol to take the throne; it declares martial law 30: France signs a defense treaty with Yugoslavia	27: Fox Movie-tone News is released in New York City 28: Pan Am Airways begins the world’s first scheduled international flight (from Key West, Florida to Havana, Cuba)
1927 Nov	12: Gen. Tang Shen-tse burns Hankow as he retreats from Gen. Chiang Kai-shek 15: Canada joins the League Of Nations 18: Colombia nationalizes its oil industry 29: After three months of fighting and 5,000 deaths, the Soviet Union suppresses a revolt in the Ukraine	
1927 Dec	1: Gen. Chiang Kai-shek marries Song Mei-ling 12: The Chinese Communists capture Canton, but on the 19th, Gen. Chiang Kai-shek defeats the uprising there 14: Great Britain recognizes the independence of Iraq	30: The first Asian subway opens in Tokyo
1927 General and Unspecified		George LeMaitre of Belgium publishes the “big bang” theory of cosmology Heisenberg publishes his “uncertainty principle” Vannevar Bush and several colleagues at MIT invent the Differential Analyzer, which can solve differential equations (in other words, it’s the first electromechanical analog computer) (some sources date this invention to 1930) Carl Norden invents the Norden bomb-sight, which remains a carefully-guarded US military secret until after World War II Utahan Philo T. Farnsworth invents the television image dissector tube and becomes the first person to broadcast an image of 60 horizontal lines John Baird creates the first videodisk system The Auto-typist, a typewriter that can produce multiple copies of the same document simultaneously, is introduced

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
23: The state of Massachusetts executes anarchists Sacco and Vanzetti despite protests at home and abroad claiming they're innocent		10: President Coolidge dedicates the as-yet unfinished Mt. Rushmore	1927 Aug
	6: Movie theaters across the US close to acknowledge the death of movie mogul Marcus Loew 14: Dancer Isadora Duncan strangles to death when her long scarf gets caught in the back wheel of her automobile 22: Tunney barely beats Dempsey to retain heavyweight title after rallying during the controversial "long count" 30: Babe Ruth hits his 60th home run of the season	13: Tidal waves kill 700 in Japan 21: In New York City, ground is broken for the erection of the George Washington Bridge 30: A tornado hits St. Louis, killing 69 and injuring 600	1927 Sept
	6: Al Jolson stars in <i>The Jazz Singer</i> , the first talking film 8: The New York Yankees defeat the Pittsburgh Pirates in the World Series	15: Iraq discovers oil at Kirkuk 26: An Italian liner sinks off Brazil, killing 68 people 29: Russian archaeologists in the Gobi Desert find the tomb of Genghis Khan	1927 Oct
10: Men working for "Machine Gun" Jack McGurn attack comedian Joe Lewis, who went to work for a nightclub competing with one of many McGurn owns. Lewis survives.		7: Floods in New England kill 150 10: General Motors declares the largest dividend in US history 12: New York City opens the Holland Tunnel 26: Ford Motor Company introduces the new Model A; back orders for the \$460+ car 50,000 pile up almost immediately	1927 Nov
	4: Duke Ellington plays at the Cotton Club in Harlem, New York City 27: <i>Show Boat</i> opens on Broadway	1: The average wages in the US are \$1,280 per year, said to be the highest in the world	1927 Dec
According to estimates, Al Capone makes \$105 million in 1927 (\$35 million more than Henry Ford makes in his best year), the largest gross income reported for a private US citizen to date Leading labor gangster Little Augie Organ is murdered by Jacob "Gurrah" Shapiro and Louis "Lepke" Buchalter; the two killers take over Organ's labor rackets, while Organ's protege "Legs" Diamond takes his bootlegging and narcotics rackets. Stefano Magaddino becomes a leading bootlegger in and around Buffalo, NY (and, eventually, crime boss of that area) The US government decides to investigate Al Capone for income tax evasion and taps Treasury agent Frank Wilson to take on the task; Wilson soon becomes Capone's nemesis, far more dangerous to him than Eliot Ness In New York, Ruth Snyder and Judd Gray murder Albert Snyder, Ruth's husband. They're caught, convicted, and in 1928 executed.	Notable literature for the year: <i>The Bridge Of San Luis Rey</i>, by Thornton Wilder; <i>Steppenwolf</i>, by Herman Hesse; <i>Elmer Gantry</i>, by Sinclair Lewis; <i>Death Comes For The Archbishop</i>, by Willa Cather Notable music of the year: <i>Of Man River</i> (from <i>Show Boat</i>); <i>My Blue Heaven</i>; <i>Let A Smile Be Your Umbrella</i> Laurel and Hardy make 10 movies The Academy of Motion Picture Arts And Sciences is founded Abe Saperstein organizes the Harlem Globetrotters Martha Graham founds the School of Contemporary Dance	The US now has 9 million registered cars, 39% of the total in the world — that's one for every six Americans, as opposed to 1 for every 57 British or every 289 Germans. Other estimates say the US has as many as 20 million cars. J.C. Penney opens his 500th store and goes public The Continental Baking Corp. introduces Hostess Cakes Borden introduces homogenized milk (other types of milk still come with cream at the top and require mixing before pouring) Rolex introduces the first waterproof watch A Peruvian aerial survey pilot discovers the Nazca lines Marriott's Hot Shoppe, the first in what will eventually be the world-wide Marriott chain of hotels, restaurants, and other businesses, opens in Washington, D.C.	1927 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1928		
1928 Jan	1: Nicaraguan rebels kill five US Marines and wound 23 in a battle. On the 3rd, the US sends another 1,000 Marines to the Central American country. 10: Stalin exiles Trotsky to Alma-ata in Kazakhstan 16: President Coolidge opens the Pan-American Conference in Havana	13: General Electric demonstrates a system of television broadcasts to 1.5 square inch home receivers installed in three homes in Schenectady, NY
1928 Feb	20: Great Britain grants nominal authority to the Transjordan as an independent state, but retains control of its finances, foreign affairs, and national defense	8: John Baird makes the first overseas television broadcast from Great Britain to New York City 11: Shoemaker and Knabusch design the La-Z-Boy reclining chair
1928 Mar	5: The Nazi Party wins a majority in Bavaria 6: Great Britain mobilizes its colonial troops to guard the borders of Iraq and the Transjordan against Arabia 6: The Chinese Communists attack Peking, killing 3,000; 50,000 more flee to Swatow 12: Malta becomes a dominion of Great Britain 16: The US sends another 1,000 Marines to Nicaragua	30: Mario de Bernardi sets an air speed record of 318.62 miles per hour
1928 Apr	1: Gen. Chiang Kai-shek's forces cross the Blue River to launch a military campaign in North China. On the 19th, 5,000 Japanese troops occupy Shantung. 9: As part of Mustafa Kemal's program of Westernization, Turkey does not name Islam its state religion. On the 29th, it abandons Arabic script for the Latin alphabet to make it easier to teach writing. 23: Sandinista forces in Nicaragua seize American mines, taking five Americans captive	6: James D. Watson is born 14: Two French pilots land at le Bourget, completing a 45,000 mile around-the-world flight that's been going on for several months
1928 May	6: A 200,000-strong demonstration of Romanians at Alba Julia demands the removal of the Bratianu government 11: The Japanese control Shantung after three days of fierce fighting	11: WGY in Schenectady, NY begins broadcasting the first regularly-scheduled television programs 15: Movietone is licensed for sound films 23: The dirigible <i>Italia</i> crashes on the ice after dropping flags at the North Pole
1928 June	2: Gen. Chiang Tsao-lin flees from Peking to avoid the Nationalists' advancing army 8: Gen. Chiang Kai-shek's Nationalist forces capture Peking peacefully	8: Sir Charles Kingsford Smith of Australia makes the first flight over the Pacific Ocean 18: Amelia Earhart becomes the first woman to fly over the Atlantic
1928 July	1: A Hindu attack on Moslems in Calcutta results in the death of 15 1: Mexicans elect Gen. Alvaro Obregon president. On the 17th, he is assassinated. 10: 7,000 Japanese troops are recalled from Shantung 19: King Fuad dissolves the Egyptian Parliament	3: In London, John Baird demonstrates the first color television transmission
1928 Aug	1: In Yugoslavia, the Croats form a separatist parliament 27: The Kellogg-Briand Pact is signed by the US, Great Britain, France, Germany, and 11 other countries, all of whom agree to renounce war as an instrument of foreign policy. The USSR signs on the 31st.	21: WRNY, a radio station owned by Hugo Gernsback, begins broadcasting television shows after telling listeners to build their own TV sets using Nipkow disks (the same technology used by John Baird). After Gernsback goes broke in 1929, the broadcasts end.

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1928			
24: 21 inmates tunnel out of a Detroit prison; 19 escape to Canada	4: Will Rogers broadcasts to millions of radio listeners across the nation 11: Thomas Hardy dies	6-8: Thames flooding kills 15 in London and floods the vaults of the Houses of Parliament	1928 Jan
	4: Austrian Nazis protest Josephine Baker's performances in Vienna 11: St. Moritz hosts the second Winter Olympics 15: After 70 years of work, British scholars complete the monumental <i>Oxford English Dictionary</i>	6: A woman named Anastasia Chaikovsky claims to be the Grand Duchess Anastasia Romanov of Russia 18: A record stock turnover of 1.8 million shares in two hours shocks Wall Street Felix Robertson, the last surviving Confederate general, dies	1928 Feb
		3: General Motors stock rises 5.2 per share in two hours, a record 13: 400 Californians die when a dam breaks 21: Charles Lindbergh receives the Congressional Medal of Honor 28: The biggest trading day in Wall Street history, with 4.7 million shares changing hands as prices fluctuate wildly	1928 Mar
In Chicago, the "Pineapple Primary" occurs, as various gangs each use bombs ("pine-apples") to try to ensure that their pet candidate wins the vote. A voter backlash against the violence favors the candidates not supported by Al Capone.	3: The original manuscript for <i>Alice In Wonderland</i> sells for \$75,260 23: Shirley Temple is born		1928 Apr
	19: Reigh Count wins the Kentucky Derby 19: A frog wins the first frog-jumping contest in Calaveras Co., California, with a jump of 4'4"	13: A trans-Africa automobile expedition departs Brussels, heading for Capetown 16: Stock market trading hits a record high of 4.8 million shares 28: Dodge and Chrysler merge	1928 May
	10: Maurice Sendak is born 28: Louis Armstrong records <i>West End Blues</i>	20: Roald Amundsen dies in a plane crash while trying to rescue the victims of the <i>Italia</i> dirigible crash	1928 June
1: Gunmen working for Al Capone kill Frankie Yale in Brooklyn. It's the first killing in New York City involving a Thompson submachine gun. Joe Adonis takes over Yale's rackets.	6: The first all-talking feature film, <i>The Lights Of New York</i> , premieres in New York City 21: Renowned theater actress Dame Ellen Terry dies 26: Stanley Kubrick is born 28: The VIII Olympics open in Amsterdam 31: MGM first uses its lion logo	3: The Daven Corporation markets the first television sold in the US with a price of only \$75 11: The stock market suffers its worst plunge since the Great War	1928 July
	2: Cecil B. DeMille joins MGM 21: Joseph Schenk of United Artists claims talkies are "just a fad" 31: Bertolt Brecht's <i>The Three-Penny Opera</i> debuts in Berlin	9: In the Dutch East Indies, a volcano erupts, killing 1,000 9: Italian divers recover diamonds worth £400,000 from a Belgian ship that sunk during the Great War 11: Presidential candidate Herbert Hoover claims the US is "nearing the end of poverty" and announces as his slogan, "Two chickens in every pot, a car in every garage" 17: Anthropologists in the Gobi Desert find primitive tools they believe are 150,000 years old 18: A storm hits Haiti, killing 200 people and leaving 10,000 homeless	1928 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1928 Sept	1: Ahmed Bey Zogu becomes King Zog of Albania 12: Germany cancels the French concessions in the Rhineland	3: The first ship-to-shore delivery of trans-Atlantic mail takes place via a seaplane catapulted from the deck of the <i>Ile de France</i> 8: The first cross-country airmail service, from New York City to San Francisco, starts 11: General Electric broadcasts a play over the radio and television simultaneously 15: Alexander Fleming discovers a mold that leads to the development of penicillin 18: Juan de la Cierva flies his new Autogyro across the English Channel
1928 Oct	1: The USSR begins its first Five-Year Plan 6: Chiang Kai-shek becomes Chairman (president) of the new Chinese Republic, with his capital at Nanking. He remains at odds with the Communists, but has an alliance with the northern warlords. 7: Ras Tafari, said to be a descendant of Solomon and Sheba, becomes king of Ethiopia 29: Honduras holds its first peaceful election in years	12: The first commercial iron lung is used 15: The dirigible <i>Graf Zeppelin</i> becomes the first commercial aircraft to cross the Atlantic. It flies from Germany to Lakehurst, NJ in a little over 4.5 days 28: The California Institute of Technology completes a 200-inch telescope
1928 Nov	7: Herbert Hoover is elected President 7: Franklin D. Roosevelt is elected governor of New York 23: Bulgaria sends soldiers into Macedonia to hunt down the rebel leader Ivan Michailoff 30: Emilio Gil becomes president of Mexico	4: Grieg achieves a record speed of 319.57 miles per hour in a seaplane 6: The first electric flashing sign, built with 14,000 lamps and a million feet of wiring, signals election results from all four sides of the New York Times Building
1928 Dec	5: Wilhelm Miklas becomes president of Austria 6: Bolivia and Paraguay begin fighting over the Chaco Territory	23: NBC establishes the first permanent coast-to-coast radio network
1928 General and Unspecified	Spain receives more control over Tangier	Margaret Mead publishes <i>Coming Of Age In Samoa</i> Ziedes de Plantes invents the precursor of the CT scan using a moving X-ray source CBS is founded Horton and Marrison invent the quartz-crystal clock The radio beacon, a vital navigational tool for modern transportation, comes into use Vitamin C is isolated Doctors develop the first reliable test for pregnancy, the “rabbit test” Geiger and Müller invent the Geiger counter by working from Geiger’s initial designs

Pulp Hero ■ Chapter Two

CRIME & PUNISHMENT

7: Antonio “the Scourge” Lombardo, Al Capone’s *consigliere*, is shot and killed by the Joseph Aiello mob
 8-10: Arnold “the Brain” Rothstein, an influential organized crime figure, loses \$320,000 in a Broadway poker game, then welshees on the bet

ARTS & ENTERTAINMENT

4: On the Detroit River, George Wood sets the first official water speed record of 92.838 miles per hour
 Walt Disney changes the name of his mouse character from Mortimer to Mickey; the newly-named Mickey Mouse stars in the animated feature *Plane Crazy*

LIFE & TIMES

17: A hurricane hits Florida, killing 1,836 people, partly because Lake Okeechobee overflows
 20: The trans-Africa automobile expedition returns to Belgium

YEAR

1928 Sept

8: Federal Prohibition agents raid 20 speak-easies in New York City

9: The New York Yankees beat the St. Louis Cardinals in the World Series

1: The authorities arrest Mae West and the other members of the cast of *Pleasure Man* for indecency
 10: Thanks to soaring stock prices on Wall Street, a seat on the New York Stock Exchange sells for a record \$450,000
 23: Dr. Mansfield Robinson, who sent a wireless radio message to Mars, says he’s received a reply but hasn’t yet had time to decode it
 25: A train wreck on the Paris-Bucharest line kills 31 and injures 50

1928 Oct

4: Arnold Rothstein is murdered, probably by the gamblers to whom he lost \$320,000 in September, but possibly by Dutch Schultz

23: In his first pro fight, Max Schmelling beats Joe Monte

11: A wave of lava 200 feet high from Mt. Etna washes over Sicilian villages, causing terrible damage
 12: The liner *Vestris* sinks off of Virginia, killing 111
 23: Stock trading hits a record 6.9 million shares

1928 Nov

30: The New York Police Department arrests 454 suspects in a record round-up of crooks

8: The stock market tumbles 72 points
 14: The Danish training ship *Kobenhoven* sails from Montevideo, Uruguay with 50 persons aboard. It disappears and is never heard from again.
 26: Following the invention of bubble gum earlier in the year by Walter Diener (or Diemer), his employer, the Frank H. Fleer Co., introduces Double Bubble in Philadelphia
 28: The NAACP claims only nine blacks were lynched in the US in 1928, the lowest number in 40 years

1928 Dec

The *Castellammarese War* between Salvatore Maranzano and Joe “The Boss” Masseria begins in New York. Maranzano ultimately wins in 1930 after “dozens” of mobsters are killed, but five months after declaring himself “boss of bosses,” he’s killed by Charles “Lucky” Luciano.
 The government assigns 26 year-old Eliot Ness to fight Al Capone’s gang in Chicago. Ness assembles a special squad of skilled, unbribeable men, the Untouchables, to help him do the job.

Notable literature of the year: *Decline And Fall*, by Evelyn Waugh; *Lady Chatterley’s Lover*, by D.H. Lawrence
 Notable music of the year: *An American In Paris*, by George Gershwin; *Bolero*, by Ravel; *Puttin’ On The Ritz*, by Irving Berlin; *Makin’ Whoopee*
 Lawrence Welk starts his first band, in South Dakota
 The Mills Brothers record their first songs

Chrysler Corp. introduces the Plymouth and the DeSoto
 Welcome Wagon begins in Memphis, Tennessee
 Peter Pan Peanut Butter is introduced
 Kellogg’s begins selling Rice Krispies
 Plastics first begin to see commercial use

1928
 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1929		
1929 Jan	3: Paraguay and Bolivia request that the Pan-American Union resolve their border dispute 6: King Alexander dissolves the Yugoslavian Parliament and becomes a dictator 15: Inayatullah succeeds to the throne of Afghanistan after King Amanhullah abdicates 23: The Soviets arrest 150 followers of Trotsky for allegedly plotting a civil war 30: Stalin banishes Trotsky from Russia	7: A US Army plane sets an endurance record by remaining aloft for 150 hours 9: The first clinical use of penicillin is a success
1929 Feb	3: Harry Stimson becomes US Secretary of State 9: The USSR, Estonia, Poland, and Romania sign the Litvinov Protocol renouncing war 11: The Lateran Treaty between Italy and the Vatican recognizes the latter's sovereignty as a state 13: Congress authorizes the construction of 16 cruisers and one aircraft carrier 23: Chinese rebels capture Hunan province	17: Universal Airlines shows a movie during a flight
1929 Mar	3: The Mexican Army revolts in eight states, capturing Nogales and Vera Cruz. On the 8th, the rebels kill two Americans in Juarez, and President Hoover agrees to sell weapons to the government.	11: Major Seagrave sets another land speed record, 223.2 miles per hour
1929 Apr	2: The Mexican revolt begins to collapse as the government captures Jimenez	26: British aviators make a 4,130 mile non-stop trip from London to India
1929 May	1: In Berlin, Communists and police clash; eight people are killed 20: Japan begins to evacuate Shantung	
1929 June	3: President Hoover helps end the 46-year border dispute between Bolivia and Peru 5: Ramsay MacDonald becomes Prime Minister of Great Britain	27: Bell Labs demonstrates color television in New York
1929 July	10: In Manchuria, China seizes the Eastern Railway from the USSR. On the 17th, the Soviets break off diplomatic relations. 27: Poincare resigns as premier of France; Briand forms a new government 28: 48 nations sign the Geneva Convention, which governs the treatment of prisoners of war	7: Transcontinental Air Transport begins the first cross-country air service in the US; the trip takes two days and two nights from New York City to Los Angeles with several stops along the way. The fare is \$351.94.
1929 Aug	15: Soviet warships raid Manchuria 21: Border fighting occurs between the Chinese and Soviet armies 24: In Jerusalem, Jews clash with Arabs; 47 people are killed. The situation worsens throughout the Arab world. On the 29th, British soldiers capture a Transjordanian Arab leader at the gates of Jerusalem. The cause of the unrest and revolt seems to be Arab anger at Great Britain giving the Jews access to the Wailing Wall.	29: The <i>Graf Zeppelin</i> completes a 21 day, 7 hour, 26 minute trip around the world with 16 passengers and 37 crewmen, making only three stops along the route
1929 Sept	2: Arabs remain in revolt in the Near East as Great Britain moves troops to the Syrian border 9: Heavy fighting on the Sino-Soviet border 15: Under the terms of the disarmament treaty, Great Britain begins destroying naval cruisers 17: Voldermaras, dictatorial ruler of Lithuania, is overthrown 22: In Berlin, Nazis and Communists fight a gun battle	4: A Transcontinental Air crash during a lightning storm in New Mexico kills eight people 24: US Army pilot James Doolittle makes the first instruments-only flight 30: The first rocket plane has a successful test flight

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1929			
	10: The cartoon character Tintin debuts in a Belgian paper 24: 150 unknown poems by Emily Dickinson are discovered	6: Grand Duke Nicholas of Russia dies 7: Sheffield Farms of New York begins delivering milk in wax paper cartons instead of glass bottles 15: Martin Luther King, Jr. is born 16: Cmdr. Richard Byrd explores 1,200 miles of Antarctica by plane 20: Wyatt Earp dies	1929 Jan
14: The St. Valentine's Day Massacre: Al Capone's men gun down seven men (six gangsters and Dr. Reinhardt Schwimmer, an optometrist and gangster aficionado) in an attack on rival George "Bugs" Moran's gang	12: Lily Langtree dies 14: German authorities ban Josephine Baker from the Munich stage for "indecent" behavior	12: Charles Lindbergh announces his engagement to Anne Morrow. On the 27th, they escape injury in a plane crash	1929 Feb
7: Al Capone throws a dinner party to honor Albert Anselmi, John Scalise, and Joseph "Hop Toad" Giunta, all of whom have conspired with his rival Joseph Aiello to kill him. During the dinner, he beats all three of them bloody with an Indian club, then shoots them dead.	22: Will Rogers signs a four-picture, \$600,000 deal with Fox	5: Great Britain arrests World War I hero Col. Victor Barker for bankruptcy. When searched, "he" is discovered to be a woman, Valerie Arkell-Smith. 16: Major floods strike Alabama 26: The stock exchange dips, then rallies to a record day of 8.2 million shares sold	1929 Mar
		1: Louis Marx invents the yo-yo (other sources credit Pedro Flores) Greyhound Lines buys some double-decker buses for use in the US. A bus trip from New York City to San Francisco takes five days, 14 hours.	1929 Apr
17: Al Capone is sentenced to a year in jail for carrying a concealed gun; he leaves Anthony Accardo, Frank Nitti, and Jake Guzik in charge of his rackets	4: Audrey Hepburn is born 16: The first Academy Awards are given 18: Clyde Dusen wins the Kentucky Derby 19: The World's Fair opens in Spain 28: <i>On With The Show</i> , the first movie with sound and color, debuts in New York City	2: Tornadoes in the southern states kill 25 people 6: Alain Gerbault of France finishes a one-man around-the-world sailboat trip 15: An explosion spreads fire and poisonous fumes through Cleveland, killing 124 people 27: Charles Lindbergh weds Anne Morrow	1929 May
	3: Douglas Fairbanks, Jr. marries Joan Crawford	12: Anne Frank is born	1929 June
11: Soviet authorities arrest ten US citizens in Moscow on a study trip on charges of espionage 18: 1,700 convicts in New York's Auburn Prison riot; four escape		1: In the US, the 1924 Immigration Act takes effect, with quotas based on the 1920 population 25: For the first time in 59 years, a pope leaves the Vatican as Pius XI goes forth to claim the territories granted him by the Lateran Treaty	1929 July
	11: Babe Ruth hits his 500th home run 19: The <i>Amos' n' Andy</i> daily radio show premieres on NBC; it first began broadcast in Chicago in 1928		1929 Aug
	10: Arnold Palmer is born	3: The stock market reaches a record high of 381.17, the highest it will reach in the late Twenties bull market. Later in September a dip occurs in a wave of liquidation, a harbinger of events to come in but a month. 8: A typhoon kills eight Filipinos in Manila	1929 Sept

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1929 Oct	14: Revolts arise in China, threatening the Nationalist government. On the 18th, foreigners in Shanghai take refuge on British and Japanese gunboats. Tajikistan becomes a Soviet Socialist republic	
1929 Nov	3: Chinese rebels defeat the Nationalists at Hankow 13: Premier Sir Abdul Muhsin of Iraq commits suicide 17: Stalin expels Bukharin from the Russian Communist Party 24: The Chinese revolt ends so the Chinese can fight the Soviets 26: A conflict between Flemish and French speakers in Belgium leads to the overthrow of Prime Minister Henri Jaspar 30: The Allies evacuate the second occupation zone in the Rhineland	18: Vladimir Zworykin demonstrates the “kinescope,” an early type of television
1929 Dec	6: The British viceroy meets with native leaders in India to discuss granting India dominion status 6: President Hoover sends Marines to Haiti to help impose martial law to end the revolt there 21: The Soviet Union celebrates Joseph Stalin's 50th birthday 22: China and the USSR reach a truce ending the Manchurian fighting	
1929 General and Unspecified		The luxury Model J Duesenberg is introduced The first model home trailer is introduced Grumman Aircraft is founded Commercial airlines in the US fly 30 million miles this year The Blattnerphone, the world's first tape recorder, is invented The new electronic phonograph begins making wind-up record players obsolete Hermann Oberth suggests that giant orbiting mirrors could be used to light the nighttime side of Earth Felix Wankel patents his rotary engine, but it doesn't become practical until the 1950s Boron carbide is discovered Hans Berger invents the electroencephalogram (EEG) Edwin Hubble discovers that the universe is expanding

CRIME & PUNISHMENT

ARTS & ENTERTAINMENT

LIFE & TIMES

YEAR

	14: The Philadelphia Athletics beat the Chicago Cubs in the World Series	24: Black Thursday: the stock market begins to crash. Nearly 13 million shares are traded as the market rallies to close slightly up by day's end. 28: On a passenger flight in Florida, Mrs. T.W. Evans becomes the first woman to give birth in the air 29: Black Tuesday: the stock market crashes, sending the US and world economy into a tailspin and precipitating the Great Depression. 16 million shares are traded at a total value loss of approximately \$10 billion — twice the amount of US currency in circulation at the time, and roughly equivalent to what the US spent fighting the Great War. (Some estimates peg the loss at \$30 billion.)	1929 Oct
	8: In New York City, the Museum of Modern Art opens 12: Grace Kelly is born 20: Andre Breton presents the first Salvador Dali exhibit in Paris	5: James Walker wins re-election as Mayor of New York 11: A new selling rush causes stocks to keep falling 18-19: Richard Byrd and Bernt Balchen overfly the South Pole 29: Richard Byrd ends his air survey of Antarctica	1929 Nov
11: A riot at New York's Auburn Penitentiary results in the deaths of eight prisoners	10: Thomas Mann wins the Nobel Prize for Literature 31: Guy Lombardo and the Royal Canadians play <i>Auld Lang Syne</i> for the first time	15: Archaeologists discover a cave in China with human-like bones believed to be 400,000 years old	1929 Dec
After Tom Brimer, a Good Humor franchiser, refused to pay protection money, Chicago gangsters blow up eight of his trucks. The resulting publicity leads to a windfall for Brimer. Nucky Johnson, gang boss of Atlantic City, hosts a major organized crime "conference" there that is one of the first steps to establishing a national crime syndicate. Notables in attendance include Al Capone, Jake Guzik, Abe Bernstein of the Purple Gang, Moe Dalitz, Frank Costello, Lucky Luciano, Meyer Lansky, Johnny Torrio, Dutch Schultz, Joe Adonis, and Albert Anastasia. Old-time mafiosi like Joe Masseria aren't invited. "Legs" Diamond and Charles Enratta shoot Red Cassidy in the Hotsy Totsy Club on Broadway. They go into hiding. Later they kill several witnesses, which persuades the rest of the witnesses to disappear. However, in the interim Dutch Schultz took over Diamond's territory, precipitating a gang war.	The "Harlem Renaissance" is in full swing Notable literature of the year: <i>A Farewell To Arms</i> , by Ernest Hemingway; <i>The Sound And The Fury</i> , by William Faulkner; <i>Look Homeward, Angel</i> , by Thomas Wolfe; <i>All Quiet On The Western Front</i> , by Erich Maria Remarque The characters Popeye and Buck Rogers first appear in the comic strips By this year, "talkies" have completely replaced the silent film	New York City says the average working girl earns \$33.50 for a 50-hour work week Coco Chanel dominates the fashion world 71% of US families earn less than \$2,500, which experts generally consider the minimum necessary for a "decent standard of living." 513 Americans have incomes of \$1 million or more; twelve have incomes of \$5 million or more. The US has 20 million telephones, twice as many as the rest of the world combined Nestle Colorinse, the world's first at-home hair coloring product, is introduced General Mills is created General Foods is created Seven-Up is introduced A&P now has nearly 16,000 grocery stores across the US The term "apartheid" is first used in South Africa The Milam Building, the first office building air conditioned throughout, opens in San Francisco The British colonial government sets aside a 900 square mile lion sanctuary, the beginnings of Serengeti National Park, after professional hunters complain that people are driving Model T Fords into the bush to hunt the great cats	1929 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1930		
1930 Jan	5: Stalin collectivizes Russian farms, creating agricultural cooperatives 17: The USSR sends battleships through the Dardanelles in violation of the Lausanne Convention 23: Wilhelm Frick, a Nazi, becomes the first member of his party to take political office in Germany when he becomes Minister of the Interior for Thuringia 25: The New York Police Department breaks up a Communist rally at Town Hall 28: Miguel Primo de Rivera resigns as dictator of Spain 30: The US, Great Britain, France, Japan, and Italy meet in London to discuss naval fleet reduction	15: Amelia Earhart sets an air speed record for women, 171 miles per hour 20: Charles Lindbergh sets a cross-the-US flight speed record of 14.75 hours 20: Edwin “Buzz” Aldrin is born 31: The US Navy releases a glider from a dirigible, but never follows up on the idea of an aerial aircraft carrier
1930 Feb	6: At the naval disarmament conference, US Secretary of State Stimson insists that the US have parity with Great Britain — 15 battleships	18: Clyde Tombaugh discovers the planet Pluto
1930 Mar	1: Reports indicate that many Russians are fleeing to Poland to avoid farm collectivization 8: William Howard Taft dies 12: Mohandas Gandhi begins his “salt march” to the sea to protest the salt monopoly law in India 16: Miguel Primo de Rivera dies 21: France walks out of the naval disarmament conference 24: The US Senate increases tariffs 28: Turkey re-names Constantinople as Istanbul, and Angora as Ankara	
1930 Apr	5: Gandhi reaches the sea and begins making salt in defiance of British law 16: Rioting wracks India; British police fire on a mob of 10,000 Indians. On the 23rd, riots start in Peshawar; the British shoot 20 Indians after three Britons are killed 16: In north China, rebels under the command of Gen. Yen Hsi-chan begin a new offensive against the Nationalist government of Chiang Kai-shek. By the 23rd, the northern forces have pushed Chiang’s army south of the Yellow River. 21: The US, Great Britain, France, Japan, and Italy sign the London Naval Treaty, which imposes various limitations on navies	9: Bell Labs and AT&T demonstrate the world’s first two-way videophone 11: Scientists predict mankind will reach the Moon by 2050
1930 May	4: In India, British authorities arrest Mohandas Gandhi. On the 8th, mobs swarm through Bombay in protest. Riots continue throughout India for the rest of month. 17: The Young Plan for war reparations takes effect 22: France gives Syria a constitution	13: France creates an air mail link with Brazil American Airlines is founded The first airline stewardesses take to the skies on United Airlines
1930 June	8: Prince Carol becomes King Carol II of Romania 17: President Hoover signs the heavily protectionist Smoot-Hawley Tariff, which has the primary effect of worsening America’s economic condition 21: 500 Indians suffer injuries as the British break up a mob in Bombay 28: A mob of 1,000 Communists attack a consulate in London, but are routed 30: France evacuates the Rhineland five years ahead of schedule	
1930 July	10: Chinese Communist armies unite to attack Hankow 13: Turkish soldiers combat an uprising in Kurdistan. 16: President Hindenburg overrules the Reichstag to pass a German budget	7: The US begins constructing Boulder Dam
1930 Aug	1: New York police clash with Communists in Union Square 5: The US Army names Douglas MacArthur as Chief Of Staff 12: Persian soldiers begin helping the Turks fight the Kurds 12: The British drop bombs on several Indian villages as punishment for the Afrid rebels 25: The Peru military takes over in a coup, deposing President Leguia in favor of Col. Luis Cerro	5: Neil Armstrong is born

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
			1930
	1: Southern California beats Pittsburgh in the Rose Bowl 14: Albert Einstein and his wife have dinner at Charlie Chaplin's home	10: Plane tickets from New York City to the West Coast now cost \$159.92 22: Admiral Byrd maps an as-yet unexplored 15,000 square mile section of Antarctica 28: At Prohibition's tenth anniversary, the Metropolitan Life Insurance Company states that deaths from alcoholism among its policyholders are six times their pre-Prohibition rate	1930 Jan
13: Charles Evans Hughes becomes Chief Justice of the US Supreme Court after William Howard Taft resigns 10: A Chicago grand jury indicts 186 people in an enormous liquor smuggling scheme 26: Tom Reina, a partner of Joe "The Boss" Masseria, is killed in the Castellammarese War	5: Sonja Henie wins her fourth world amateur singles ice skating championship Greta Garbo's first talkie, <i>Anna Christie</i> , is released <i>Fortune</i> magazine begins publication	3: The number of US citizens with incomes over \$1 million is reported to have increased 40% in 1928 3: An earthquake hits New Zealand, killing 800 and leaving 66,000 homeless 26: New York City begins installing traffic lights in Manhattan to protect pedestrians. The lights have only red and green; amber ("slow down") lights are judged "ineffective."	1930 Feb
17: In Philadelphia, the authorities release Al Capone from jail 26: Sandra Day O'Connor is born	2: D.H. Lawrence dies 22: Stephen Sondheim is born	3: Floods inundate southwest France, killing at least 200 5: In Springfield, Massachusetts, individually-packaged frozen foods go on sale for the first time 31: Hollywood formally adopts the Production Code, which strictly censors violence, sex, and other subjects in films for 30 years	1930 Mar
21: A fire in a badly overcrowded prison in Ohio kills 355 inmates. On the 28th, the prisoner revolt, and authorities bomb the prison.	1: The Marlene Dietrich film <i>Blue Angel</i> premieres in Germany 6: <i>The Will Rogers Program</i> makes its debut on CBS radio	4: Congress votes \$300 million for road construction 18: A church fire in Romania kills 144 19: A plane crash in Los Angeles kills 16	1930 Apr
	17: Gallant Fox wins the Kentucky Derby 30: Billy Arnold wins the Indianapolis 500 with an average speed of 100.4 miles per hour 31: Clint Eastwood is born	6: An earthquake hits Burma, killing 6,000 and destroying the village of Pegu	1930 May
1: Three gangsters are machine gunned to death at the Fox Lake Hotel 50 miles outside Chicago. 9: In Chicago, reporter Jake Lingle, who's secretly associated with the Capone mob, is murdered, probably by the Bugs Moran gang 13: Authorities in Miami arrest Al Capone on perjury charges	20: Bobby Jones wins the British Open	7: The <i>New York Times</i> begins capitalizing the word "Negro" 20: Six mountaineers climb Jongsong in the Himalayas, making it the largest mountain scaled by man so far 22: Charles and Anne Lindbergh have a son 27: Electrical storms hit New England, killing 51	1930 June
	7: Arthur Conan Doyle dies Gallant Fox becomes only the second horse ever to win the Triple Crown 12: Bobby Jones wins the US Open Uruguay defeats Argentina to win the first World Cup soccer tournament	1: Northland Transportation Co. changes its name to Greyhound Company and extends bus service across the US 3: Congress creates the Veterans Administration 11: A heat wave hits Chicago, killing 11 people 23: An earthquake kills 2,500 in Naples, Italy	1930 July
Peter "the Clutching Hand" Morello, a feared killer working for Joe "The Boss" Masseria, is killed during the Castellammarese War	9: The first Betty Boop cartoon, <i>Dizzy Dishes</i> , premieres 25: Sean Connery is born 26: Lon Chaney dies Babe Ruth has a higher income than President Hoover	In early August, Judge Joseph Crater of New York disappears. He's never seen again, and his vanishing act becomes one of the twentieth century's enduring mysteries.	1930 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1930 Sept	1: Hungarian Communists march in Budapest, leading to a clash with police that kills two and wounds 275 2: The Chinese rebels under Gen. Yen Hsi-chan form a government in Peking 6: General José Uriburu of Argentina seizes power in a military coup 14: The Nazi Party is now the second largest in Germany 24: The Soviet Union executes 48 people for plotting a revolt 30: President Hindenburg of Germany requests dictatorial powers	1: Thomas Edison tests the first electric train in the US; it runs between Hoboken and Montclair, NJ 2: French aviators finish the first Paris to New York flight in 37 hours, 18 minutes
1930 Oct	8: Pursuant to the naval disarmament treaty, the US Navy scraps 49 ships 14: A fascist coup in Finland fails 22: Chinese rebels in Shanghai kill 8,000 people 26: Gertulio Vargas becomes president of Brazil following a revolt 28: Saya San, a monk, is declared king of Burma. The British soon quash his revolt.	5: In France, the British dirigible R101, at the time the largest in the world, crashes, killing 54 people, including two prominent British government officials 10: Three airlines merge to form TWA
1930 Nov	2: Haile Selassie (formerly Ras Tafari) becomes Emperor of Ethiopia 12: In London, the British and Indians begin discussing dominion status for India 14: Rightist assassins try, and fail, to kill Premier Hamagushi of Japan, but he dies six months later of his wounds 15: Strikes and riots beset Madrid 30: The Nazis win the Bremen municipal elections	
1930 Dec	1: The authorities use tear gas to break up a Communist protest at the Capitol 8: Indian nationalists assassinate Gen. Normal Simpson in India 12: Revolution begins in Spain. On the 16th, labor calls a general strike in support. 12: The last Allied troops evacuate the Saar 22: The Soviet Union takes direct control of its food supplies so that it can use access to food as a way to motivate workers	12: Karl Landsteiner wins the Nobel Prize for Medicine for his work identifying blood groups 19: Amelia Earhart becomes the first pilot to carry a passenger in an autogyro
1930 General and Unspecified	A major drought affects the US, causing President Hoover to urge credit businesses to provide relief. The government allocates over \$120 million for relief. Kurdish revolts in Persia and Iraq fail, in part because Great Britain aids the Iraqi govern- ment	The Adler Planetarium, featuring a projector designed by Carl Zeiss, opens in Chicago Biologists view the human egg cell through a microscope for the first time Frank Whittle of England patents the jet engine, though no aircraft flies under jet power until 1939 Polystyrene and polyvinyl chloride are introduced Otis Barton invents the bathysphere Thomas Midgley, Jr. discovers freon The first house trailer is exhibited at the Detroit Automobile Show; by 1936, 160,000 of them will be on the roads

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
		3: A hurricane hits Santo Domingo, killing 1,200 5: Two Americans complete a 7,180-mile trip driving a Model A from New York to Los Angeles and back... all in reverse 9: The US restricts immigration 21: Archaeologists in Ecuador discover Inca treasures worth an estimated \$15 million	1930 Sept
In Chicago, gunmen working for Al Capone kill Joseph Aiello, one of his main competitors for control over the underworld. The police remove 59 bullets from Aiello's body "Legs" Diamond kills two of Dutch Schultz's men, then survives a counter-attempt on his life a few days later	14: The musical <i>Girl Crazy</i> opens on Broadway 20: The Sherlock Holmes radio shows starring William Gillette debut	3: The discovery of vast new oil fields in Rusk County, Texas causes world oil prices to drop. This year world oil consumption reaches 16 billion gallons. 23: President Hoover announces the Committee for Unemployment Relief to help combat the effects of the Depression	1930 Oct
5: In the Bronx, a feared hitman known only as "Buster from Chicago" kills Alfred Mineo and Steve Ferrigno, two of Joe "The Boss" Masseria's chief men 20: The US government creates a \$5 million federal fund for combatting gangsters	17: After winning the Grand Slam, Bobby Jones retires from golf	9: An elephant stampede in London injures 50 people 28: A rain of mud, later determined to have been caused by an African sandstorm, strikes Paris 30: Labor leader Mother Jones dies	1930 Nov
	12: Sinclair Lewis wins the Nobel Prize for Literature	5: A mysterious, poisonous fog in Belgium kills dozens and sickens 300	1930 Dec
John Mirabella and two other hitmen kill radio reporter John Buckley, whose reports against the Mafia in Detroit have angered the mob The US government forms the Federal Bureau of Narcotics	Notable literature of the year: <i>As I Lay Dying</i> , by William Faulkner; <i>The Maltese Falcon</i> , by Dashiell Hammett; <i>Bring 'Em Back Alive</i> , by Frank Buck; <i>Destry Rides Again</i> , by Max Brand; <i>It Walks By Night</i> , by John Dickson Carr; <i>Charlie Chan Carries On</i> , by Earl Derr Biggers Ansel Adams publishes his first photo collection, <i>Taos Pueblo</i> Grant Wood paints <i>American Gothic</i> Ludwig Mies van der Rohe becomes director of the influential Bauhaus School in Germany	The Great Depression sets in around the world. Production drops, trade drops, unemployment rises. The US jobless total reaches four million; more than 1,300 US banks close during 1930. US population: 122.7 million 100,000 Americans register for drivers' licenses. The US now has 694,000 miles of paved road. Continental Baking Co. introduces the Hostess Twinkie (cost: two for five cents) and sliced Wonder Bread Mars, Inc. develops the Snickers candy bar The first true supermarket opens in Jamaica, Long Island The electric blanket is introduced Photoflash bulbs are introduced The Irish Sweepstakes begins; within five years it's the most popular lottery in the world Congress creates Carlsbad Caverns National Park Dutch elm disease begins killing elm trees in Cincinnati and Cleveland; in ensuing years it begins to spread across the US, often denuding entire cities of elm trees Poultry farmers in the Delmarva Peninsula breed the broiler chicken, transforming poultry from a seasonal food to a year-round one At Duke University in Durham, North Carolina, Dr. Joseph Rhine becomes director of the Parapsychology Laboratory, which scientifically tests phenomena such as ESP (a term Rhine coins)	1930 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1931		
1931 Jan	1: Nicaraguan rebels ambush and kill eight US Marines 1: Jorge Ubico takes power in Guatemala 2: The Panamanian government is overthrown 27: The British release Mohandas Gandhi from jail	13: The George Washington Bridge linking New York and New Jersey is completed 27: Francis Davis of the Pierce Arrow Motor Car Company patents the power steering system
1931 Feb	1: Gandhi orders that the civil disobedience campaign in India continue. On the 16th, Viceroy Lord Irwin meets with him for the first time. 20: Soldiers in Peru quash riots, killing 61 rebels	2: Austria becomes the first nation to deliver mail by rocket 5: Malcolm Campbell sets a land speed record of 245 miles per hour
1931 Mar	1: With the support of the Peruvian Navy, rebels in Peru overthrow the government 3: Indians win the right to make salt if they halt the civil disobedience campaign 11: The USSR outlaws the sale or importation of Bibles 25: Rioters in India kill 50 people and assault Mohandas Gandhi	
1931 Apr	6: Portugal declares a state of emergency in Madeira and the Azores after a failed military coup 14: As the Sandino rebels advance on Puerto Cabezas, four Americans are killed 14: King Alfonso XIII flees from Spain, which becomes a republic 22: Egypt and Iraq sign a treaty of friendship 29: The king and queen of Siam visit the White House 30: Rebels led by Gen. Chan Chai-tong revolt against the Nationalist government and seize Canton and Kwantung province	
1931 May	11: Eleven cities in Spain come under martial law to stop revolutionary fighting 19: The USSR announces its second Five-Year Plan 31: Pope Pius XI denounces the Fascists in Italy	28: Auguste Picard sets a ballooning altitude record of 52,462 feet
1931 June	8: Spanish revolutionaries lynch the mayor of Madrid 24: Afghanistan and the USSR sign a neutrality treaty	
1931 July	6: Several nations sign a moratorium on war debt 9: President Hindenburg meets with Adolf Hitler in Berlin 17: Chinese rebels begin a move to capture Tientsin 26: Under pressure from rebels, President Carlos Ibanez of Chile resigns 31: Chiang Kai-shek defeats the Communists in northern China	2: Wiley Post and Harold Gatty complete an around-the-world flight in a record time of 8 days, 15 hours, 51 minutes 30: Two aviators set an air distance record of 5,011 miles in 49 hours by flying from New York to Istanbul Two British physicists smash the atom
1931 Aug	1: Britain receives a £50 million loan from the US and France to cover its £100 million deficit 2: Communists burn the Cathedral of Christ the Redeemer in Moscow 24: France and the USSR sign a non-aggression pact 24: A military coup ousts the Ecuadoran government 28: Franklin D. Roosevelt proposes a 50% increase in income tax rates 29: Gandhi comes to London for a second conference on the future of India	8: The U.S.S. <i>Akron</i> , the first of two 785-foot long rigid dirigibles being produced by Goodyear for the US Navy, is christened 27: The Do-X, the world's largest airliner (able to carry 100 passengers), makes its first transatlantic flight, going from Germany to Amsterdam, Lisbon, Rio de Janeiro, Miami, and New York

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1931			
	1: Alabama beats Washington State in the Rose Bowl	20: Unemployment in Europe reaches a record high	1931 Jan
	8: James Dean is born 27: Joanne Woodward is born	3: An earthquake and typhoon hit New Zealand, killing hundreds	1931 Feb
31: The Scottsboro Boys, nine black youths, are charged with rape in Alabama	8: In Spain, soon to be famed matador Domingo Ortega makes his first appearance in the <i>corrida</i> 11: Rupert Murdoch is born 31: Knute Rockne dies in a plane crash	3: <i>The Star Spangled Banner</i> becomes the official US national anthem 19: The Nevada State Legislature votes to legalize gambling 31: An earthquake destroys Managua, Nicaragua and kills 1,100	1931 Mar
1: New York City police seize \$1 million worth of opium 11: Germany uncovers an alleged Communist spy network 15: Four gunmen working for Salvatore Maranzano — Vito Genovese, Albert Anastasia, Bugsy Siegel, and Joe Adonis — kill Joe “The Boss” Masseria at a restaurant on Coney Island, to which Masseria was lured by the clever and treacherous Lucky Luciano 26: “Legs” Diamond is murdered; no one knows exactly who did it, since he had plenty of enemies and none of them claim credit 27: Governor Franklin D. Roosevelt of New York orders a crackdown on organized crime			1931 Apr
30: Gunmen working for Dutch Schultz kill Peter Coll, brother of Schultz rival Vincent “Mad Dog” Coll	6: Willie Mays is born 6: The French Colonial Exposition, showcasing the wonders of the French Empire, opens in Paris 16: Twenty Grand wins the Kentucky Derby	1: The Empire State Building, the tallest building in the world until 1974, opens 2: Reports state that one divorce suit is filed in Reno, Nevada every two minutes	1931 May
8: In Long Beach, NY, the body of 25 year-old Starr Faithfull washes up on the beach dressed only in a silk dress. Letters referring to an intent to commit suicide are found some weeks later, but the cause of her death remains unresolved. 12: The government indicts Al Capone and 68 of his men for violating Prohibition laws. Capone is arrested on the 23rd. 23: Federal authorities arrest Dutch Schultz for tax evasion		14: An excursion boat on the Loire River sinks, killing 350	1931 June
2: Peter Kurten, the so-called Vampire of Dusseldorf who committed over a dozen murders in the 1925-30 period (and others before), is executed by guillotine in Germany 28: Vincent “Mad Dog” Coll earns his nickname when he tries to kill Joey Rao, one of Dutch Schultz’s men. He misses Rao, but kills one child and injures four more with his erratic submachine gun fire.		1: The first trans-Africa railway opens 14: The financial crisis causes one bank in Germany to fail, and all the others to close temporarily	1931 July
	8: Andy Warhol is born	3: A flood along the Yangtze River kills 200,000 to a million in China, and leaves millions more homeless 5: After three weeks, German banks re-open 30: A statue of Hadrian is discovered in Athens	1931 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1931 Sept	2: The King of Yugoslavia ends the dictatorship in that country 7: A Communist revolt in Chile ends 10: Street riots over Great Britain's new austerity program begin in London and continue throughout the month 13: A coup in Austria fails 14: The Invergordon Mutiny: British sailors on several ships ignore orders to protest pay reductions; it ends after two days when the government reduces the reductions 18: After provoking the "Mukden Incident," the Japanese seize a railroad in Manchuria, the first step to occupying the entire region within five months 21: Great Britain abandons the gold standard to stem the withdrawal of millions of pounds of gold from its banks	3: Chemists find the growth hormone in the pituitary gland 11: Jimmy Doolittle sets a cross-country air speed record by flying from California to Newark, NJ in 11 hours, 16 minutes 20: The submarine <i>Nautilus</i> makes a successful test dive beneath the Arctic ice
1931 Oct	11: Protests over pay cuts occur in London 18: The Nazis and their enemies clash in Germany; Hitler promises to maintain order 27: US Secretary of State Stimson arranges a temporary truce in Manchuria Lauro de Bosis flies solo over Rome to drop anti-fascist propaganda leaflets, but runs out of fuel to return to Corsica and crashes into the Mediterranean; neither he nor his plane are ever found	5: Pangborn and Herndon make the first non-stop flight over the Pacific, flying from Seattle to Tokyo in 41 hours 18: Thomas Edison dies
1931 Nov	7: Fearing a confrontation with the USSR, the Japanese stop pursuing Chinese forces after three days of fighting. On the 20th, the two opponents reject the peace terms proposed by the League Council. On the 28th, the Japanese halt their offensive. 15: The Nazi Party wins regional elections in Hesse, Germany 29: The Spanish government seizes large estates for land redistribution	2: DuPont announces it will sell synthetic rubber 2: The dirigible <i>Akron</i> flies over New York with a record 207 passengers and crew 8: Frederick Allison discovers halogen, the 85th element 10: Physicists discover the nature of the nucleus of the atom
1931 Dec	7: The authorities turn away hundreds of hunger marchers, led by Communists, from the White House 10: Niceto Zamora becomes president of Spain 11: Parliament passes the Statute of Westminster, which grants virtual sovereignty to the dominions of the British Empire and establishes the British Commonwealth 12: Chiang Kai-shek resigns as president of the Nanking government 12: Mohandas Gandhi is not allowed to meet with the Pope because he refuses to wear western-style clothing 28: The British-Indian conference ends unsuccessfully	8: Espenschied and Affel patent the coaxial cable
1931 General and Unspecified	A bloody conflict occurs between miners and mine owners in Kentucky India's planned capital, New Delhi, opens In Palestine, Avraham Tehomi founds the <i>Irgun Zvai Leumi</i> (National Military Organization), a group devoted to revolt against the British and fighting the Arabs using any means necessary, including terrorism Italy captures and kills Omar Mukhtar, ending the genocidal war against the Senussi of Libya	Harold Urey and his colleagues at Columbia University discover heavy hydrogen (deuterium) and heavy water Rickenbacker and his colleagues invent the electric acoustic guitar Truman Gray invents the photoelectric integrator, a calculating machine that solves math problems by converting them into beams of light

Pulp Hero ■ Chapter Two

CRIME & PUNISHMENT

10: In the “Night of the Sicilian Vespers,” Charles “Lucky” Luciano has Salvatore Maranzano killed. Five months previously, Maranzano had declared himself *capo di tutti capi* (Boss of All Bosses) after killing his rival Joe Masseria; Luciano objected to this because it interfered with his plan to create a national criminal syndicate. Breathless reporters and commentators later describe how “hundreds” of mobsters were murdered across the country as part of Luciano’s scheme, but experts believe the number of murders actually totaled maybe as many as three.

24: Al Capone is sentenced to prison for 11 years for tax evasion

9: An inquiry reveals that George Olvanys had an income of over \$2 million during his 4.5 years as Tammany Hall boss.
11: Meyer Lansky brings together the most powerful Jewish mobsters in the country, including Moe Dalitz, Bugsy Siegel, Louis “Lepke” Buchalter, and Jacob “Gurrah” Shapiro, for a meeting at the Franconia Hotel in New York City. At the meeting he convinces them that Lucky Luciano’s organization of the Italian mobs is the wave of the future, and that the Jewish mobs should throw in with them. As Siegel supposedly put it, “the yids and dagos would no longer fight each other.”

18 “Legs” Diamond is shot and killed in Albany, NY
In Chicago, mobsters led by Murray Llewellyn “the Camel” Humphreys, known as “the only Welshman in the mob,” kidnap Robert Fitchie, president of the Milk Wagon Driver’s Union, and obtain a \$50,000 ransom for his safe return

ARTS & ENTERTAINMENT

2: *15 Minutes With Bing Crosby*, the famed crooner’s first radio show, premieres on CBS

10: The St. Louis Cardinals beat the Philadelphia Athletics in the World Series
26: *Mourning Becomes Electra*, by Eugene O’Neill, opens on Broadway

Notable literature of the year: *The Good Earth*, by Pearl S. Buck
Notable music of the year: *Minnie The Moocher*, by Cab Calloway; *Mood Indigo*, by Duke Ellington
Notable films of the year: *City Lights*, starring Charlie Chaplin; *Frankenstein*, starring Boris Karloff; *The Public Enemy*, starring Jimmy Cagney; *Little Caesar*, starring Edward G. Robinson; *Dracula*, starring Bela Lugosi. Many US theaters begin showing double features to improve business.
Notable art of the year: Salvador Dali paints *The Persistence Of Memory*; Marc Chagall paints *The Trick-Riders*; the Abstraction-Creation art group forms
The comic strip *Dick Tracy* debuts as “Plain-clothes Tracy” in the *Chicago Tribune*

LIFE & TIMES

24: In New York City, the George Washington Bridge opens
New York City surpasses London in population

1: Divers find \$5 million in gold on a sunken Egyptian liner
8: A landslide closes the Panama Canal

8: President Hoover recognizes the US’s need for a public works program

The Depression continues to affect the US and world economies. Automobile sales in the US collapse, and 2,300 banks fail as unemployment exceeds 8 million. Clairol hair coloring is introduced
Miles Laboratories introduces Alka-Seltzer
In New York City, the Chrysler Building opens
The Jehovah’s Witnesses adopt that name

YEAR

1931 Sept

1931 Oct

1931 Nov

1931 Dec

1931
General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1932		
1932 Jan	2: Japan establishes the puppet government of Manchukuo in Manchuria, with the last Manchu emperor, Henry Pu Yi, as its puppet “Chief Executive” 4: Great Britain jails Mohandas Gandhi and outlaws his Congress Party 7: Chancellor Bruening says Germany won’t resume reparations payments 22: Spanish soldiers crush a Communist revolt in northern Spain 25: The USSR signs a non-aggression pact with Poland 25: As many as 30,000 Salvadorans die in an attempted Communist revolt 28: The Japanese attack Shanghai, occupying it by the 31st as fighting continues in Manchuria. The attack features the first major bombing of a civilian population in history.	26: The British submarine <i>M-2</i> sinks in the English Channel, killing 50 sailors 26: Ernest Lawrence patents the cyclotron
1932 Feb	2: Delegates from 60 countries attend arms talks in Geneva 8: Bulgaria announces that it won’t make its war reparations payments 10: 20,000 additional Japanese troops land in China for the occupation of Shanghai 11: Mussolini meets with Pope Pius XI 22: The Nazi Party chooses Adolf Hitler as its candidate for president of Germany 29: Finnish soldiers guard Helsinki from a fascist attack	27: James Chadwick discovers the neutron 28: Ford Motor Co. ceases production of the Model A
1932 Mar	7: Police fire on a riot at the Ford plant in Detroit, killing four and wounding 100 9: Eamon de Valera becomes president of the Irish Free State 21: The Chinese and Japanese in Shanghai sign a peace agreement	20: The <i>Graf Zeppelin</i> begins regularly-scheduled flights to South America 3: Automobile designer and racer Alfieri Maserati dies
1932 Apr	10: Paul von Hindenburg wins the presidency of Germany, defeating Adolf Hitler in a run-off election 13: Germany bans the Nazi SA and SS units 17: Emperor Haile Selassie outlaws slavery in Ethiopia 24: The British arrest 450 Indians for defying the ban on the Indian National Congress 27: The Chinese maintain control of Shanghai despite a 13-hour-long Japanese air raid	28: The first vaccine for yellow fever is announced
1932 May	7: French President Paul Doumer is assassinated; Albert Lebrun replaces him 8: Peruvian Communists seize two navy cruisers 15: Military extremists assassinate Premier Ki Inukai of Japan 19: The Irish Dail (Parliament) bans the Oath of Loyalty to Great Britain 20: Moderate Engelbert Dollfuss becomes premier of Austria 25: A fight between Nazis and Communists breaks out in the Prussian Diet hall, wrecking it 29: The so-called “Bonus Expeditionary Force” of 11,000 veterans comes to Washington, D.C. to demand bonus pay for serving in the Great War 30: Chancellor Bruening resigns in a dispute with President Hindenburg; the next day Fritz von Papen forms a new cabinet that excludes the Nazi Party	1: Two British scientists split the atom, gaining 60% more energy than they used 21: Amelia Earhart becomes the first woman to fly solo across the Atlantic
1932 June	4: A revolt overthrows the Montero regime in Chile 16: A conference on war reparations opens in Lausanne, Switzerland 16: The Von Papen government lifts the ban on the Nazi SA and SS. 17: As 10,000 veterans surround the Capitol, the Senate fails to pass the bonus bill 24: The Siamese army overthrows the absolute monarchy and pledges a constitutional government. On the 29th, the king signs a new constitution limiting the monarchy.	
1932 July	5: Antonio de Oliveira Salazar becomes dictator of Portugal 9: The Lausanne conference agrees to suspend Germany’s war reparation payments 17: Chiang Kai-shek begins a new campaign against the Chinese Communists; 10,000 people die in battle 18: Turkey joins the League Of Nations 20: Von Papen removes the premier of Austria and declares martial law 25: The USSR signs non-aggression pacts with Poland and Japan 28: US soldiers commanded by Gen. Douglas MacArthur and Major Dwight Eisenhower forcibly evict the “Bonus Expeditionary Force” from Washington, D.C. 31: The Chaco War begins as Paraguay and Bolivia dispute their border 31: The Nazi Party doubles the number of seats it holds in the Reichstag	
1932 Aug	4: Fighting between the Communists and the Nazis besets Berlin 10: The Zamora government of Spain quells an uprising, but only after the rebels take over Seville 16: Great Britain begins a new electoral scheme for India which grants limited voting rights to the untouchables 21: São Paulo is placed under martial law 30: Hermann Goering of the Nazi Party is elected president of the Reichstag 29: Chancellor von Papen refuses to give Hitler a seat in his cabinet 30: Ecuadoran rebels are defeated; 500 die in battle	13: In Rome, Guglielmo Marconi successfully tests the first short-wave radio 13: A German balloon reaches a record altitude of 17 miles. On the 18th, Swiss balloonist Auguste Piccard reaches a height of 10 miles

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1932			
2: Bombs explode in five US cities in a plot the authorities attribute to "anti-fascists" 2: Missouri authorities besiege the farmhouse of Harry Young and his brother; the two gunmen kill six officers. On the 5th, they shoot themselves to avoid capture. 12: Oliver Wendell Holmes, 90, resigns from the Supreme Court	1: Southern California beats Tulane in the Rose Bowl	12: Ophelia Caraway of Alaska becomes the first woman elected to the US Senate 14: The AFL estimates that unemployment affects 8.2 million Americans 22: The Reconstruction Finance Corporation is created to support American industry and create jobs	1932 Jan
1: Gunmen looking for Vincent "Mad Dog" Coll kill a woman and two Coll men in the North Bronx 9: Gunmen catch Vincent "Mad Dog" Coll in a drugstore telephone booth and submachine gun him to death 15: Benjamin Cardozo becomes an Associate Justice of the US Supreme Court	6: Francois Truffaut is born 7: Gay Talese is born 15: Sonja Henie wins her second gold medal at the Winter Olympics at Lake Placid, NY 18: Director Milos Forman is born 27: Elizabeth Taylor is born	2: An earthquake hits Cuba, killing 1,500 18: DeBeers announces that it's closing down its South African diamond mines	1932 Feb
2: The Lindbergh baby is kidnapped, touching off the most intense manhunt in US history	5: John Philip Sousa dies	7: Outside the Ford Motor Company's River Rouge plant in Detroit, private security officers shoot and kill four labor protesters 19: Australia opens the Sydney Harbour Bridge	1932 Mar
		13: The US budget deficit exceeds a peacetime record \$2 billion	1932 Apr
12: The body of the Lindbergh baby is found	2: Jack Benny's show debuts on the NBC Blue Network; his salary is a munificent \$1,400 per week 7: Burgoon King wins the Kentucky Derby	15: The liner <i>George Phillippe</i> burns near Marseilles, killing 50 16: Bombay Hindus and Moslems fight; hundreds die	1932 May
	3: Lou Gehrig hits four straight home runs 21: Jack Sharkey takes the heavyweight title from Max Schmelling 25: Gene Sarazen wins the US Open	4: An earthquake hits Mexico, killing 400 21: In the US, a tax of 1 cent per gallon of gasoline takes effect	1932 June
	22: Florenz Ziegfeld dies 30: The Summer Olympics begin in Los Angeles	21: Congress passes the Emergency Relief and Reconstruction Act 22: Congress passes the Federal Home Loan Act In the US, the first-class postage rate rises to 3 cents.	1932 July
	28: Bunol, Spain institutes an annual Tomato Throwing Festival to replace bullfighting, which it recently banned	22: US joblessness reaches 11 million 26: The US government temporarily halts the foreclosure of first-term home mortgages	1932 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1932 Sept	12: Chancellor von Papen dissolves the Reichstag after losing a vote of confidence 14: Germany leaves the Geneva disarmament conference 20: Gandhi begins a hunger strike to protest the new British separate electoral system for untouchables 22: Ibn Saud renames Hejaz and Nejd as Saudi Arabia 25: The Zamora government of Spain grants Catalonia self-rule 26: Nicaraguan soldiers and rebels engage in heavy fighting	1: Jimmy Doolittle sets an air speed record of over 300 miles per hour
1932 Oct	3: Iraq joins the League Of Nations as the British mandate there ends Rioting by the unemployed besets London	16: Einstein estimates the age of the Earth as 10 billion years
1932 Nov	1: Riots continue in London 6: The Nazis lose seats and the Communist gain several in the German election 8: Franklin Delano Roosevelt is elected President of the United States 10: Great Britain and France ask the US for debt relief as Greece and Hungary default on their debt payments 13: Paraguay claims to have killed 500 Bolivian soldiers in one battle 21: President Hindenburg offers Hitler a limited chancellorship; the Nazi leader refuses 29: The USSR signs a non-aggression pact with France	
1932 Dec	2: Kurt von Schleicher becomes Chancellor of Germany 2: Bolivia accepts Paraguay's terms for truce, temporarily ending the Chaco War	Carl Magee patents the parking meter
1932 General and Unspecified	Joseph Stalin engineers a famine in the Ukraine and the Caucasus by seizing food from, and denying supplies to, kulaks (wealthy peasants) who resist his collectivization plans; millions die The US promulgates the Stimson Doctrine, under which it refuses to recognize territorial gains obtained by force	Scientists working for EMI patent an electronic television camera The German firm Blaupunkt installs its first car radio, in a Studebaker Guglielmo Marconi discovers he can detect microwaves (high-frequency radio waves) The Sperry Gyroscope Company introduces an automatic pilot for civilian aircraft C.D. Anderson discovers the positron The sonic locator, which can measure the depth of water with sound waves, is invented Quinacrine (synthetic quinine), an effective treatment for malaria, is developed

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1: Facing various scandals and legal inquiries, Jimmy Walker resigns as mayor of New York City	29: The film <i>A Bill Of Divorcement</i> features the debut of Katherine Hepburn	9: The excursion liner <i>Observation</i> sinks in New York's East River, killing 37 14: A train crash in Algeria kills 120	1932 Sept
	2: The New York Yankees beat the Chicago Cubs in the World Series	19: Paleontologists find kangaroo bones in South Africa, once again raising the question of a possible "lost continent" The Zippo lighter goes on sale	1932 Oct
	7: <i>Buck Rogers</i> airs on CBS radio 29: In New York City, Cole Porter's <i>The Gay Divorce</i> premieres, featuring the hit song "Night And Day"	10: A hurricane hits Cuba, killing 1,000 28: Persia cancels the oil concession to the Anglo-Persian Oil Co.	1932 Nov
	10: John Galsworthy wins the Nobel Prize for Literature 27: Radio City Music Hall opens in New York City	23: Telephone service begins between the US and Hawaii 26: An earthquake hits China, killing 70,000 The Technocracy theory, proposing a new pricing system based on energy output, enjoys a brief period of popularity	1932 Dec
Energy magnate Samuel Insull of Chicago is indicted on various fraud charges pertaining to the failure of several of his businesses. He evades arrest for two years by fleeing the country, but is eventually captured, tried, and ultimately acquitted in 1934 and 1935. Chicago policemen severely wound mobster and Capone associate Frank Nitti, but he survives Congress begins passing a series of laws that greatly expand the jurisdiction of the Bureau of Investigation and that allow its agents to carry guns	Notable literature of the year: <i>Tobacco Road</i>, by Erskine Caldwell; <i>Death In The Afternoon</i>, by Ernest Hemingway; <i>Brave New World</i>, by Aldous Huxley; <i>The Case Of The Velvet Claws</i>, by Erle Stanley Gardner; <i>Little House In The Big Woods</i>, by Laura Ingalls Wilder Notable music of the year: <i>Brother, Can You Spare A Dime?</i>; <i>I'm Getting Sentimental Over You</i> Notable films of the year: <i>Tarzan</i>, starring Johnny Weismuller; <i>Dr. Jekyll And Mr. Hyde</i>, starring Frederick March; <i>A Farewell To Arms</i>, starring Gary Cooper; <i>Grand Hotel</i>, starring Greta Garbo Mars, Inc. introduces the Three Musketeers bar Bank Night (a lottery for money and/or prizes) becomes a popular feature used to attract patrons to movie theaters Pinball is introduced	The Rockefeller Center is under construction in New York City The average US weekly wage declines to \$17. Breadlines become common sights in many cities as 20,000 businesses and another 1,600 banks fail. US industrial production drops to one-third its 1929 total, and the US GNP sinks to half of what it was in 1929. The stock market reaches its lowest point, and agricultural prices fall to about 40% of what they were in 1929. Wages are about 60% what they were in 1929. Route 66 opens, linking Los Angeles and Chicago. It soon becomes known as the "Main Street of America," and thousands of people ruined by the Dust Bowl drought take it to go to California. Revlon is founded Frito corn chips are introduced Skippy peanut butter is introduced The Oriental Express establishes a new route, one closer to the original 1883 route The Netherlands finishes the Zuider Zee reclamation project	1932 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1933		
1933 Jan	2: Juan Sacasa becomes president of Nicaragua 2: The Irish Dail (Parliament) is dissolved. Eamon de Valera calls for new elections, and on the 28th, his faction wins. 3: The Japanese capture Shuangyashan, killing 500 5: Calvin Coolidge dies 10: The revolt in Spain continues and spreads to the south as Communists and anarchists join forces 30: Adolf Hitler becomes Chancellor of Germany	13: Auguste Piccard predicts that cosmic rays will one day power motors and light cities
1933 Feb	1: Hitler wins the dissolution of the Reichstag 2: Rebel leader Augusto Sandino meets with Nicaraguan President Sacasa 2: Hitler puts restrictions on German leftists 5: Javanese mutineers capture a Dutch battleship 6: Germany institutes press censorship 15: Giuseppe Zingara tries, and fails, to kill President-elect Roosevelt; Mayor of Chicago Anton Cernak is killed by Zingara's bullets 27-28: A mysterious fire destroys the Reichstag building in Berlin, though the library and reading room are saved. The Hitler government blames the fire on a Communist conspiracy.	25: The US launches the aircraft carrier <i>Ranger</i> from Newport News, Virginia 26: San Francisco begins building the Golden Gate Bridge
1933 Mar	1: Germany arrests hundreds of leftists 3: Japanese forces capture Cheng-teh 4: Premier Dollfuss of Austria dissolves the Parliament and bans public meetings 5: President Roosevelt orders a four-day "bank holiday" throughout the US to halt the massive wave of withdrawals that began in mid-February. Most banks re-open on March 13. 5: In Germany, the Nazis and their Nationalist allies win a Reichstag majority. On the 12th, President Hindenburg orders the Nazi banner and German flag flown side-by-side 20: To handle the massive number of recent arrests, Germany opens its first concentration camp at Dachau 23: The Reichstag grants Hitler dictatorial power 28: Germany bans Jews in business, schools, and the professions	24: Two British scientists create polyethylene
1933 Apr	1: Germany enforces its ban on Jewish merchants 5: The International Court awards Greenland to Denmark instead of Norway 14: Japan stages an anti-Jewish drive 19: Great Britain bans Soviet imports following the conviction of three Britons for espionage 19: President Roosevelt takes the US dollar off the gold standard 29: Cuban troops battle rebels at Santiago	3: Two British pilots fly over Mt. Everest 4: The dirigible <i>Akron</i> crashes off the New Jersey coast, killing 73 21: The <i>U.S.S. Macon</i> , sister dirigible to the <i>Akron</i> , makes its first flight
1933 May	2: Germany breaks up its trade unions, with the Nazis saying they'll be "reorganized" under Nazi management 8: Gandhi begins a hunger strike to protest the British treatment of the untouchables 18: Cuba masses troops in Havana 28: Germany confiscates the property of the Communist Party 31: Japan and China sign a truce that renders much of northern China neutral	
1933 June	12: President Roosevelt cancels the Smoot-Hawley Tariff 18: Hitler threatens to take away the children of parents who don't follow "the Nazi program" 19: Austrian Premier Dollfuss bans the Nazi Party	22: The Illinois Waterway opens; it links the Gulf Of Mexico with the Great Lakes via the Mississippi River

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1933			
21: Federal authorities want Dutch Schultz for tax evasion	13: Famed, multi-talented female athlete and Olympic champion Babe Zaharis scores 9 points in her professional basketball debut with the Brooklyn Yankees 30: <i>The Lone Ranger</i> radio program debuts on WXYZ in Michigan	22: Archaeologists discover the palaces of Darius and Xerxes in Persepolis, ancient capital of Persia Unemployment in the US reaches 15 million	1933 Jan
	17: Blondie Boopadoop marries Dagwood Bumstead in the comic strip <i>Blondie</i>	6: The US adopts the 20th Amendment, which reduces the presidential "lame duck" period 11: President Hoover creates the Death Valley National Monument park.	1933 Feb
		3: An earthquake and tidal wave hits Yokohama, killing 3,000 4: President Roosevelt states in his inauguration speech that "the only thing we have to fear is fear itself" 7: Charles Darrow invents and trademarks the board game Monopoly 10: An earthquake hits California, killing 123 12: President Roosevelt holds his first "fireside chat" 22: The US legalizes beer and wine 31: Congress creates the Civilian Conservation Corps (CCC) to relieve unemployment	1933 Mar
9: The Scottsboro Boys are convicted in a retrial; on the 10th, blacks riot on Broadway in protest		28: The Senate passes a farm relief bill The US experiences a beer shortage	1933 Apr
27: The Federal Securities Act takes effect	6: Broker's Tip wins the Kentucky Derby 27: Walt Disney releases the cartoon <i>The Three Little Pigs</i>	4: President Roosevelt asks employers to raise wages, on the theory that doing so will raise consumption and thus help the economy 10: The Nazis burn "un-German" books in front of Berlin University 18: The Tennessee Valley Authority is created 27: The World's Fair opens in Chicago The Agricultural Adjustment Administration (AAA) is established to pay farmers to reduce their production of staple crops, thus increasing prices	1933 May
17: A group of gangsters, possibly including Pretty Boy Floyd, machine gun crook Frank Nash and four cops to death in front of Union Station in Kansas City. Allegedly the attack was an attempt to rescue Nash, but may have been to prevent him from testifying about political corruption in Kansas.	1: Charlie Chaplin secretly marries Paulette Goddard 6: The world's first drive-in movie theater opens in Camden, NJ	16: Congress creates the Federal Deposit Insurance Corporation (FDIC) 23: Thanks to the Roosevelt Administration's lavish spending, 1.6 million jobs have been created in the US since March	1933 June

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1933 July	3: Germany begins removing Jews from civil service jobs 4: Great Britain sentences Gandhi to one year in prison 14: Germany outlaws all political parties other than the Nazis 20: Nazis in Nuremburg round up 300 Jews 26: Germany announces a new sterilization law for Germans suffering from certain mental or physical diseases 27: An international economics conference in London ends in failure	20: The Japanese demonstrate a machine gun with a firing rate of 1,000 rounds per minute 22: Wiley Post sets a record for flying around the world at seven days, 19 hours 24: In Baltimore, Maryland, Dr. W. F. Reinhoff performs the first successful lung removal operation Italian aviator and ardent fascist Italo Balbo leads 24 planes on a flight across the North Atlantic; they finally land in Chicago to great acclaim
1933 Aug	2: Nicaragua declares martial law 13: The revolution in Cuba overthrows the Machado regime; President Roosevelt sends warships to Cuba to protect American citizens 18: A border conflict between Syria and Iraq results in the death of 600 25: Italy and the USSR agree on a non-aggression pact 23: The British release Gandhi from jail to end his hunger strike 29: Reports confirm that the Nazis are sending thousands of Jews to concentration camps	30: Air France is founded
1933 Sept	5: An army junta takes over Cuba 6: Austria deploys soldiers on the German border 18: Ghazi I becomes king of Iraq following the death of his father, Feisal I	8: Work begins on the Grand Coulee Dam, which will become the largest concrete structure ever built
1933 Oct	3: Austrian Premier Dollfuss is shot by a Nazi, but survives 12: Unrest and military mutinies beset Siam 14: Germany gives two-year notice of withdrawal from the League Of Nations and demands equality of armament 27: Arab riots over Jewish immigration to Palestine result in over 20 deaths	17: Einstein moves to Princeton, NJ
1933 Nov	8: King Nadir Shah of Afghanistan is assassinated; his son Mohammed Zahir Shah becomes king 10: Austria imposes martial law 17: The US formally recognizes the USSR	
1933 Dec	1: Nazi storm troopers are made an official body of the Third Reich 9: 42 die as Spain quells an anarchist uprising 20: Germany plans to sterilize 400,000 Germans due to their “hereditary defects”	
1933 General and Unspecified	In Iraq, Assyrian Christians are massacred Frances Perkins becomes Secretary of Labor, making her the first woman ever to serve in the US cabinet	All-metal planes now being designed and tested The US Army invents the first walkie-talkies Edwin Armstrong develops FM radio broadcasting Ernst Ruska creates the first electron microscope more powerful than conventional microscopes, with a magnification of x12,000

Pulp Hero ■ Chapter Two

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1: The Department of Justice creates the Division of Investigation, which includes the Bureau of Prohibition for which Prohibition Agents work 22: In Oklahoma City, George “Machine Gun” Kelly and his gang kidnap Charles Urschel, for whom they receive a \$200,000 ransom. They’re later caught and convicted for the crime.		5: Germany assigns Fritz Todt to build its comprehensive autobahn highway system 17: The National Industrial Recovery Act (NRA), which allocates \$3 billion for US economic recovery, takes effect. The Act also guarantees higher wages or shorter hours for workers. The blue eagle symbol of the NRA begins appearing on businesses and publications throughout the nation. 28: The singing telegram is introduced	1933 July
		1: 20,000 Boy Scouts gather at Budapest for the fourth Jamboree 3: The first Mickey Mouse Watch goes on sale	1933 Aug
3: Aborigines in Arnhem Land, Australia murder five Japanese people and a policeman	10: <i>The Jimmy Durante Show</i> premieres 25: Ring Lardner dies	5: A hurricane hits Texas, killing 32 25: A storm destroys the Mexican port of Tampico, killing hundreds President Roosevelt unveils new programs to feed and clothe the poor	1933 Sept
12: Alcatraz becomes a federal maximum security prison 18: A 2,000-man mob in Maryland lynches a black man accused of raping a white woman	7: The New York Giants beat the Washington Senators in the World Series <i>Esquire</i> magazine begins publication		1933 Oct
14: The federal government begins investigating Nazi propaganda in the US		7: Fiorello LaGuardia is elected mayor of New York City 8: President Roosevelt creates the Civil Works Administration (CWA) to create jobs via federal spending	1933 Nov
Irving “Waxey Gordon” Wexler, a major Mafia bootlegger in the New Jersey-New York area, is convicted of income tax evasion based on information secretly supplied to the government by Lucky Luciano and Meyer Lansky		5: Prohibition ends in the US with the ratification of the 21st Amendment, which repeals the 18th Amendment	1933 Dec
	Notable literature of the year: <i>Lost Horizon</i>, by James Hilton; <i>God’s Little Acre</i>, by Erskine Caldwell; <i>Anthony Adverse</i>, by Hervey Allen. The US lifts the ban on James Joyce’s novel <i>Ulysses</i>. Notable films of the year: <i>She Done Him Wrong</i>, starring Mae West (featuring the famous line, “Come up and see me sometime”); <i>42nd Street</i>; <i>The Invisible Man</i>, starring Claude Rains; <i>The Three Little Pigs</i>, by Walt Disney; <i>King Kong</i>, starring Fay Wray; <i>Little Women</i>, starring Katherine Hepburn; <i>Duck Soup</i>, starring the Marx Brothers; <i>Henry VIII</i>, starring Charles Laughton Tens of thousands of artists begin emigrating from Germany; the creativity drain will continue throughout the 1930s Jimmy and Tommy Dorsey form their jazz orchestra Germany orders books by Jewish and non-Nazi authors burned; it also suppresses Modern Art in favor of Realism	Many people now regard air travel as safe and practical, whereas just a few years ago they regarded it as the province of thrill-seekers and the wealthy The CCC employs thousands of people in jobs to restore and protect America’s natural resources, build roads, and the like. US unemployment has reached 15 million. Ritz Crackers are introduced Campbell’s Chicken Noodle Soup is introduced The discovery of the Steinheim skull leads anthropologists to reject the theory that Neanderthal Man is the precursor of modern humanity	1933 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1934		
1934 Jan	3: In Chamonix, France, promoter Serge Stavisky commits suicide. This exposes a fraud that implicates some members of the government, prompting accusations by both rightists and leftists and sparking riots in Paris in February. The establishment of a new coalition government eventually averts the possibility of civil war. 6: War between Paraguay and Bolivia resumes as League mediation fails 26: Germany signs a non-aggression pact with Poland	
1934 Feb	6: Riots in Paris leave 17 people dead 9: Turkey, Greece, Romania, and Yugoslavia sign the Balkan Pact 12: Premier Dollfuss suppresses a Socialist revolt (over 1,000 people die) and purges the Austrian government, killing 129 Socialists 16: 5,000 Communists and Socialists start a brawl at a rally at New York City's Madison Square Garden 17: A mountaineering accident claims the life of King Albert of Belgium; Leopold III takes the throne 17: Austria imposes martial law 22: Nicaraguan soldiers lure rebel leader Augusto Sandino to a "meeting," where they kill him 28: The puppet ruler Pu Yi is crowned Emperor of Manchukuo by Japan	
1934 Mar	12: Prats becomes dictator of Estonia 27: In Kansas City, two people die in a local elections dispute as men stalk the street armed with guns 24: The US promises the Philippines freedom by 1946 28: Chancellor Dollfuss of Austria orders people to stop joking about his height	21: Germany begins building a vast new highway system
1934 Apr	8: Nazi sympathizers rallying in support of Hitler in New York City clash with police 15: Bolivia reports killing 1,000 Paraguayan soldiers in a major battle 20: 6,000 Parisians riot for jobs 23: The Berlin police ban astrology and fortunetelling 25: Spain declares martial law 30: Austria gives Dollfuss dictatorial powers	3: Jane Goodall is born 24: Laurens Hammond patents the first organ that works without pipes or reeds
1934 May	3: Saudi Arabia invades Yemen 17: A Nazi rally at Madison Square Garden attracts 20,000 supporters 19: A fascist coup takes over Bulgaria 21: A mob of 1,000 people attack a Nazi rally in New Jersey 24: The latest offensive in the Chaco War involves 60,000 soldiers; a battle near Fort Bolivian leaves 6,000 dead 29: President Roosevelt annuls the Platt Amendment, ending the US's right to intervene in Cuba	
1934 June	11: The Geneva disarmament conference concludes, having accomplished nothing 14: Germany announces that it will stop paying its foreign debts 21: The Chaco War continues with 80,000 soldiers now involved 23: Italy effectively conquers Albania 27: Yemen signs a peace treaty ending the Desert War with Saudi Arabia 30: <i>The Night of the Long Knives</i>: Hitler uses the Gestapo to purge Germany and the Nazi Party of his political enemies he claimed were preparing a revolt, including former comrade Ernst Rohm. The purge weakens the SA (storm troopers).	

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1934			
28: John Dillinger is captured in Arizona	1: Columbia defeats Stanford in the Rose Bowl 5: The American and National Leagues agree to use the same size baseballs 26: The Apollo Theater in Harlem opens under new management	31: President Roosevelt devalues the dollar to 59.6 cents Francis E. Townsend announces his Townsend Old Age Revolving Pensions plan to stimulate the economy, which attracts considerable interest	1934 Jan
17: Indiana sentences John Dillinger to 20 years in prison	1: In New York City, a Georgia O'Keefe retrospective opens 5: Hank Aaron is born 11: Vladimir Horowitz solos with the New York Philharmonic Orchestra	3: The Nazis rewrite the Psalms to modify references to the Jews 27: Ralph Nader is born	1934 Feb
3: John Dillinger escapes from jail using a pistol. On the 31st, the police lay a trap for him, but he uses a submachine gun to shoot his way free. 17: In New York City, 5,000 blacks protesting the Scottsboro Boys verdict clash with police 22: In Cicero, Illinois, "Shotgun" George Ziegler is killed, either by Al Capone's men or Ma Barker's gang		14: A train explosion in Salvador kills 250	1934 Mar
1: In Grapevine, Texas, Bonnie and Clyde murder two policemen 23: John Dillinger escapes two posses near St. Paul, Minnesota, killing two policemen and wounding five 23: In Wisconsin, George "Baby Face" Nelson murders FBI agent H. Carter Baum, saying, "I know you bastards wear bulletproof vests so I'll give it to you high and low"		6: The Ford Motor Co. now offers white-wall tires as an option; they cost \$11.25 per set 18: The Washeteria, one of the first laundromats, opens in Fort Worth, TX 21: 40,000 people attend the first Soviet fashion show in Moscow 29: The exiled Panchen Lama announces his plans to return to Tibet	1934 Apr
18: President Roosevelt signs six anti-crime bills, including the death penalty for kidnapping 23: Bonnie and Clyde are killed by a police ambush near Shreveport, Louisiana	5: Cavalcade wins the Kentucky Derby	11: A vicious dust storm affects the western and southern US; the dust reaches New York City, where it dims the lights for five hours. The dust storms, drought, and related conditions in Texas, Oklahoma, Kansas, and Colorado create the "Dust Bowl," forcing many "Okie" and "Arkie" farmers to emigrate. Experts believe the dust storms derive from improper plowing during the Great War, when many farmers planted extra acres to cash in on high wheat prices. 28: The Dionne Quintuplets are born in Callendar, Ontario, Canada	1934 May
6: Congress creates the Securities And Exchange Commission A \$10,000 reward is offered for John Dillinger	10: Congress creates the Federal Communications Commission (FCC) 13: Max Baer defeats Primo Carnera to take the world heavyweight title	3: The Vatican condemns the Nazis for encouraging cremation 4: President Roosevelt asks Congress for \$525 million for drought relief 8: President Roosevelt outlines his goals for his "New Deal" program: jobs; a "financial cushion" for the aged; and security for home ownership 15: The US dedicates the Great Smoky Mountain National Park 19: The US establishes the Federal Communications Commission 28: Congress creates the Federal Housing Administration	1934 June

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1934 July	3: Okada becomes premier of Japan 9: Germany puts Heinrich Himmler, Commander-in-Chief of the SS, in charge of its concentration camps. The SS assumes duties formerly delegated to the SA. 25: Austrian Nazis assassinate Chancellor Dollfuss 26: Mussolini moves 48,000 soldiers to the Austrian border A dockyard strike turns into a general strike that paralyzes San Francisco. The strike ends on the 19th.	4: Marie Curie dies 9: American Airlines now offers sleeper service on flights between New York City and Chicago. 9: Responding to charges of corruption by airmail delivery companies, President Roosevelt cancels all the airmail contracts and orders the US Army to deliver airmail
1934 Aug	2: President Hindenburg of Germany dies; the army swears allegiance to Hitler, who takes the presidency 9: Gen. Chiang Kai-shek takes command of the Chinese army to crush a Communist revolt 15: The US Marines finally leave Haiti after nearly 20 years	16: William Beebe descends to a record 3,000 feet in a bathysphere
1934 Sept	18: The USSR joins the League Of Nations 24: The Bolivian army kills 1,400 Paraguayans at Algodonal The Nazis stage an enormous rally at Nuremberg	1: Roscoe Turner flies from Los Angeles to New York in just over 10 hours, a new record
1934 Oct	7: Spanish forces bring an end to the Catalanian secession 8: 52 soldiers are killed when a revolt hits Madrid 9: While visiting Marseilles, King Alexander of Yugoslavia is murdered by a Croatian gunman 12: Johan Pommer, Archbishop of Riga, is murdered 16: The Chinese Communists under Mao Tse-tung abandon their base in Kiangsi and begin the Long March to the north	4: Enrico Fermi measures the speed of a neutron
1934 Nov	6: The Democrats win big in midterm elections, indicating strong public support for President Roosevelt's "New Deal" program 13: Von Ribbentrop admits Germany is re-arming itself in violation of the Versailles Treaty 17: Paraguay captures 10,000 Bolivian soldiers. On the 28th, President Salamanca of Bolivia is overthrown. 25: President Mustafa Kemal of Turkey receives the title "Ataturk"	1: The new Union Pacific diesel train can make it from Los Angeles to New York in 14.5 hours 9: Carl Sagan is born
1934 Dec	1: Sergei Kirov, an aide to Stalin and head of the Communist Party of Leningrad, is murdered in that city. Stalin uses the event as an excuse to purge more than 100 political enemies and rivals immediately. Ultimately this leads to the Great Purge (see September, 1936). 5: Italian and Ethiopian troops clash on the border of Ethiopia and Italian Somaliland 16: Bulgaria arrests 540 alleged Communist conspirators	2: The US Army develops a new tank that can go 60 miles per hour 7: Aviator Wiley Post discovers the jet stream
1934 General and Unspecified	Sir Oswald Mosley's British Union of Fascists (BUF) attains its highest membership (50,000), but falls precipitously after the Night of the Long Knives disgusts the British public	Enrico Fermi produces transuranium elements by bombarding uranium with neutrons In Germany, Wernher von Braun invents the first A2 series rocket, powered by liquid oxygen and alcohol Scientists invent a refrigeration process for meat that will allow it to be shipped long distances

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
22: Federal agents led by Melvin Purvis shoot and kill John Dillinger as he leaves the Biograph Theater in Chicago	2: Fox Film Corporation renegotiates six year-old Shirley Temple's contract to pay her \$1,000 a week, plus a \$35,000 bonus per film	19: Maurice Wilson of Great Britain dies trying to scale Mt. Everest 21: A heatwave in the Midwest kills 206 over three days	1934 July
	3: Leon Uris is born 19: In Dayton, Ohio, the first All-American Soap Box Derby is held	13: 15,000 tons of stone fall from the edge of Niagara Falls The Louisiana legislature passes laws making Governor Huey Long the "dictator of Louisiana"	1934 Aug
28: Bruno Hauptmann is arrested for the kidnapping and murder of the Lindbergh baby		8: The liner <i>Morro Castle</i> bursts into flames off the coast of New Jersey. 130 people die; five officers are later found guilty of negligence 22: President Roosevelt ends the nearly three week-old textile strike 26: 200,000 Scots attending the launching of the luxury liner <i>Queen Mary</i>	1934 Sept
13: New York police dump 1,155 slot machines into Long Island Sound 22: Federal agents shoot and kill notorious bank robber George "Pretty Boy" Floyd as he tries to flee from them	9: The St. Louis Cardinals beat the Detroit Tigers in the World Series	19: President Roosevelt stops the veterans' bonus, asserting that aid to the country's 10.8 million unemployed must come first	1934 Oct
28: George "Baby Face" Nelson's body is found in a roadside ditch near Chicago following a gun battle with Bureau of Investigation agents	22: Salvador Dali's paintings are displayed in New York City	6: Gov. Huey Long asks Louisiana to secede from the Union	1934 Nov
	10: Luigi Pirandello wins the Nobel Prize for Literature		1934 Dec
	Notable literature of the year: <i>Tender Is The Night</i>, by F. Scott Fitzgerald; <i>I, Claudius</i>, by Robert Graves; <i>Tropic Of Cancer</i>, by Henry Miller; <i>Lust For Life</i>, by Irving Stone; <i>Burmese Days</i>, by George Orwell; <i>Fer-de-Lance</i>, by Rex Stout Notable films of the year: <i>It Happened One Night</i>, starring Clark Gable and Claudette Colbert; <i>The Gay Divorcee</i>, starring Fred Astaire and Ginger Rogers; <i>The Thin Man</i>, starring William Powell and Myrna Loy Cole Porter is America's favorite composer, with hits like <i>Anything Goes</i>, <i>I Get A Kick Out Of You</i>, and <i>Love For Sale</i> Comic strips debuting this year include <i>Li'l Abner</i>, <i>Terry And The Pirates</i>, and <i>Flash Gordon</i> Jigsaw puzzles become cheap enough to become popular	Jazz and baseball become popular in the USSR Average time for a cross-country commercial flight in the US is now just 18 hours Over 1 million passenger airline tickets are sold for the first time Switzerland enacts its Bank Secrecy Act to protect the accounts of German Jews Explorers Eric Shipton and Bill Tilman become the first outsiders to enter the Nanda Devi Sanctuary, a valley in India sealed off by 21,000 foot-tall mountains In west India, an expedition fails to reach the summit of Nanga Parbat	1934 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1935		
1935 Jan	1: Italy merges its three African colonies of Tripoli, Cyrenaica, and the Fezzan to form Libya 6: Pierre Laval becomes prime minister of France 7: France and Italy sign a treaty to resolve their differences regarding territories in Africa 17: Based on the overwhelming results of a plebiscite, the League Of Nations votes to restore the Saar to Germany on March 1 19: The Chinese Communists take Zunyi 24: Mussolini dismisses the Italian cabinet 30: The USSR increases the size of its army to 940,000	
1935 Feb	7: Argentina stops a rebellion in La Plata 11: Italy mobilizes 35,000 troops for duty in Africa 23: Paraguay leaves the League Of Nations 26: In flagrant violation of the Treaty of Versailles, Adolf Hitler signs a secret decree creating the <i>Luftwaffe</i> , or German Air Force, and naming Hermann Goering as its leader	12: The US Navy's last dirigible, the <i>Macon</i> , crashes off the coast of California, killing two 26: The first working radar system is demonstrated in Great Britain
1935 Mar	1: The Saar is returned to Germany 3: King Prajadhipok abdicates the throne of Siam 10: Cuba institutes military rule to quell spreading strikes 11: Greece stops a revolt 16: Germany renounces the Versailles Treaty, admits the existence of the <i>Luftwaffe</i> , and institutes a military draft 22: Persia renames itself Iran	7: Malcolm Campbell sets a land speed record of 276.8 miles per hour in Florida 22: Germany begins the world's first public television broadcasting service, beating the BBC by several months 23: In Moscow, an unmanned balloon sets an altitude record of 24.6 miles
1935 Apr	3: Ethiopia masses troops on the border with Italian Somaliland 24: An attempted army coup in Nicaragua fails	2: Sir Robert Alexander Watson-Watt patents radar (some sources attribute this to September 17, 1935) 13: Commercial air service begins between Australia and London 16: Pan Am begins air service from San Francisco to China 25: The first around-the-world telephone call is made
1935 May	11: In defiance of treaty, Germany fortifies Schleswig 19: Czech Nazis win significant election victories	18: The world's largest plane, the <i>Maxim Gorky</i> , crashes near Moscow, killing 49
1935 June	3: Ethiopia attacks two Italian outposts 7: Stanley Baldwin becomes prime minister of Great Britain 10: Japan forces Nationalist China to remove one of its armies from northern China 12: Paraguay and Bolivia agree to a 12-day truce	3: The French liner <i>Normandie</i> establishes a transatlantic speed record of 31.5 knots
1935 July	8: Germany announces the construction of two battleships and 28 U-boats 14: In France, the leftist Popular Front holds massive demonstrations 25: The Communist Third International (Comintern) meets in Moscow 26: In New York, Communists raid the German liner <i>Bremen</i> ; they tear the swastika off its flag and throw it into the river	19: Oklahoma City becomes the first city to install parking meters; the charge is a nickel 21: The Boulder Dam reservoir is now the largest man-made lake on Earth

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1935			
16: FBI agents kill "Ma" Barker and her son Fred in a shootout in Florida	1: Alabama beats Stanford in the Rose Bowl 8: Elvis Presley is born 10: Mary Pickford divorces Douglas Fairbanks	4: President Roosevelt promises the government will provide jobs for the 3.5 million Americans on welfare 6: In New York City, the 35th annual automobile show opens to record crowds	1935 Jan
13: A court finds Bruno Hauptmann guilty of the Lindbergh baby kidnapping/murder 17: 31 inmates in an Oklahoma prison murder a guard and escape	11: An exhibit of Mary Cassatt paintings opens in New York City		1935 Feb
15: Federal agents arrest 2,000 racketeers in a series of surprise raids		13: 3,000 year-old archives said to confirm Biblical history are found in Jerusalem	1935 Mar
	2: An exhibit of the art of Thomas Hart Benton opens in New York City	11: Severe dust storms hit the western US 21: An earthquake near Formosa kills 2,000, leaves 13,000 homeless	1935 Apr
	4: Omaha wins the Kentucky Derby 25: In Ann Arbor, Michigan, Jesse Owens sets a long jump record of 26.5 feet, sets two sprint records, and ties a third record 30: Kelly Petillo wins the Indianapolis 500 with an average speed of 106.2 miles per hour	6: Great Britain celebrates King George VI's Silver Jubilee 11: President Roosevelt creates the Rural Electrification Administration to provide loans for installing electrical service in rural communities 19: T.E. Lawrence, <i>a.k.a.</i> Lawrence of Arabia, dies of injuries received in a motorcycling accident 27: The US Supreme Court rules that the NRA is unconstitutional, leading to rejoicing on Wall Street and among Republicans. But as the NRA ends, the new Works Progress Administration (WPA), created on May 6, begins putting unemployed people to work. 30: An earthquake hits Quetta in the Pakistan region, killing 26,000	1935 May
1: Nine year-old lumber heir George Weyerhaeuser is freed by his captors upon payment of a \$200,000 ransom; police continue to hunt the kidnappers	2: Babe Ruth retires with every Major League batting record and 714 career home runs 8: Omaha wins the Triple Crown	1: A tornado and floods kill 250 Nebraskans 10: Alcoholics Anonymous begins in New York City 19: President Roosevelt asks for a major inheritance tax	1935 June
29: Thomas Dewey is sworn in as a special prosecutor to investigate organized crime in New York	29: T.E. Lawrence (Lawrence of Arabia) publishes <i>Seven Pillars Of Wisdom</i>	5: President Roosevelt signs the National Labor Relations Act (NLRA) which supports unions and creates a federal agency to investigate unfair employment practices 9: The Russians discover the torture chamber of Ivan the Terrible in Moscow 26: Floods on the Blue River in China kill 200,000 people	1935 July

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1935 Aug	6: Italy mobilizes 300,000 soldiers 18: Italy rejects peace overtures and insists on control of all of Ethiopia	
1935 Sept	8: Dr. Carl Weiss assassinates Senator Huey Long in Baton Rouge, Louisiana 15: Germany passes the Nuremberg Decrees, which ban Jews from politics on the grounds they're not German citizens, and forbid intermarriage or intercourse with Jews to prevent "racial pollution" 15: Germany adopts the swastika banner as its national flag 17: Quezon wins the first presidential election in the Philippines 30: Italy sends 30,000 soldiers to Africa	3: Malcolm Campbell sets a land speed record of 301.337 miles per hour 15: Howard Hughes sets an air speed record of 352.46 miles per hour
1935 Oct	2: Italy invades Ethiopia. On the 3rd, it bombs several towns, killing 1,700 Ethiopians. By the end of the month Italian forces have advanced deep into Italy. The League Of Nations condemns the attack and places an arms embargo on Italy; the US does the same. 10: The Greek monarchy is restored 20: The Chinese Communists reach Yenan, ending the Long March 31: Premier Wang Ching-wei of China is assassinated	
1935 Nov	9: Japan invades Shanghai 13: Cairo experiences anti-British riots that result in two deaths 25: George II becomes king of Greece 27: Japanese troops move into Peking and Tientsin provinces 30: A pro-Japanese coup takes over northern China Italy continues its invasion of Ethiopia	11: American balloonists Stevens and Anderson set a manned balloon altitude record of nearly 14 miles 22: Pan Am begins the first regular trans-Pacific airmail service, San Francisco to the Philippines, using the <i>China Clipper</i>
1935 Dec	1: Chiang Kai-shek becomes president of China Italy continues its invasion of Ethiopia. An army of 60,000 Ethiopian soldiers forces 40,000 Italian troops to retreat in the south.	6: TWA begins featuring "air hostesses" on its 14-passenger DC-2 flights 21: The DC-3, with a 21-passenger capacity, makes its first flight The first color film for home use is marketed
1935 General and Unspecified	Germany intensifies its repression of the Jews	Boeing demonstrates the B-17 bomber, the first all-metal, four-engine, low-wing monoplane Imperial Chemical Industries of Great Britain creates polyethylene, the first true plastic The Richter Scale is developed to measure earthquake intensity In Great Britain, the first commercial electron microscope becomes available Gerhard Domagk of Germany creates Prontosil, the first sulfa drug The world's longest bridge, over the lower Zambezi River, opens Dempster discovers uranium-235

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
	16: Famed aviator Wiley Post and famed entertainer Will Rogers die in a plane crash in Alaska 31: Eldridge Cleaver is born	13: 1,000 Italians die in a flood when a dam near Turin breaks 14: President Roosevelt signs the Social Security Act 23: President Roosevelt signs the Banking Act, which revamps the Federal Reserve System	1935 Aug
		3: A hurricane hits Florida, killing over 200 people	1935 Sept
23: Dutch Schultz is gunned down at the Palace Chop House in Newark, NJ by mobsters determined to prevent him from trying to kill prosecutor Thomas Dewey. He lingers for two days before dying, uttering a long, cryptic statement that's fascinated conspiracy theorists and devotees of the weird ever since. At nearly the same time as the Schultz killing, violent Jewish mobster Louis "Pretty" Amberg is killed, either by Schultz's or Luciano's men	7: The Detroit Tigers beat the Chicago Cubs in the World Series 10: George Gershwin's <i>Porgy And Bess</i> opens in New York City 23: Painter Charles Demuth dies		1935 Oct
2: Czechoslovakia arrests 28 alleged German spies 12: A 700-man strong Texas mob lynches two blacks accused of murder		9: John L. Lewis becomes leader of the new Congress of Industrial Organizations (CIO)	1935 Nov
	1: Woody Allen is born 11: The Frick Gallery opens in New York City 31: Sandy Koufax is born	23: The Lindbergh family moves to Great Britain 27: 27 Americans die due to severe cold weather	1935 Dec
Louis "Two-Gun" Alterie, a vicious former member of Dion O'Bannion's gang, makes the mistake of returning to Chicago, where he's killed Eliot Ness becomes Public Safety Director of Cleveland and spends the next six years cleaning up the notoriously corrupt city The government renames the Bureau of Investigation as the Federal Bureau of Investigation (FBI). At the same time it merges the Department of Justice's Division of Investigation with the FBI.	Notable literature of the year: <i>Tortilla Flat</i> , by John Steinbeck; <i>Studs Lonigan</i> , by James Farrell; <i>National Velvet</i> , by Enid Bagnold; <i>Of Time And The River</i> , by Thomas Wolfe Notable films of the year: <i>Mutiny On The Bounty</i> , starring Charles Laughton and Clark Gable; <i>Captain Blood</i> , starring Errol Flynn; <i>A Night At The Opera</i> , starring the Marx Bros.; <i>Top Hat</i> , starring Fred Astaire and Ginger Rogers; <i>The Bride Of Frankenstein</i> , starring Elsa Lanchester; <i>Triumph Of The Will</i> , by Leni Riefenstahl Benny Goodman popularizes swing music The first Heisman Trophy is awarded Krueger Beer introduces the first canned beer The rumba becomes popular Bingo first appears, and soon becomes popular around the US despite the fact that some critics decry it as "gambling"	Max Factor opens a gigantic beauty salon in Hollywood IBM introduces its electric typewriter Congress creates the Shenandoah National Park Chain letter schemes first begin in the US Moscow opens its subway Heinrich Himmler, leader of the Nazi SS, begins the <i>Lebensborn</i> ("life source") program to breed an "Aryan super race, encouraging "pure blooded]" young women to marry SS officers and produce lots of blonde, blue-eyed, thin-lipped, narrow-nosed babies The US establishes Fort Knox in Kentucky to hold its gold reserves (though the Federal Reserve Bank in New York City, which holds many foreign reserves, actually has more gold) Secretary of Agriculture Henry Wallace convinces the Treasury Department to put the Great Pyramid on the new \$1 bill Explorer Eric Shipton tries, and fails, to climb Mt. Everest.	1935 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1936		
1936 Jan	21: The Chaco War ends with the signing of a peace treaty by Bolivia and Paraguay 21: King George V of England dies; Edward VIII succeeds to the throne Italy continues its invasion of Ethiopia. In a fierce battle from the 21st to the 24th, it kills 8,000 Ethiopian soldiers and captures 4,000 more.	2: In St. Louis, Vladimir Zworykin and George Morton demonstrate an electron tube that's sensitive to both ultraviolet and infrared light, a key step in the development of television
1936 Feb	4: A group of young Jews murder Swiss Nazi leader Wilhelm Gustloff 8: The Indian National Congress elects Jawaharlal Nehru as its president 16: Manuel Azana becomes premier of Spain 18: Army rebels capture Asunción, Paraguay; President Ayala resigns 26: In Japan, several young army officers attempt a coup by killing former Prime Minister Saito and several members of his cabinet, but the Japanese army thwarts the coup by the 29th 28: Italy captures Alaji in Ethiopia	23: In Russia, an unmanned balloon sets an altitude record of 25 miles 26: The Volkswagen ("people's car") is demonstrated in Germany as a prototype. The car is designed by Ferdinand Porsche at the urging of Adolf Hitler, who wants the German people to have access to a simple, affordable car. Although many Germans submit prepaid orders for one over the next few years, production does not begin before World War II begins and the factory is converted to military production. 27: Ivan Pavlov dies
1936 Mar	2: The League Of Nations threatens Italy with oil sanctions if it doesn't withdraw from Ethiopia 7: Germany invades the demilitarized Rhineland in violation of the Locarno Pact 9: Germany announces that any Jews who vote will be arrested 11: A fascist regime takes control in Paraguay 19: The USSR and Mongolia sign a pact of assistance against Japan 23: Italy nationalizes its defense industry 29: A German plebiscite votes Hitler a 99% approval rating 29: Italy firebombs Harar, Ethiopia, destroying the town	5: Great Britain test-flies the Spitfire fighter plane at the Eastleigh aerodrome in Southampton
1936 Apr	1: Austria reinstates the draft 21: Clashes between Jews and Arabs in Palestine leave 11 dead 28: Farouk becomes king of Egypt on the death of his father, King Fuad 30: Italian forces approach Addis Ababa, capital of Ethiopia	24: In Camden, New Jersey, a group of firefighters responding to a blaze are shown in an unplanned television broadcast — the first live TV news coverage
1936 May	9: Italy conquers and annexes Ethiopia; Mussolini names himself emperor 18: 50,000 railroad workers go on strike in Mexico 31: A military coup in Nicaragua fails	4: Scientists in New Jersey use atomic power to cure cancer in mice 5: Edward Ravenscroft patents the screw-on bottle top with pour lip 9: The dirigible <i>Hindenburg</i> arrives at Lakehurst, NJ on its first transatlantic flight
1936 June	2: Gen. Anastasio Somoza deposes President Sacasa of Nicaragua and takes his place 6: Haile Selassie, having fled Ethiopia, arrives in Great Britain 8: Premier Leon Blum of France forms a leftist government 17: Germany appoints Heinrich Himmler as head of the Reich police	26: In Germany, Heinrich Focke successfully flies the Fa-16, the first practical helicopter; it can fly forwards and backwards
1936 July	4: The League Of Nations ends sanctions against Italy 5: Paris police clash with rightist rioters 11: Los Angeles police break up a mob of striking Mexican citrus workers with tear gas 16: An assassination attempt against King Edward VIII fails 17: Cantonese rebel leader Chen Chi Tang's uprising collapses; he flees China 19: An uprising of the Spanish army in Morocco spreads to Spain. Francisco Franco lands at Cadiz. Anarchists in Barcelona burn churches and assault priests. 19: Gen. Chiang Kai-shek's army captures Kwantung 20: Spain stops a revolt in Madrid, killing an estimated 25,000 people. On the 21st, the US sends two warships to Spain to protect Americans there. 28: Spain confiscates church property and takes control of industry 31: Full-blown civil war engulfs Spain, pitting Gen. Franco's fascists against loyalist forces. The war will last until 1939.	29: RCA shows the first real television program, which includes readings from <i>Tobacco Road</i> , a fashion show, dancing, and a film on locomotives
1936 Aug	4: Gen. John Metaxas becomes premier of Greece and begins transforming it into a fascist state 15: Leftists in Madrid murder 733 priests 18: Italy offers to help Franco if France keeps helping the Spanish government 25: The USSR executes 16 Trotskyites 26: Great Britain grants virtual independence to Egypt, but retains special rights over the Suez Canal for 20 years 29: Franco's forces capture Badajoz, after which they begin rounding up Loyalists and executing them	21: The BBC makes its first television broadcast. Later in the year it begins regular electronic public TV broadcasting

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1936			
16: New York executes murderer Albert Fish, the so-called "Moon Maniac"	1: Stanford beats SMU in the Rose Bowl 1: Bucknell beats Miami in the first Orange Bowl 1: Tulane beats Temple in the first Sugar Bowl 4: <i>Billboard Magazine</i> publishes the first US "hit parade" 18: Rudyard Kipling dies	2: A hailstorm featuring "giant" hailstones kills 19 people in South Africa 15: Henry Ford establishes the Ford Foundation	1936 Jan
13: Notorious criminal "Machine Gun Jack" McGurn is killed. Some people give credit to the Bugs Moran gang (since it's nearly the anniversary of the St. Valentine's Day Massacre and a comic valentine is left with the body); others believe Capone's mob wanted McGurn disposed of.	6: The fourth Winter Olympics open in Germany. Sonja Henie wins her third straight gold medal for figure skating.	13: The US mails the first Social Security checks	1936 Feb
	3: Ursula Andress is born	19: Floods hit the US Midwest, killing 134 and leaving 200,000 homeless	1936 Mar
3: New Jersey executes Bruno Hauptmann 18: Charles "Lucky" Luciano is arrested 22: Gangster Johnny Torrio is arrested		6: Tornadoes hit the southern US, killing 421	1936 Apr
13: The FBI arrests wanted kidnappers Alvin Karpis and Thomas Robinson, Jr.	2: Bold Venture wins the Kentucky Derby 30: Louis Meyer wins the Indianapolis 500 with an average speed of 109.1 miles per hour	27: The <i>Queen Mary</i> begins its maiden voyage from Great Britain	1936 May
18: A court convicts Lucky Luciano on 62 counts of compulsory prostitution, finding that his monopoly on the New York City sex trade involved 200 "houses" employing 1,000 women		30: In the US, federal law mandates the 40-hour work week	1936 June
27: A court convicts Alvin Karpis and sentences him to life imprisonment	30: David O. Selznick pays the unheard-of sum of \$50,000 for the film rights to <i>Gone With The Wind</i>	14: A heat wave in the US claims 1,000 lives	1936 July
24: Japan executes nine Soviet spies	1: The Olympics open in Berlin. American Jesse Owens demonstrates the error of Hitler's racial superiority doctrine by winning four gold medals. The US beats Canada 19-8 in the first Olympic basketball competition. 21: Wilt Chamberlain is born	1. Yves St. Laurent is born	1936 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1936 Sept	3: Italy sends warships to Spain to protect Italians there 7: Germany confiscates 25% of all Jewish "fortunes" 10: 50,000 young people march in support of Hitler at Nuremburg 12: Franco's forces capture San Sebastien. On the 21st, they capture Maqueda; on the 27th, Toledo. 30: Franco's forces lift the Republican siege of the Alcázar near Toledo and make bloody reprisal against the Republicans there Stalin makes Nikolai Yezhov the head of the NKVD. Thus begins the <i>Yezhovschina</i>, or Great Purge, in the USSR; over the next two years Stalin and his flunkies kill 4-10 million people in an effort to eliminate his political enemies, both real and perceived	
1936 Oct	1: Spanish rebels name Franco dictator of Spain, referring to him as <i>Caudillo</i> ("leader") or <i>Generalissimo</i> 10: Schuschnigg becomes dictator of Austria 16: Religious riots in Bombay result in 35 deaths 23: Germany sends the Condor military unit to aid Franco in Spain 25: The Rome-Berlin "Axis" is formed 26: In an uncharacteristic show of humor, Stalin says that reports of his death are true	9: Boulder Dam begins transmitting electricity 19: Reporter H.R. Ekins wins an around-the-world race by commercial airlines in 18.5 days Pan Am begins regularly-scheduled trans-Pacific passenger service
1936 Nov	3: President Roosevelt is re-elected, defeating Alfred Landon 6: Franco's forces approach Madrid; the government moves to Valencia. On the 23rd, the US Embassy staff leaves Madrid. 14: In defiance of the Treaty of Versailles, Germany claims control over its rivers 18: Germany and Italy recognize the Franco regime 22: Japan fights Mongolia 25: Germany, Italy, and Japan form the Axis 29: The USSR claims it has the world's largest air force, with 7,000 planes	
1936 Dec	1: President Roosevelt opens the Pan-American Conference in Buenos Aires 8: Nicaragua elects Anastasio Somoza president 11: King Edward VIII of Great Britain abdicates the throne to marry American divorcee Wallis Simpson; his brother becomes King George VI 12: Gen. Chang Hsueh-liang captures Gen. Chiang Kai-shek when he comes to Sian to urge stronger action against the Communists in Yenan. 16: Franco's forces bomb Catalonia 25: Gen. Chang Hsueh-liang releases Gen. Chiang Kai-shek after he agrees to focus on fighting the Japanese instead of the Communists. Chang then submits to arrest 30: A strike shuts down seven GM plants in the US	
1936 General and Unspecified	Armenia, Azerbaijan, Georgia, and Kazakhstan become Soviet Socialist republics Germany's re-armament programs and central control over the economy largely eliminate unemployment by this year Massive strikes and other forms of labor unrest affect France, but eventually workers gain numerous concessions Heinrich Himmler takes control of the Gestapo, combines it with Germany's regular police force, and has it begin compiling dossiers on virtually everyone in Germany Germany begins building the Siegfried Line	A. Edwin Stevens of Great Britain invents the first wearable hearing aid; it weighs two pounds Sir Robert Alexander Watson-Watt begins setting up radar stations on the coast of Great Britain Gatwick Airport opens near London In Germany, Konrad Zuse begins building a primitive digital computer using parts from what amounts to an Erector Set; in 1939 he receives funding from the Reich for further work After five years of work, Boulder Dam is completed (some sources date the completion to May 1, 1935); this creates Lake Mead, the world's largest reservoir Volwiler and Tabern create sodium pentothal (<i>a.k.a.</i> "truth serum") Dr. Alexis Carrel and Charles Lindbergh invent an artificial heart Amy Mollison flies from Great Britain to Cape Town in 3 days, 6 hours, 25 minutes Jean Batten flies solo from Great Britain to New Zealand in slightly over 11 days

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
29: A court convicts 12 members of the secret organization known as the Black Legion, a KKK-like group based in Michigan, of murder			1936 Sept
	6: The New York Yankees beat the New York Giants in the World Series		1936 Oct
	23: The first issue of <i>Life</i> magazine is published	7: Controversial priest Father Charles Coughlin suspends his popular radio show in light of President Roosevelt's re-election. Coughlin had sharply criticized Roosevelt for not doing enough to aid the poor, earning him a rebuke from the Vatican in September. 12: The Oakland Bay Bridge opens in San Francisco 30: A fire destroys the famed Crystal Palace in Great Britain	1936 Nov
	10: Eugene O'Neill wins the Nobel Prize for Literature 17: Edgar Bergen and his dummy, Charlie McCarthy, debut on Rudy Vallee's radio show	18: The US's first panda, Su-Lin, arrives in San Francisco	1936 Dec
Stefano Magaddino's sister is killed by a bomb meant to kill him Frank Wilson, former Capone nemesis, becomes head of the Secret Service Jacob "Gurrah" Shapiro is convicted of labor racketeering and sentenced to life in prison	Notable literature of the year: <i>Absalom! Absalom!</i> , by William Faulkner; <i>Gone With The Wind</i> , by Margaret Mitchell; <i>How To Win Friends And Influence People</i> , by Dale Carnegie; <i>Drums Along The Mohawk</i> , by Walter Edmonds; <i>The Joy Of Cooking</i> Notable music of the year: <i>Peter and the Wolf</i> , by Prokofiev; <i>Pennies From Heaven</i> ; <i>It's De-Lovely</i> Notable films of the year: <i>Modern Times</i> , starring Charlie Chaplin; <i>Sylvia Scarlett</i> , starring Katherine Hepburn and Cary Grant; <i>Mr. Deeds Goes To Town</i> , starring Gary Cooper Swing dancing becomes popular Frank Lloyd Wright finishes building Falling Water at Bear Run, Pennsylvania	The US population reaches 127.5 million The Tampax tampon is introduced Penguin introduces the first paperback books Eleanor Roosevelt begins writing her syndicated newspaper column, "My Day" For a second time, explorer Eric Shipton tries, and fails, to climb Mt. Everest.	1936 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1937		
1937 Jan	13: The US makes it illegal for Americans to fight in the Spanish Civil War; nevertheless, many volunteers go there to fight Franco 30: Germany guarantees the neutrality of Belgium and the Netherlands	19: Howard Hughes sets a cross-country speed record by flying from Los Angeles to New York in 7 hours, 22 minutes
1937 Feb	4: A dock strike in San Francisco ends, sending 40,000 men back to work 8: Franco's forces, aided by 15,000 Italian troops, capture Malaga. The fascists continue to besiege Madrid. 11: The striking GM automobile workers win wage concessions and end their strike 19: Ethiopian rebels try, and fail, to assassinate the Italian viceroy, Gen. Rudolfo Graziani 23: Italian forces obliterate an army of 3,000 Ethiopian rebels that planned to attack Addis Ababa	16: Wallace Carothers of DuPont patents nylon (as well as the process for making it), which he developed in 1936 21: A company in California test-flies the world's first combination car-airplane, the Arrowbile. It claims the vehicle has a top speed of 70 miles per hour on land, 120 in the air.
1937 Mar	16: A riot in Paris between Communists and fascists leaves four dead and 310 injured 16: The Bolivian government seizes Standard Oil properties there	15: The first blood bank is opened at Cook County Hospital in Chicago
1937 Apr	5: The Spanish government is reportedly using 140 Russian planes 20: Franco's forces make gains in the Bilbao region; Franco proclaims the Falange as the nation's only legal political party 26: German warplanes aiding Franco's forces bomb and strafe the Basque capital of Guernica, killing hundreds	21: Great Britain inaugurates its first aircraft carrier, the <i>Ark Royal</i> 28: The Pan Am Clipper arrives in Hong Kong to complete the first commercial flight across the Pacific Ocean
1937 May	1: President Roosevelt signs the third Neutrality Act 5: The Spanish government quashes an anarchist revolt in Catalonia 28: Neville Chamberlain becomes prime minister of Great Britain upon the retirement of Stanley Baldwin 29: Spanish government bombs set a German battleship in the Mediterranean on fire	6: The hydrogen-filled dirigible <i>Hindenburg</i> bursts into flame and crashes to the ground as it approaches the landing spire at Lakehurst, NJ, killing over 30 of its crew and passenger complement of 97. Witnesses report hearing a boom and seeing a flash from the dirigible's rear gondola, after which flames engulfed the airship in mere moments. The cause of the disaster is never satisfactorily determined. The likeliest culprits are sparks from the engine, lightning, or static electricity igniting the volatile hydrogen used to float the craft (instead of safer helium, which Germany doesn't have), but sabotage cannot be ruled out. On May 11, Germany suspends all hydrogen dirigible flights.
1937 June	9: A royal commission officially considers partitioning Jerusalem between the Arabs and the Jews 12: Stalin continues his purges by having eight generals executed 19: Franco's forces capture Bilbao 20: Léon Blum resigns as premier of France as that nation's economic woes, labor unrest, and disputes between rightists and leftists continue 27: King George VI is cheered 150,000 German veterans on a visit to Berlin	20: Russian aviators complete the first transarctic flight to land in Vancouver
1937 July	7: Following a confrontation at the Marco Polo Bridge near Peking, the Sino-Japanese War begins as Japan invades China. On the 13th, Japanese forces battle the Chinese just outside Peking. Beginning on the 28th, the Japanese rout the Chinese, taking over the region from Peking to Tientsin. 16: Buchenwald becomes the fourth Nazi concentration camp 28: The IRA attempts to kill King George VI with a bomb during his visit to Belfast; the king escapes unharmed	2: Amelia Earhart is lost in the Pacific on her around-the-world flight along with her navigator, Fred Noonan. No trace of them or the plane is ever found. 20: Guglielmo Marconi dies
1937 Aug	8: Japan occupies Peking. On the 11th, 32 Japanese warships gather at Shanghai. Women and children evacuate the city before the Japanese attack begins; by month's end, Japanese attacks have largely destroyed the city. By the 25th, the Japanese navy has largely blockaded the Chinese coast. 21: China signs a non-aggression treaty with the USSR 26: Franco's forces capture Santander	

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1937			
	1: Pittsburgh beats Washington in the Rose Bowl 19: Ballet dancer Margot Fonteyn debuts in <i>Giselle</i> in London	1: Hormel comes up with a name for its new food product, Spam 2: Andrew Mellon gives the \$9 million National Gallery and his \$19 million art collection to the US 17: In China, a train fire claims 17 lives 22: A freeze destroys half of the California citrus crop 27: Flooding along the Mississippi and Ohio rivers kills hundreds and leaves millions homeless	1937 Jan
13: The USSR executes 13 Trotskyites	5: A Georgia O'Keefe art exhibit opens in New York City	5: President Roosevelt announces a plan to add one Justice to the Supreme Court for each Justice age 70 or older who doesn't retire. His plan is widely derided as "Court packing," an attempt to force the Supreme Court to rule in his favor on the constitutionality of New Deal legislation. 11: General Motors signs the first union contract in the history of the US automobile industry 17: 10 men working on the Golden Gate Bridge die when a scaffolding collapses	1937 Feb
	15: H.P. Lovecraft dies of intestinal cancer and Bright's disease	18: A school fire in New London, TX kills 500 people, most of them children	1937 Mar
			1937 Apr
18: New York arrests 14 participants in a major insurance fraud scheme 20: The USSR executes 44 alleged Japanese spies	3: Margaret Mitchell wins the Pulitzer Prize for <i>Gone With The Wind</i> 8: War Admiral wins the Kentucky Derby 9: The studios avert a strike by the Screen Actors Guild by agreeing to most of the union's demands 31: Wilbur Shaw wins the Indianapolis 500 with an average speed of 113.6 miles per hour	23: John D. Rockefeller dies 24: The US Supreme Court upholds the Social Security Act 25: The International Exposition opens in Paris (though most exhibits are not finished, due to labor unrest); fashion designer Elsa Schiaparelli's pavilion is one of the biggest attractions 27: The Golden Gate Bridge opens	1937 May
11: Chicago police arrest 50 suspects in a window-breaking vandalism ring; one of the suspects heads a large glass company 14: The USSR executes 28 alleged spies in Siberia	5: War Admiral wins the Triple Crown 7: Jean Harlow dies at age 26 of uremia poisoning 19: Sir James Barrie dies 22: Joe Louis beats James Braddock to take the heavyweight championship	3: Edward, Duke of Windsor, formerly King Edward VIII, marries Wallis Simpson 4: The supermarket shopping cart is first used, in Oklahoma City 8: The American Medical Association "officially accepts" (<i>i.e.</i> , endorses) birth control	1937 June
	3: Don Budge wins the singles, doubles, and mixed doubles titles at Wimbledon, becoming the first person to do so 11: George Gershwin dies	9: A heat wave hits the US, killing 109 23: Great Britain passes a divorce reform law	1937 July
2: The Marijuana Traffic Act outlaws the sale or possession of marijuana	5: The US wins the Americas Cup race again 8: Dustin Hoffman is born	26: Andrew Mellon dies	1937 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1937 Sept	5: The Nazis hold their biggest rally ever at Nuremburg 8: A Pan-Arab conference in Syria rejects the Peel plan for partition of Palestine, insisting that all of Palestine be given to the Arabs 9: Japan begins air raids on Chinese trains 21: The Japanese launch an air raid on Nanking 29: Chinese Nationalists and Communists agree to work together to oppose the Japanese	
1937 Oct	1: Great Britain deports several Arab leaders from Palestine 2: The Japanese enter Shantung as they march on Nanking 20: Great Britain restricts Jewish immigration to Palestine, now using national political conditions instead of personal economic conditions as the touchstone for entry 21: Franco's forces capture Gijon; he now controls all of northern Spain 21: Stalin's purge continues as he executes 62 more rivals and opponents	
1937 Nov	3: US troops prevent Japanese forces from occupying the American sector of Shanghai. On the 8th, the Chinese retreat from Shanghai, leaving the city in Japanese hands. 4: Mexico nationalizes oil lands leased to Standard Oil 18: Great Britain frees 1,100 Indian political prisoners after Gandhi appeals for it to do so 28: Franco's forces blockade the coast of Spain 29: A German court takes the children away from parents who won't teach them Nazi ideology	
1937 Dec	1: Japan recognizes the Nationalists (Franco's forces) as the government of Spain 8: Joseph Kennedy becomes US ambassador to Great Britain 11: Italy leaves the League Of Nations 13: The Japanese capture Nanking, where they murder 200,000 civilians 22: The Japanese sink a US gunboat and two Standard Oil ships, killing five Americans, after mistaking them for Chinese ships 24: The Japanese capture Hankow 29: The Irish Free State releases a new constitution and refuses to acknowledge British sovereignty	
1937 General and Unspecified	In the US, the "Roosevelt recession" begins: the stock market, manufacturing, and agricultural prices all fall significantly, while unemployment rises, mainly because of President Roosevelt's efforts to cut federal spending and balance the US budget	Fermi and Segre produce the first artificially-created element, technetium Grote Reber of the US builds the world's first radio telescope, with a reflector dish approximately 31 feet in diameter, in his backyard John Atanasoff begins work on the first electronic computer, completing his prototype in October, 1939 and an operational version (the ABC) in 1942 Georges Stibitz invents the first binary circuit The Varian brothers invent the klystron, a microwave-generating vacuum tube that will see use in radar transmitters Doctors in Italy develop the first form of shock therapy Germany begins testing rockets at Peenemünde Anderson discovers the muon

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
10: Nine nations meeting in Switzerland agree to patrol the Mediterranean in zones to combat the increasing problem of piracy	3: Orson Welles stars in, directs, and produces the Mercury Theater's first radio play, <i>Les Misérables</i> 26: Blues singer Bessie Smith dies	3: A typhoon hits Hong Kong, killing 300	1937 Sept
4: Hugo Black becomes an Associate Justice of the US Supreme Court despite having recently admitted to once being a member of the Ku Klux Klan 12: Federal agents kill Al Brady and his gang in a shootout	10: The New York Yankees beat the New York Giants to win the World Series		1937 Oct
		2: Fiorello LaGuardia is re-elected mayor of New York City	1937 Nov
		21: In New York City, the Lincoln Tunnel opens	1937 Dec
Facing a murder rap, mobster Vito Genovese flees to Italy, where he becomes friends with Benito Mussolini	Notable literature of the year: <i>The Hobbit</i> , by J.R.R. Tolkien; <i>Of Mice And Men</i> , by John Steinbeck; John Dos Passos finishes his trilogy <i>U.S.A.</i> Ernest Hemingway serves as a war correspondent in Spain Notable music of the year: <i>The Lady Is A Tramp</i> ; <i>Whistle While You Work</i> Notable films of the year: <i>Snow White And The Seven Dwarfs</i> ; <i>Lost Horizon</i> , starring Ronald Colman; <i>Captains Courageous</i> , starring Spencer Tracy; <i>A Day At The Races</i> , starring the Marx Brothers Warner Bros. releases the first Bugs Bunny cartoon, <i>Porky's Hare Hunt</i> . It features the voice stylings of Mel Blanc. <i>Newsweek</i> magazine is first published Picasso paints <i>Guernica</i>	The drought in the US ends The US has two million home refrigerators; Great Britain has 3,000 Home freezers become more important with the increasing popularity of frozen foods, but most Americans still get ice deliveries and make do with iceboxes Howard Johnson begins franchising his restaurant The Waring Blendor is introduced, mainly for commercial use Standard Oil drills the first offshore Louisiana oil wells	1937 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1938		
1938 Jan	10: The Japanese capture Tsing-tao 19: Franco's forces launch an air raid against Barcelona, killing 200 people	19: General Motors begins the mass production of diesel engines
1938 Feb	1: Great Britain sends eight warships to the Mediterranean to find the "pirate submarine" that sank the <i>Endymion</i> last month. On the 4th, the British freighter <i>Alcira</i> is torpedoed and sunk. 4: Adolf Hitler names himself Supreme Commander of Germany's military 15: Franco's forces begin their drive to the Mediterranean 20: Adolf Hitler demands the right of self-determination for Germans in Czechoslovakia and Austria 22: Hungary arrests the head of the Nazi party and 72 others for an alleged coup plot 23: A flight of 12 Chinese fighters drops bombs on Japan	4: John Baird demonstrates high-resolution color television 24: The first nylon-based product, tooth-brushes with nylon bristles, goes on sale in New Jersey 26: The US installs a radar system on the passenger ship <i>New York</i> ; by 1939, radar can be found on battleships
1938 Mar	2: The US claims several small islands in the Pacific Ocean 11: Germany masses troops on the Austrian border 12-14: <i>The Anschluss</i> : Germany invades and takes over Austria 15: Stalin executes Nikolai Bukharin and 17 others as his purges continue 17: Franco's forces launch air raids against Barcelona, killing 1,000 18: Mexico nationalizes all 17 British and American oil companies there, and creates Pemex. In reprisal, the US stops buying Mexican silver. 31: 6,000 Loyalist troops flee Spain to seek haven in France	
1938 Apr	2: Great Britain recognizes Germany's conquest of Austria; the US does the same on the 6th 3: Franco's forces capture Lerida. On the 19th, after reaching the Mediterranean coast, Franco announces that the war is effectively over and urges Loyalists to surrender. 10: An Austrian referendum overwhelmingly approves the Anschluss, or "union," with Germany 13: Over 150,000 French auto workers go on strike 14: Chinese forces defeat the Japanese at Taierchwang, capturing 40,000 Japanese soldiers	
1938 May	17: Congress passes the Naval Expansion Act to fund the building of a two-ocean US Navy 21: Czechoslovakia moves 400,000 troops to the German border 25: Franco's forces launch an air raid on Alicante that kills 250 and sinks a British ship 26: At Akron, Ohio, years of labor unrest come to a head when the police break up a mob of striking workers, injuring 100. On the 19th, the strike is resolved.	
1938 June	19: Alfredo Baldomir becomes president of Uruguay 12: In an effort to slow and hinder the Japanese, Chiang Kai-shek's forces destroy dikes on the Yellow River; the resulting floods kill 150,000 people 28: A battle south of Hankow kills 10,000 people	4: Sigmund Freud moves from Austria to London 23: The US creates the Civil Aeronautics Authority to control air traffic
1938 July	8: Arab violence and strikes on the rise in Palestine 11: USSR and Japanese forces clash along the Manchukuo-Chosen (Korea) border 21: Paraguay and Bolivia sign a treaty defining the boundaries of the Chaco region 22: Germany requires Jews to start carrying special identification cards	3: In Great Britain, the <i>Mallard</i> sets a steam locomotive speed record of 126 miles per hour 15: Howard Hughes sets a record by completing an around-the-world flight in 3 days, 19 hours, 17 minutes 18: Douglas "Wrong-Way" Corrigan, having been forbidden to make a transatlantic solo flight, makes one anyway, claiming his compass misled him to fly to Ireland instead of Los Angeles after he left New York
1938 Aug	4: Mexico nationalizes more lands owned by Americans 10: Japan and the USSR sign a truce 24: The Japanese shoot down a US-Chinese airliner, then machine gun to death 19 survivors who flee the wreckage 26: Bombs planted in an Arab market in Palestine kill 21 and wound 37	15: The <i>Queen Mary</i> sets a transatlantic sailing record of 3 days, 21 hours 27: George Eyston sets a land speed record of 345 miles per hour

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
1938			
	1: California beats Alabama in the Rose Bowl 14: The FCC reprimands NBC for broadcasting a "lewd" show featuring Mae West 17: In Paris, the first international surrealist exhibit opens	31: A torpedo sinks the British liner <i>Endymion</i> in the Mediterranean, killing 11 people 36 million Americans, or roughly one-third of the population, now receive Social Security payments	1938 Jan
	6: Andres Segovia plays in the Town Hall in New York City 14: Hedda Hopper, famous Hollywood gossip columnist, publishes her first column		1938 Feb
	9: Bob Hope begins his film career, singing what will become his trademark song, <i>Thanks For The Memories</i> , in the movie <i>The Big Broadcast Of 1938</i> 10: For the first time since the Academy of Motion Picture Arts and Sciences began giving out the Academy Awards in 1927, it keeps the winners' names secret until they're announced at the awards ceremony 17: Rudolf Nureyev is born	3: Floods in California kill 144 and leave 20,000 homeless 13: Clarence Darrow dies 15: Aramco makes the first major oil discoveries in Saudi Arabia	1938 Mar
	8: King Oliver dies 15: The St. Louis Cardinals trade Dizzy Dean to the Chicago Cubs	22: Eddie Rickenbacher buys United Airlines for \$3.5 million	1938 Apr
	2: Thornton Wilder's play <i>Our Town</i> opens in New York City 7: Lawrin wins the Kentucky Derby 13: Louis Armstrong records <i>When The Saints Go Marching In</i> for Decca Records 30: Floyd Roberts wins the Indianapolis 500 with an average speed of 117.2 miles per hour	17: The Marquess of Bute sells half of Cardiff, Wales for £20 million 31: The BBC broadcasts <i>Spelling Bee</i> , the first TV game show	1938 May
20: A grand jury in Washington, D.C. indicts 18 alleged German spies	3: Germany votes to confiscate "degenerate art," including works of the Fauvist school 15: Johnny Vandermeer of the Cincinnati Reds pitches his second no-hitter in a row 19: Italy wins the second World Cup for soccer 23: The first aquarium in the US, Marine-land, opens in Florida	22: The Chandler Act establishes US bankruptcy laws 25: The Fair Labor Standards Act becomes law, establishing the US minimum wage at 40 cents an hour	1938 June
	4: Helen Moody wins her eighth Wimbledon title 14: David O. Selznick signs Alfred Hitchcock to a contract to direct films in Hollywood 24: Artie Shaw records <i>Begin The Beguine</i> 29: Jenny Kammergaard becomes the first person to swim the Baltic Sea, covering 37 miles in 40 hours		1938 July
	7: Actor trainer Constantin Stanislavsky dies 24: Clark Gable reluctantly agrees to play Rhett Butler in <i>Gone With The Wind</i> 30: Max Factor dies		1938 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1938 Sept	1: Italy expels all Jews who have entered the country since 1919 8: Germans in the Sudetenland demonstrate for union with Germany 15: Neville Chamberlain flies to Berlin to meet with Adolf Hitler. On the 18th, France and Great Britain ask Czechoslovakia to cede the Sudetenland to Germany. On the 30th, Germany, Great Britain, Italy, and France sign a pact giving the Sudetenland to Germany. Prime Minister Neville Chamberlain states that the agreement will ensure “peace in our time.”	8: Chester Carlson patents the photocopier, which he developed in 1937, but no practical working model is built for 20 years. He demonstrates his “xerography” process on October 22. 27: The <i>Queen Elizabeth</i> takes her maiden voyage
1938 Oct	1: Poland annexes Teschen and Silesia from Czechoslovakia. 3: The German army occupies the Sudetenland 10: British troops occupy Bethlehem. On the 18th, martial law is imposed in Palestine due to an ongoing siege of Jerusalem by Arabs. 19: Charles Lindbergh receives the Service Cross from Adolf Hitler 21: Japan conquers Canton, but finds that the Chinese have destroyed most of the buildings 25: Japan captures Hankow and Wuhan 28: Germany deports thousands of Jews to Poland	9: The altimeter is demonstrated in New York City
1938 Nov	1: Reports claim that Hitler’s approach to the Czechoslovakia matter was guided by an astrologer 2: Axis arbiters award Slovakia and Ruthenia to Hungary 9: The <i>Kristallnacht</i> (Night of Broken Glass): After the November 7th assassination of German diplomat Ernst vom Rath by a Jew in Paris, Nazis in Berlin go on a rampage, murdering Jews, destroying Jewish property, and burning a synagogue. More than 90 people are killed, and as many as 30,000 Jews are sent to concentration camps. 9: Great Britain declares the planned partition of Palestine is now unfeasible 10: Mustafa Kemal Ataturk, father of modern Turkey, dies; Ismet Onu becomes president 11: Cuban leader Fulgencio Batista visits the White House 12: Mexico agrees to compensate the US for the recent land seizures	
1938 Dec	1: Great Britain plans a national register listing what each citizen can do in wartime	18: Otto Hahn of Germany produces fission of uranium for the first time 20: Vladimir Zworykin patents the kinescope (<i>a.k.a.</i> the cathode-ray receiver) 31: Indianapolis, Indiana, uses the first device for testing blood-alcohol content, the “drunkometer”
1938 General and Unspecified	The Lincoln and Washington battalions of American volunteers fighting on behalf of the Loyalists in Spain are decimated in the fighting In Manchuria, the performance of bacteriological experiments on captured Chinese by the Japanese army’s Unit 731 become a “routine procedure.” The <i>marutas</i> (“wood logs”) are infected with anthrax, typhoid, and other virulent diseases. Congress forms the House Un-American Activities Committee (HUAC)	Eastern Airlines is created Northrop Aircraft is founded McDonnell Aircraft is founded Owens-Illinois and Corning Glass Works perfect fiberglass George and Ladislao Biro of Hungary patent the first ballpoint pen that becomes a commercial success G.S. Callendar describes the greenhouse effect German military engineers design the first Panzer tank

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
	15: Thomas Wolfe dies	21: A hurricane hits Long Island and New England, killing 680 people, causing \$400 million in property damage, and destroying two billion trees. Thanks to the heroic efforts of 60 beaver colonies, flooding in New Jersey is minimal.	1938 Sept
	9: The New York Yankees beat the Chicago Cubs in the World Series 30: Orson Welles, best known as the voice of the radio character the Shadow, broadcasts a radio adaptation of H.G. Wells's <i>The War Of The Worlds</i> that describes the Martians as landing at Grover's Mill, NJ instead of in England. The drama is so realistic that despite frequent announcements that it's fictitious, approximately one million of the six million listeners believe it's a real news report and panic. Police departments are swamped with calls, and some people faint, go into hysterics, or threaten suicide.		1938 Oct
	12: Kate Smith sings the new Irving Berlin song, <i>God Bless America</i> , on her radio show	8: The Republican Party makes its first gains in Congress in ten years 11: Typhoid Mary, blamed as the prime carrier of the 1904 typhoid epidemic, dies of a stroke in New York 27: Controversial right-wing priest Father Coughlin claims the Jews financed the 1919 Russian Revolution	1938 Nov
	10: Pearl S. Buck wins the Nobel Prize for Literature	22: The long-thought-extinct fish the coelacanth is discovered alive in the waters off South Africa	1938 Dec
	Notable literature of the year: <i>The Yearling</i> , by Marjorie Kinnan Rawlings; <i>Nausea</i> , by Jean-Paul Sartre; <i>Out Of Africa</i> , by Isak Dinesen Notable films of the year: <i>Robin Hood</i> , starring Errol Flynn; <i>Angels With Dirty Faces</i> , starring Jimmy Cagney and Humphrey Bogart; <i>Boys Town</i> , starring Spencer Tracy and Mickey Rooney; <i>Jezebel</i> , starring Bette Davis Superman debuts in Action Comics Fiberglass begins to replace wood in skis, boat hulls, and the like Frank Lloyd Wright completes Taliesin West	Nearly 8 million remain unemployed in the US Nescafé is introduced in Switzerland Nestlé Corporation introduces instant coffee GE and Westinghouse introduce the fluorescent lamp The March Of Dimes is founded Congress creates the Olympic National Park	1938 General and Unspecified

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1939		
1939 Jan	4: Baron Hiranuma, a fascist, becomes premier of Japan 26: Franco's forces take Barcelona	11: Marguerite Perey discovers the element francium 28: Scientists split an atom to release 200 million volts of electricity The new Trans-Iranian Railway links the Caspian Sea and the Persian Gulf
1939 Feb	3: Cuban leader Fulgencio Batista visits Mexico, urging "Latin solidarity" 6: 130,000 Spanish refugees enter France 9: Franco's forces reach the border of Catalonia. On the 27th, Great Britain recognizes Franco's regime. 10: Pope Pius XI dies 10: The Japanese occupy Hainan, an island in French Indo-China 13: Mexico nationalizes the assets of the United Sugar Company, a US firm 19: An attempted coup in Peru fails	14: Germany launches the battleship <i>Bismarck</i>
1939 Mar	2: Pius XII becomes pope 15: Germany completes its conquest of Czechoslovakia as the Reich's army enters Prague. On the 16th, Slovakia, Moravia, and Bohemia become German protectorates, and Hungary annexes the Carpatho-Ukraine. 22: Germany annexes the Lithuanian port of Memel 28: Francisco Franco captures Madrid, ending the Spanish Civil War. Within two days, the Franco regime in Spain has already arrested 100,000 opponents. 31: Japan annexes the Spratly Islands even though they're owned by France	
1939 Apr	1: Hitler repudiates the Anglo-German naval treaty 1: The US recognizes the Franco regime 1: Great Britain and Poland sign a mutual aid treaty 4: King Ghazi of Iraq dies in an automobile crash. Iraqis riot, stoning the British consul to death on rumors that the British engineered the crash. Feisal II becomes king. 5: The French elect Albert Lebrun president 5: Germany drafts all German males ages 10-18 7: Italy invades Albania; King Zog flees 10: The British fleet in the Mediterranean sails to Greece and Turkey to forestall possible Italian aggression 10: The Netherlands mobilizes soldiers on its German border 11: Hungary withdraws from the League Of Nations 28: Hitler rejects a proposal from President Roosevelt to meet at sea	
1939 May	3: Vyacheslav Molotov replaces Maxim Litvinov as Foreign Minister of the USSR 5: President Somoza of Nicaragua visits Washington, D.C. and meets with President Roosevelt 22: Germany and Italy sign the "Pact of Steel" to bind themselves together economically, politically, and militarily Japan bombs Chungking, killing over 7,000	20: Pan Am begins regularly scheduled transatlantic service from Port Washington, NY to Europe 25: The US Navy submarine <i>Squalus</i> sinks, killing 26 sailors
1939 June	2: Unrest strikes Palestine as a bomb kills five Arabs in Jerusalem, and three Jews and four Britons are killed while patrolling 3: Germany trades Bolivia arms for an airbase 7: Estonia and Latvia sign a non-aggression pact with Germany 23: France and Turkey sign a mutual aid pact	1: The Douglas DC-4 makes its first flight from Chicago to New York City with 40 passengers 15: The French submarine <i>Pheonix</i> sinks in Indochina, killing 63
1939 July	18: 2,000 Nazi guards arrive in the free city of Danzig. Germany clearly wants to take over the city, but France and Great Britain indicate doing so could cause a war. 21: President Cardenas offers each Mexican peasant 50 acres of land 23: President Roosevelt asks Congress to revise the Neutrality Act to allow for arms sales 25: Japan closes the river access to Canton	1: Roy Plunkett of Kinetic Chemicals (a DuPont subsidiary) patents Teflon® 15: Aviatrix Clara Adams becomes the first woman to fly around the world
1939 Aug	8: Germany orders all citizens between 5 and 70 to register for possible wartime assignments 16: Germany demands that it be given both Danzig and Pomorze. Poland moves troops to the German border, and France and Great Britain pledge to support it. On the 19th, Germany sends 14 U-boats into the North Atlantic. On the 23rd, France begins to mobilize for war; Great Britain has also begun to mobilize, and on the 30th begins evacuating children from the cities to the countryside. Americans fearing war flee Europe. 23: Germany and the USSR sign the Molotov-Von Ribbentrop Pact, a non-aggression treaty.	2: Albert Einstein writes President Roosevelt to suggest that an atomic bomb is feasible

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
			1939
	2: Southern California beats Duke in the Rose Bowl 28: William Butler Yeats dies 30: James Naismith, inventor of basketball, claims the game's becoming too rough	25: An earthquake in Chile kills thousands	1939 Jan
25: James J. Hines, a powerful New York politician, is convicted of conspiracy and various other charges pertaining to his corrupt conduct helping the Schultz, Luciano, and Costello mobs		27: The Daughters of the American Revolution refuse to let black singer Marian Anderson sing at Constitution Hall in Washington, D.C. Eleanor Roosevelt resigns from the DAR in protest. 27: The "most haunted house in England," Borley Rectory, burns down	1939 Feb
20: President Roosevelt names William O. Douglas to the Supreme Court	29: Clark Gable and Carol Lombard wed in Arizona	25: In New York City, 20,000 demonstrators march to protest the Nazis 30: In New York City, William Hitler states that his Uncle Adolf is "a menace" Explorer Richard Halliburton's junk, the <i>Sea Dragon</i> , is lost in the Pacific with all hands during an attempt to sail from China to San Francisco Nylon stockings become available	1939 Mar
	30: The World's Fair opens in New York. Its Perisphere and Trylon structures become easily-recognized symbols.	2: The American Civil Liberties Union (ACLU) defends the rights of Nazis to distribute literature in the US	1939 Apr
	3: The Andrews Sisters record <i>The Beer Barrel Polka</i> 6: Johnstown wins the Kentucky Derby 14: Barbara Stanwyck marries Robert Taylor 30: Wilbur Shaw wins the Indianapolis 500 with an average speed of 155 miles per hour	10: The US Methodist Church unites for the first time in 108 years	1939 May
	12: Byron Nelson wins the US Open 21: Lou Gehrig quits baseball on account of illness	4: The liner <i>St. Louis</i> , carrying 900 Jewish refugees from Europe, is turned away at a Florida port. After later being turned away from Cuba, it returns to Europe; many of its passengers later die in Nazi concentration camps. 10: King George VI and Queen Elizabeth visit the World's Fair in New York City, becoming the first British monarchs to visit the US (and, later, Canada)	1939 June
	13: Frank Sinatra makes his recording debut with the Harry James Band	5: Flash floods hit Kentucky, killing 5	1939 July
24: Feared mobster Louis "Lepke" Buchalter, head of Murder, Inc., turns himself in to Walter Winchell, a New York columnist; Winchell turns him over to the FBI	1: Glenn Miller records <i>In The Mood</i> 26: W2XBS broadcasts the first televised baseball game	7: Standard Oil receives an oil concession for all of Saudi Arabia, thanks largely to the fact that King Ibn Saud trusts the US but not the other countries who have tried to obtain the concession 14: President Roosevelt announces that he's moving Thanksgiving forward one week, much to the annoyance of a lot of people but the plaudits of retailers	1939 Aug

YEAR	POLITICS & WAR	SCIENCE & TECHNOLOGY
1939 Sept	1: Germany invades Poland and takes Danzig 3: Great Britain and France declare war on Germany. World War II begins. On the 5th, President Roosevelt pledges to keep the US out of the war, if possible. 3: A U-boat sinks the British liner <i>Athena</i> 7: Germany sends troops west to confront France 9: German forces reach Warsaw. The USSR invades Poland on the 16th; by month's end the Reich and the Russians have split Poland up between themselves following Poland's surrender on the 27th 10: The British Expeditionary Force begins to land in France 18: A U-boat sinks the British aircraft carrier <i>Courageous</i> , killing 500 sailors 21: In Romania, the fascist Iron Guard assassinates Premier Calinescu	23: Sigmund Freud dies
1939 Oct	World War II continues: after France and Great Britain reject Hitler's peace offer, Germany attacks the Western Front with 100,000 soldiers. The USSR invades Latvia. Germany enslaves all Polish Jews ages 14-60.	
1939 Nov	World War II continues: the USSR invades Finland; the US ends its embargo on arms sales; Hitler escapes an assassination plot involving a bomb in a Munich beer hall; Mussolini reorganizes the Italian army; the British attack Wilhelmshaven	
1939 Dec	World War II continues: the German offensive along the Rhine begins; the Germans scuttle the battleship <i>Graf Spee</i> to keep it out of British hands after the Battle of the River Plate near Montevideo, Uruguay	13: The first standard Lincoln Continental is produced
1939 General and Unspecified	Nonintervention sentiments grow in the US after World War II begins. Leading voices for the cause include Herbert Hoover, Charles Lindbergh, Theodore Roosevelt, Jr., Sen. Harry Bird, Sen. William Borah, and Henry Ford. France transfers the <i>sanjak</i> (district) of Alexandretta to Turkey	Igor Sikorsky flies the first US-made helicopter FM radio receivers are introduced DDT is introduced in Switzerland In Germany, the Heinkel He-178, an experimental jet airplane, has a successful test flight in which it reaches 360 miles per hour

CRIME & PUNISHMENT	ARTS & ENTERTAINMENT	LIFE & TIMES	YEAR
29: Fritz Kuhn, leader of the German-American Bund, is arrested in New York City for larceny.		9: <i>Newsday</i> begins publication	1939 Sept
	23: Zane Grey dies The New York Yankees beat the Cincinnati Reds in the World Series	1: The World's Fair closes after having received 26 million visitors 15: New York dedicates LaGuardia Airport	1939 Oct
29: A court convicts Fritz Kuhn of larceny		1: Rockefeller Center opens 18: The Dutch liner <i>Simon Bolivar</i> hits a mine and sinks, killing 140	1939 Nov
	22: Gloria Jacobs, age 17, establishes a new world pistol record, 299 out of 300	27: Earthquakes hit Turkey, killing 11,000	1939 Dec
The US government releases Al Capone from Alcatraz. His mind ravaged by syphilis, he moves to his Miami Beach estate, where he dies in 1947. Paul "the Waiter" Ricca becomes the main power in the Chicago mobs Federal judge Martin Manton is convicted of numerous acts of judicial corruption on behalf of various mobsters over the past dozen-plus years In Los Angeles, Bugsy Siegel kills mobster Harry Greenberg, who's fallen out of favor with New York crime bosses	Notable literature of the year: <i>Finnegan's Wake</i>, by James Joyce; <i>Captain Horatio Hornblower</i>, by C.S. Forester; <i>The Grapes Of Wrath</i>, by John Steinbeck; <i>The Web And The Rock</i>, by Thomas Wolfe; <i>The Big Sleep</i>, by Raymond Chandler Notable films of the year: <i>Stagecoach</i>, starring John Wayne; <i>The Hound Of The Baskervilles</i>, starring Basil Rathbone; <i>The Wizard Of Oz</i>, starring Judy Garland and Ray Bolger; <i>Mr. Smith Goes To Washington</i>, starring Jimmy Stewart; <i>Gone With The Wind</i>, starring Clark Gable and Vivien Leigh; <i>Ninotchka</i>, starring Greta Garbo Batman debuts in Detective Comics Lay's Potato Chips are introduced	503 million acres of US land remain uncharted Leona Lax develops the concept of cup sizing for bras John Borglum finishes carving the fourth head on Mt. Rushmore, Theodore Roosevelt The US economy begins to boom thanks to orders of wartime goods and materiel from Europe At Sutton Hoo, Suffolk, Great Britain, archaeologists discover a remarkably preserved Anglo-Saxon era burial ship	1939 General and Unspecified

FAMOUS PEOPLE

The Pulp era isn't just about events, discoveries, and inventions — it's about people, too. Some of the most beloved and infamous figures of human history were active in the Twenties and Thirties, and part of the fun of *Pulp Hero* is giving your heroes a chance to meet these people.

The paragraphs below provide brief descriptions of some of the most noteworthy people of the Pulp era. Generally speaking, it doesn't cover events after 1939, and only major ones before 1920. If you'd like to find out more about them, many history texts and historical biography reference books can tell you everything you need to know.

POLITICS AND WAR

Ataturk, Mustapha Kemal (1880-1938): Turkish soldier, statesman, and founder of the modern nation of Turkey. As a military officer he fought in the Great War, earning recognition for his defense of Gallipoli. In 1920, when Great Britain occupied Turkey, Kemal formed a provisional government in an effort to prevent the great powers from partitioning his country. After helping lead his country to victory over the Greeks and to defuse the crisis with Great Britain via what became the Treaty of Lausanne, he was elected first president of Turkey in 1923. Thereafter he instituted political and social reforms that made Turkey the most Westernized nation of the Near East. In 1933 the National Assembly bestowed upon him the title *Ataturk* ("father of the Turks").

Baldwin, Stanley (1867-1947): British statesman and Prime Minister 1923, 1924-29, 1935-37. A Conservative, he is credited with adroitly handling the strike crises of the mid-Twenties and the Edward VIII abdication crisis, but is thought to have underestimated the threat posed by Nazi Germany.

Beria, Lavrenti (1899-1953): Soviet official and one of the most feared and sadistic men in Stalin's Russia. He led the Georgian secret police from 1921-31, and as People's Commissar for Internal Affairs commanded the NKVD, the Soviet secret police, from 1938-53.

Blum, Leon (1872-1950): Leader of the French Socialist Party beginning in 1925 and premier of France in 1936. His Popular Front government, which included Communists and other leftist elements in addition to Socialists, instituted such reforms as the 40-hour work week and collective bargaining for labor. Ousted in 1937, he returned to office in 1938 for just a few weeks.

Briand, Aristide (1862-1932): Eleven-time premier of France from 1909-29 and winner of the Nobel Peace Prize for his work on the Treaty of Locarno. He also helped formulate the Kellogg-Briand Pact that purported to outlaw war as an instrument of foreign policy.

Bukharin, Nikolai (1888-1938): Editor of PRAVDA from 1917-29, member of the executive of the Comintern beginning in 1919, and Politburo member from 1924-29. After being expelled from the Politburo for disagreeing with Stalin's collectivization policy, he remained on the Central Committee. In 1938, he was tried and executed as part of the Great Purge.

Chamberlain, Neville (1869-1940): Conservative Prime Minister of Great Britain from 1937-40. A skilled administrator with a record of success on the domestic front, he adopted a policy of "appeasement" with regard to Nazi Germany. After spearheading the signing of the Munich Pact that partitioned Czechoslovakia, he returned to England and announced that he'd secured "peace in our time."

Chiang Kai-shek (1887-1975): Kuomintang (Nationalist) general and president of China. Following the death of Sun Yat-sen, whom he'd helped to create the Nationalist army, Chiang became the most important figure in Nationalist China, often serving as president. Most of his time in power was occupied with conflicts against the northern warlords, the Chinese Communists, and the invading Japanese. He regarded the Communists as a greater threat to Chinese freedom than the Japanese. In 1936, Gen. Chang Hsueh-liang kidnapped him, releasing him only when he pledged to end the civil war and join together with the Communists to fight the Japanese.

Chou En-lai (1898-1976): Leading Chinese Communist. After studying in Europe, he briefly joined the Kuomintang in the mid-Twenties, but was imprisoned when the Nationalists and Communists stopped cooperating. He became an important military and political advisor to Mao Tse-tung. He negotiated Gen. Chang Hsueh-liang's release of the kidnapped Chiang Kai-shek.

Churchill, Winston (1874-1965): British statesman often considered Great Britain's most important political figure of the twentieth century. After a brief military career, he became a reporter, earning fame when he was captured during the Boer War but made a daring escape.



Elected to Parliament in 1900, he served as First Lord of the Admiralty during the Great War. From 1918-21 he was Secretary of War and Air; from 1921-22 he was Colonial Secretary. From 1924-29 he was Baldwin's Chancellor of the Exchequer, during which time he returned the pound to the gold standard. After the Conservative defeat in 1929 cost him his job, he wrote history and tried to convince his countrymen of the dangers of Hitler and Nazi Germany. He joined Chamberlain's cabinet as First Lord of the Admiralty when World War II began. On May 10, 1940 he became Prime Minister and led his nation through the War.

During his day Churchill was a figure of great controversy, contradiction, and comment who was once said to have held "every position on every question" due to his numerous changes of party and viewpoint. He idolized the French, considering their army one of Britain's greatest defenses. He considered striking workers the equivalent of foreign enemies and advocated strong responses to them. He was looked down upon by some people for his half-American heritage and the often-questionable quality of his relatives and friends. He denounced Hitler and Nazi Germany loudly and at length, attempting to warn his country of the threat they posed, but at times supported Mussolini and Franco.

Coolidge, Calvin (1872-1933): Elected Harding's Vice President in 1920 (in part due to the fame he won as Governor of Massachusetts for his deft handling of the Boston police strike of 1919), Calvin Coolidge became the thirtieth President of the United States in 1923 when Harding died. Resoundingly re-elected in 1924, he presided over the boom years of the Twenties largely by being cautious and doing as little as possible (a strategy supported by the two- to four-hour naps he took each day). He declined renomination in 1928 to retire to his Massachusetts home. Known as "Silent Cal" for his laconic public nature, he could be quite garrulous in private.



Coughlin, Father Charles (1891-1979): The "radio priest" of the Thirties. After starting his own radio program in 1926 on a Detroit station, he began to rail against "injustice" as he perceived it. By the Thirties his fiery and inspirational oratory attracted an enormous audience nationwide (at some points he received as many as 50,000 letters *per day*), giving him and his National Union for Social Justice great influence. Initially supportive of the New Deal, he soon turned against it, becoming one of Roosevelt's most strident critics (even at one point directly calling the President a "liar"). As the Thirties progressed, his broadcasts took on fascist tones, with diatribes against Communism, the Jews, Wall Street, and the like. By the end of the decade his popularity had largely waned.

Daladier, Edouard (1884-1970): Premier of France, 1933, 1934, and 1938-40. A radical socialist, he helped to form the Popular Front of Socialists, radicals, and

Communists, and favored a policy of appeasing Hitler that led him to sign the Munich Pact.

Dawes, Charles (1865-1961): Vice President of the United States in the Coolidge administration, and President Hoover's ambassador to Great Britain. Dawes was the primary creator of the Dawes Plan intended to alleviate some of Germany's war reparations burden by restructuring the payments, providing for an international loan, and stabilizing German currency through a bank reorganization. The Plan earned him the Nobel Peace Prize for 1925.

de Rivera, Miguel Primo (1870-1930): Ruler of Spain during much of the 1920s. Following a distinguished military career, he came to power through a bloodless coup in 1923. His numerous vices and eccentricities — drinking, carousing with Gypsies, drunkenly walking around the late-night Madrid streets wearing an opera cloak — were carefully hidden from the public. In January 1930 he resigned as dictator of Spain (the inflation caused by his policies had cost him the support of the military), and died two months later.

Dollfuss, Engelbert (1892-1934): Murdered Austrian politician. After serving heroically during the Great War, Dollfuss entered Austrian politics. Appointed chancellor in 1932, he fought a losing political battle against Nazi aggression while also trying to suppress the Socialists. He instituted a new, fascist, constitution in 1934, and was later given dictatorial powers in an attempt to restore order, but was assassinated later that year by Nazis during an attempted coup.

Dubois, W.E.B. (1868-1963): Black American civil rights leader, author of *The Souls Of Black Folk* (1903) and co-founder of the NAACP (1909).

Edward VIII (1894-1972): The eldest son of King George V, Edward Windsor joined the Royal Navy in the Great War. During the Twenties and early Thirties, he often served as a goodwill ambassador for Great Britain and in other minor political roles, and his concern for the plight of the working class during the Depression earned him much favor among the British people. However, he mostly lived the life of a playboy and society man. In 1931 he met Wallis Warfield Simpson, a married American woman; in 1934, the two of them began having an affair. On the death of his father in 1936, he became King Edward VIII. However, when informed that the government would not allow him to marry the now twice-divorced Mrs. Simpson, he abdicated the throne in December 1936, stating, "I have found it impossible to carry the heavy burden of responsibility and to discharge my duties as King as I should wish to do, without the help and support of the woman I love[.]" Thereafter he married Mrs. Simpson and took the title Duke of Windsor.

Eisenhower, Dwight (1890-1969): Major twentieth century American military figure. After graduating from West Point in 1915, he



served in the Great War. He attended the Army War College and served as Assistant Secretary of War from 1929-33. In the Pulp era, he's most noted by later historians as having been second in command of the soldiers led by Gen. Douglas MacArthur to drive the Bonus Expeditionary Force from Washington, D.C. in 1932.

Evans, Hiram Wesley (1881-1966): Imperial Grand Wizard of the Ku Klux Klan. An Atlanta dentist, he took the leadership of the Klan from its founder, "Colonel" Joseph Simmons, in 1923. Building on the initial work of Simmons and his employees, Evans expanded the Klan significantly, helping it to reach its point of greatest popularity and power in history. He described himself as "the most average man in America."

Fall, Albert (1861-1944): US Secretary of the Interior in the early Twenties. While Secretary, he sold the Teapot Dome and Elk Hills oil reserves to companies controlled by friends of his in exchange for substantial "loans" from them. The resulting scandal, when discovered, significantly tarnished the Harding administration.

Franco, Francisco (1892-1975): Ruler of Spain. After a successful military career (including attaining the rank of brigadier general at age 33), in 1936 Franco began the Spanish Civil War in an effort to oust the current Socialist government. By 1939, he had won the war and achieved recognition of his new regime, in which only his party, the Falange, was allowed.

Gandhi, Mohandas K. (1869-1948): Indian civil rights leader. After an early career practicing law in India and South Africa, he became a leading member of the Congress Party, whose chief goal was Indian independence from Great Britain. As part of his general campaign of "civil disobedience," he reverted to a simple, ascetic way of life, organized boycotts of British goods, and in 1930 led the famous "salt march" to the sea. Imprisoned in 1922, 1930, and 1933 by British authorities, he fought back with hunger strikes. His followers and adherents called him *Mahatma*, or "great soul."



Garner, John Nance (1868-1967): Vice President of the United States during Franklin D. Roosevelt's first two terms as President. A Democrat from Texas, he helped get much of FDR's New Deal legislation passed by Congress.

Garvey, Marcus (1887-1940): Black civil rights activist who promoted a "back to Africa" movement. He was convicted of mail fraud in 1925. After he served two years in prison, the US deported him to his native Jamaica, and his political influence in the US declined.

George V (1865-1936): Widely-loved King of Great Britain from 1910 to 1936. The celebration of his Silver Jubilee in 1935 was a source of many festivities and much patriotic feeling in England.

George VI (1895-1952): King of Great Britain from 1936 to 1952. After receiving naval training, he fought in the Great War with the Royal Navy, and saw action at the infamous Battle of Jutland. When his brother Edward VIII abdicated the throne to marry Wallis Simpson, he became king, a role for which he was not fully prepared. In 1939 he became the first reigning King of Great Britain to visit the United States. His daughters Elizabeth (later Queen Elizabeth II) and Margaret Rose, the "Little Princesses," were popular international stars and the subject of books, paper doll sets, and similar toys.

Goebbels, Joseph (1897-1945): Leading Nazi. Goebbels joined the National Socialist Party in 1922, and was so dedicated and skilled a worker for the Party that Hitler appointed him *gauleiter*, or leader, of the Berlin branch in 1926. Elected to the Reichstag in 1928, he became Minister of Propaganda in 1933 when Hitler seized power, a position he held until his death by suicide in 1945. A masterful propagandist, he orchestrated the enormous Nazi rallies and made shrewd use of the new forms of communication and mass media.

Goering, Hermann (1893-1946): Leading Nazi. Born to a distinguished Bavarian family, Goering was a famous Great War aviator. He joined the Nazi Party in 1922, was wounded in the Beer Hall Putsch, and escaped arrest by fleeing to Sweden. In 1928 he returned to Germany and was elected to the Reichstag. After Hitler seized power in 1933, he made Goering his second in command; Goering's positions included Prime Minister of Prussia, Minister of the Air, Minister of the Interior, and most importantly leader of the dreaded Gestapo. In 1936 Hitler put him in charge of the four-year economic plan, and in 1939 he designated Goering his successor and awarded him the special rank of Reichsmarshal. Sentenced to death by the Nuremberg tribunal, he committed suicide hours before his execution.

Haile Selassie (1892-1975): Emperor of Ethiopia. He became regent of his country in 1916, king in 1928, and finally emperor from 1930 until his death. In 1936 he was in effect deposed by the Italian conquest of his country, against which his pleas for aid to the League of Nations and several countries went unheeded.

Harding, Warren (1865-1923): Twenty-ninth President of the United States. A Republican from Ohio, his administration is best remembered for such unfortunate incidents as the Teapot Dome scandal



(though he didn't live long enough to suffer from them). After becoming the first President to visit Alaska, he died unexpectedly in San Francisco while returning home.

Hess, Rudolf (1894-1987): Leading Nazi. He met Hitler in 1920, becoming his political secretary and closest friend. He took part in 1923's Beer

Hall Putsch, and while they were in prison Hitler dictated *Mein Kampf* to him. In 1934 Hitler named him Deputy Leader of the Nazi Party, making him third in command of Nazi Germany. Despite this position, he was a naive man and a dreamer; Himmler, Goebbels, and Goering soon surpassed him in power. In 1941, under circumstances not entirely clear, he flew solo to Scotland in an effort to negotiate peace with Great Britain. The British simply imprisoned him. Convicted of war crimes by the Nuremberg tribunal, he was sentenced to life imprisonment in Spandau Prison. After the rest of the Nazi prisoners there died, he spent the last 21 years of his life as the sole occupant of Spandau.

Himmler, Heinrich (1900-1945): Leading Nazi. Himmler joined the Nazi Party in the early 1920s and participated in the Beer Hall Putsch of 1923. He spent most of the rest of the Twenties farming chickens, but in 1929 Hitler appointed him head of the SS (Schutzstaffel) organization. In the early 1930s he increased his own power by helping with the elimination of the SA during the Night of the Long Knives, and in 1936 was given the title Reichsführer of the SS and command of all German police forces. Considered more responsible for implementing Hitler's "Final Solution" than any other leading Nazi, he committed suicide after being captured in 1945 rather than face trial.

Hindenburg, Paul von (1847-1934): German military and political leader. A great hero of the World War, he was elected president of Germany in 1925 despite his monarchist beliefs. He was re-elected in 1932, but after appointing Hitler chancellor in 1933, became little more than a figurehead.

Hirohito (1901-1989): Emperor of Japan. The first Japanese royal to visit foreign countries, he was appointed regent in 1921, and became emperor in 1926. Scholarly and quiet, he had little real power in Japan and was basically a puppet of the military.

Hitler, Adolf (1889-1945):

Leader of Nazi Germany and one of the most reviled figures in human history. After failing to gain admittance to the Vienna Academy of Fine Arts, he earned money painting postcards and began to develop his philosophies of Aryan superiority and anti-Semitism. After winning two Iron Crosses for valor in the Great War, he returned to Germany and in 1921 gained control of the German Workers' Party, which he'd been hired to infiltrate as a police informer. He changed its name to the National Socialist German Workers' Party, or Nazis. In 1923 he attempted to launch a coup, but this effort, the so-called Beer Hall Putsch, failed after several days; he was arrested and sentenced to prison, where he dictated his book *Mein Kampf* to Rudolf Hess.

After his release, Hitler began rebuilding the Nazi Party. The onset of the Depression made Germans susceptible to his pro-Germany, anti-Semitic, anti-Versailles Treaty messages, and by 1932 the Nazis were a major party. In 1933 he convinced



President von Hindenburg to appoint him chancellor, and less than two months later received dictatorial powers following the Reichstag fire incident. Now free to do as he pleased, he effectively abrogated the Versailles Treaty by building up the German military, seizing lands taken from Germany, and by the late Thirties agitating for annexation of the Sudetenland region of Czechoslovakia. After succeeding at partitioning that country, in 1939 he ordered the invasion of Poland, an act that started World War II. He committed suicide in 1945 as the Allies closed in on Berlin.



Hoover, Herbert (1874-1964): Thirty-first President of the United States. After spearheading US humanitarian relief efforts in Belgium and northern France after the Great War, Hoover returned home and served

as Secretary of Commerce under Presidents Harding and Coolidge. Elected in 1928, he did nothing to stop the pernicious financial practices that led to the Crash of 1929. When the Depression set in, Hoover believed the economy would right itself quickest if left alone, and that "direct relief" (i.e., welfare) would harm the "self-reliant" character of the American people. Therefore he made only limited direct efforts to alleviate the effects of the economic collapse (though Rexford Tugwell, a member of FDR's brain trust, later admitted that "practically the whole New Deal was extrapolated from programs that Hoover started"). Many of the efforts he did make — agricultural subsidization, increased public works projects, the Smoot-Hawley Tariff, attempts to prop up wages, tax increases — were disasters. Unsurprisingly, he lost his re-election bid to Franklin D. Roosevelt in 1932.

LaGuardia, Fiorello (1882-1947): Mayor of New York from 1933-45. A flamboyant figure, he was well-liked and considered an energetic reformer. He supported the New Deal.

Landon, Alf (1887-1987): Governor of Kansas from 1933-37 and Republican candidate for President in 1936. His symbol was the Kansas sunflower.

Lenin, Vladimir Ilyich

(1870-1924): Russian Communist revolutionary. After being expelled from law school for subversion, he began organizing workers in St. Petersburg, for which he was sentenced to Siberia for three years. After his release he moved to London, where he became leader of the Bolshevik faction of the Russian Social Democratic Labor Party. He returned to Russia to take part in the Revolution of 1905, but fled to Switzerland in 1907, where he continued to organize the Russian revolution. In 1917 the Germans smuggled him back into Russia, and together with Leon Trotsky he organized the October Revolution that overthrew the czar. After



arranging for peace with Germany, he founded the Communist International (Comintern). By 1921 he and the Red Army had defeated the Mensheviks (White Russians), making him in effect dictator of Russia. Thereafter his health declined until his death in 1924; sadly, his warnings against Stalin were ignored.

Lewis, John L. (1880-1969): American labor leader. As president of the United Mine Workers from 1920-60, he broke away from the trade craft union-oriented AFL in 1936 to form the industry union-oriented CIO. As head of the CIO he obtained significant labor concessions in the auto, mining, and steel industries in the late Thirties.

Litvinov, Maxim (1876-1951): Soviet politician. He served in various posts under Lenin and Stalin, including foreign commissar from 1930-39. During that time he advocated disarmament before the League of Nations, but was removed from office shortly before the signing of the Molotov-von Ribbentrop Pact.

Lloyd George, David (1863-1945): Prime Minister of Great Britain, 1916-22. One of the principal architects of the Treaty of Versailles, he also helped to create the Irish Free State. The Turkey crisis in 1922 caused the Conservatives to withdraw from his coalition, costing him his job, but he headed the Liberal party from 1926-31. In the late Thirties he voiced strong opposition to the policy of appeasement.

Long, Huey (1893-1935): Governor of Louisiana, 1928-32; US Senator from Louisiana, 1930-34. Known as the "Kingfish," Long was a major political power in the late Twenties and early Thirties (he was often referred to as the "Dictator of Louisiana" due to his high-absolute control of the state). His popularity was due in part to massive public spending; during his tenure as governor Louisiana's debt increased from \$11 million to \$125 million. He advocated many sweeping, radical reforms to solve the nation's problems, including a "Share Our Wealth" program in which the government would give every family a homestead allowance and various other freebies by taking money from the rich. In 1935, a secret Democratic poll revealed that Long could win at least three to four million votes for President. He was assassinated later that same year by Carl Weiss, the son of one of his political victims.

MacArthur, Douglas (1880-1964): American military hero. After graduating at the head of the 1903 class at West Point, he fought with valor in the Great War (during which he commanded the Rainbow Division and the 84th Infantry), then became superintendent of West Point from 1919-22. From 1922 to 1930 he held a variety of positions, and in 1930 was made a full general and Army Chief Of Staff. He commanded the military units that brutally drove the Bonus Expeditionary Force from Washington, D.C. in 1932. He retired from the Army in 1937 but was recalled to duty in 1941.

MacDonald, Ramsay (1866-1937): Prime Minister of Great Britain, 1924, 1929-35. Born to poor

Scottish parents, he rose to become wealthy and one of the most powerful men in Britain. A diehard leftist, he was Britain's first Labour prime minister, though the turmoil of the Depression years required him to form a coalition with the Conservatives and Liberals from 1931-35.



Mao Tse-tung (1893-1976):

Chinese Communist leader and founder of the People's Republic of China. A founding member of the Chinese Communist Party in 1921, he was appointed its Hunan leader. During the years of conflict with the

Kuomintang, he became a skilled military leader and guerrilla warrior, and in 1934-35 led his Red Army on the infamous Long March to escape the Nationalists. After the 1936 kidnapping of Chiang Kai-shek, Mao and his Communists worked with the Kuomintang to oppose the Japanese.

Mitchell, Billy (1879-1936): American military leader. An advocate of air power, he was an outspoken critic of the US government's failure to more strongly fund and promote the Air Service. In 1925 the Army demoted and reassigned him in an effort to silence him, but after the *Shenandoah* disaster he accused the government of "incompetence, criminal negligence, and almost treasonable administration of the national defense." After being court-martialed and sentenced to five years' suspension of pay and rank, he resigned from the Army in 1926.

Molotov, Vyacheslav (1890-1986): Leading Soviet politician. An aide to Joseph Stalin, he served as premier from 1931-41 and participated in the Great Purge. He served as foreign minister from 1939-49, and in 1939 negotiated the Molotov-Von Ribbentrop non-aggression pact with Germany.

Mosley, Oswald (1896-1980): British fascist. In 1932 he formed the British Union of Fascists, and beginning in 1936 he staged fascist speeches, rallies, and marches. The British government interned him in 1940.

Mussolini, Benito (1883-1945): Italian Fascist leader and ruler of Italy from 1922-43. Originally a socialist journalist, he helped persuade Italy to enter the Great War, in which he fought. After the war he embraced the cause of nationalism, organizing the paramilitary Blackshirts to support his movement. His Fascist Party gained in power and popularity, and in 1922 he led the Blackshirts in the "March on Rome" that persuaded King Victor Emmanuel III to appoint him prime minister. In 1925 he proclaimed himself dictator of the Italian Fascist state. Envisioning himself as a new Caesar, he attempted to restore Italy's "greatness" through massive building projects, the conquest of Ethiopia (1935-36), the invasion of Albania (1939), and a wide variety of staged, expensive propaganda events.

Palmer, Mitchell (1872-1936): US Attorney General, 1919-21. As Attorney General, he ordered the "Palmer raids" of 1920 in which thousands of suspected Communists, anarchists, and radicals

were arrested, and several hundred foreigners subsequently deported.

Pershing, John (1860-1948): American military leader. Nicknamed “Black Jack” by his devoted men, he led the American Expeditionary Force in the Great War, and the 1916-17 US raids into Mexico in pursuit of Pancho Villa. In 1919 he was named General of the Armies; he served as Army Chief Of Staff from 1921-24.

Ribbentrop, Joachim von (1893-1946): Foreign Minister of Nazi Germany from 1938-45. He negotiated the Molotov-Von Ribbentrop non-aggression pact with the Soviet Union.

Rohm, Ernst (1887-1934): Leading Nazi. An early member of the Nazi Party, in 1930 he became the leader of the SA (*Sturmabteilung*, or “storm troopers”). But over the next several years his calls for the formation of a German military state caused him to fall out of favor with Hitler, and in 1934 he was murdered by the SS on the Night of the Long Knives.

Roosevelt, Eleanor (1884-1962): First Lady and wife of President Franklin D. Roosevelt. Taking an active role in her husband’s administration, she became one of the most admired and influential women in the US, and was famed for her support of civil rights and various left-wing causes. Her “My Day” newspaper column allowed her to convey her thoughts and ideas to millions of Americans on a regular basis.

Roosevelt, Franklin D.

(1882-1945): Thirty-second President of the United States. After serving as Assistant Secretary of the Navy during the Great War, in 1921 he contracted polio and spent the rest of his life in a wheelchair. Determined to overcome his infirmity, he remained involved in Democratic politics and was elected Governor of New York in 1928. He was elected President in 1932 on the strength of his “New Deal” proposals to alleviate the effects of the Depression. He immediately set to work enacting legislation, in the process creating many lasting public works but transforming the US into a deficit-driven welfare state. Widely regarded in some circles as a Socialist (or even Communist), he recognized the USSR in 1933 and established the “Good Neighbor” policy toward Latin America. Resoundingly re-elected in 1936, he suffered several setbacks in the late Thirties, including the failure of his “court packing” plan (intended to realign the Supreme Court so it would stop ruling that his New Deal legislation was unconstitutional) and the “Roosevelt recession” of 1937. Despite these problems, he was re-elected for a third term in 1940 (and a fourth in 1944), and helped to lead the US through World War II and forge the post-War world.

Stalin, Joseph (1879-1953): Leader of the Soviet Union and murderer of millions. He was a close ally of Lenin’s in the early Twenties, and became secretary-general of the Central Committee

(though Lenin expressed doubts about his fitness for the job, and would have removed him had he [Lenin] not died). He allied with Zinoviev and Kamenev to oust Trotsky, and then with Bukharin and Rykov to remove Zinoviev and Kamenev as threats to his power base. His collectivization and grain confiscation policies led to massive unrest and famine in the Ukraine and other areas, causing millions of deaths. From 1934-38 he instituted the Great Purge, during which he arrested, exiled, and/or killed as many as ten million people as a way of solidifying his own power.



Stephenson, D. C. (1891-1966): Grand Dragon of the Ku Klux Klan in Indiana in the early 1920s, and a powerful figure in the national KKK organization. In 1925 he was convicted of murder in a sordid incident involving the possible rape of a woman; the backlash within the organization due to his conduct crippled the Klan as a power in American politics.

Townsend, Francis (1867-1960): Physician and social reformer. He proposed to alleviate the Depression through the “Townsend Plan.” Under the Plan, the government would pay every citizen age 60 or older a \$200 monthly stipend, with the proviso that the money had to be spent within thirty days. A 2% sales tax would finance the giveaway. He attracted millions of supporters, including some elected officials. The Social Security Act of 1935 largely took the wind out of his sails.

Trotsky, Leon (1879-1940): Leading Russian Communist. After the February Revolution he became a Bolshevik and a major supporter of Lenin; he helped organize the October Revolution that overthrew the czar. He commanded the Red Army during the Russian Civil War, and was a Politburo member from 1919-27. He struggled with Stalin for power, lost, and was expelled from the Communist Party in 1927. In 1929 he was exiled and spent the rest of his life abroad. In 1940 Soviet agents assassinated him in Mexico City.

Villa, Francisco “Pancho” (1878?-1923): Mexican bandit and revolutionary leader. He supported Madero in the 1911 Mexican Civil War that overthrew Porfirio Diaz, and was also a major figure in the 1914-15 Mexican Revolution. In 1916 he and his men raided the town of Columbus, New Mexico, prompting the US Army to pursue him fruitlessly in Mexico for two years. He retired to his ranch in 1920 and was assassinated in 1923; the assassins were never identified or captured.

Walker, Jimmy (1881-1946): The flamboyant Mayor of New York City from 1925-32. A former Tin Pan Alley songwriter, he served 16 years in the New York legislature as part of the Tammany Hall machine before it gave him the mayoralty. Known for his well-tailored clothes, active night life, and quick wit, Walker was the darling of the tabloid newspapers and a favorite of many New Yorkers. But the stock market Crash of 1929 helped to reveal



the massive corruption of his administration, and in 1932 he resigned and fled to Europe.

Wilson, Woodrow (1856-1924): Twenty-eighth President of the United States. He led America into and through the Great War, and afterwards was instrumental in negotiating the Treaty of Versailles and forming the League of Nations to support his high-minded principles about government and the conduct of countries. Bitterly disappointed by the US's refusal to join the League, he suffered a stroke in 1919, never fully recovered, and died five years later.

SCIENCE AND TECHNOLOGY

Andrews, Roy Chapman (1884-1960): Explorer and paleontologist. Originally a specialist in cetology (the study of whales), in 1914 Roy Chapman Andrews became the head of the American Museum of Natural History's Asian exploration section. From 1914 to 1932 he led expeditions to Chosen, Burma, Alaska, China, Mongolia, and Tibet. He was the first person to discover fossilized dinosaur eggs, the Baluchitherium, and other forms of prehistoric life. Along the way he dealt with the rigors of travel, sharks, corrupt or suspicious officials, pythons, venomous serpents, bandits, and other perils. He became the Museum's director in 1935.

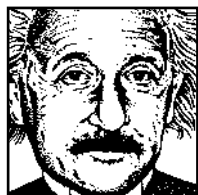
Baird, John (1888-1946): A pioneer of television technology. After several early experiments using primitive equipment he built himself, he demonstrated TV to scientists in 1926. He continued to attract attention and improve his technology, and in 1929 gave the first, experimental, BBC television broadcast. However, in 1927 his mechanical scanning system fell out of favor due to the development of the electronic scanning system.

Edison, Thomas (1887-1931):

Leading American inventor and businessman. Renowned as the inventor of the light bulb, the phonograph, the kinetograph camera, and dozens of other devices, he worked at a furious pace, often sleeping only three hours a night. He was a ruthless businessman, and died wealthy thanks to his clever marketing of his own creations and image.



Einstein, Albert (1879-1955): Leading physicist and two-time winner of the Nobel Prize for Physics. A German Jew, he was a lackluster student whose creativity and capacity for independent



thought irked many of his teachers. As an adult he got a job in the Swiss Patent Office, and worked on his physics theories at night. His special theory of relativity, general theory of relativity, photoelectric effect work, and other

discoveries made him world-renowned; even today his name is used as a synonym for genius.

Farnsworth, Philo (1906-1971): A pioneer of television technology. After building a washing machine for his family when he was 12, at 15 the clever Farnsworth conceived of and described the basics of what would become television. In 1927, he was the first person to transmit a television picture of 60 horizontal lines, and later invented many other TV technologies.

Freud, Sigmund (1856-1939): Father of psychoanalysis. Freud's pioneering work on the effects of subliminal sexuality on the human psyche transformed the study of mental conditions, and in the Pulp era his theories were well-known and often applied to criminology and other fields. In 1938 he fled to London to avoid the Nazis, and died there a few weeks after the start of World War II.

Goddard, Robert (1882-1945): Pioneer of rocketry. He experimented with rocket technology before and during the Pulp era, successfully launching his first liquid fuel rocket in 1926. From 1930 to 1935 he developed a series of rockets, reaching speeds of up to 550 miles per hour. Despite his successes, he was largely ignored by the US government, which had little interest in rocket technology.

Tesla, Nikola (1856-1943): Leading physicist. Born in Croatia, he invented or developed alternating current, fluorescent lights, the induction motor, and many other devices. He later experimented with the concept of "broadcast power" (electrical power transmitted through the air). Said to have powers of foresight, and considered somewhat eccentric at times, he turned down the 1912 Nobel Prize for Physics.

Zworykin, Vladimir (1889-1982): A pioneer of television technology. Born in Russia, he moved to the US in 1919. He invented the iconoscope, the first electronic scanning TV camera. In 1929 he transmitted a picture from a television camera to a cathode ray tube.

CRIME AND PUNISHMENT

Barker, Ma (1871-1935): Mother and leader of a violent criminal gang during the Pulp era. Raised in grinding poverty in Kansas, her sons were troublemakers from the beginning, but she often found a way to talk them out of their difficulties. By the late Teens or early Twenties, her sons were pulling bank jobs that she'd planned. After her son Herman committed suicide after being injured in a shootout with the police in 1927, she became truly dangerous, planning even more robberies, kidnappings, and other crimes. By the mid-Thirties the FBI was closing in on Ma Barker and her gang, and on January 16, 1935 she and her son Fred were killed in a four-hour gunfight with the Feds.

Barrow, Clyde, and Bonnie Parker: Brutal young criminals who committed a series of minor robberies and murders in the Thirties. They met in 1920,

when Clyde was 21 and Bonnie 19. They began living together, and after he was arrested for robbery, she slipped him the pistol with which he made his escape. They then teamed up to commit crimes in Texas and nearby states, in the process killing 13 people. In 1934 the police set a trap for them near Shreveport, Louisiana. While some argument exists about whether the cops gave the pair a chance to surrender or just started shooting, the result — 25 bullets in Clyde's corpse and 23 bullets in Bonnie's — put an end to the criminals' murderous spree.

Buchalter, Louis "Lepke" (1897-1944): A leading labor racketeer during the Thirties. Learning his trade in the Twenties from the likes of Arnold Rothstein and Little Augie Organ, he and his partner Jacob "Gurrah" Shapiro began taking over unions in the New York City area. His success brought him money, and his money brought him a luxurious lifestyle, and his luxurious lifestyle eventually brought him the unwanted attention of prosecutor Thomas Dewey. To minimize the damage to the mob, Lucky Luciano tricked Buchalter into thinking he'd get a deal if he turned himself in. On August 24, 1939, Buchalter surrendered to columnist Walter Winchell... only to discover there was no deal. He spent the rest of his life in state custody and was executed in 1944.

Capone, Al "Scarface" (1899-1947): Organized crime leader and boss of Chicago during the Pulp era. After serving his criminal apprenticeship with the violent Five Points gang of New York City, Capone relocated to Chicago in 1919 and joined up with his former mentor, Johnny Torrio. The two of them were soon a major force in the underworld, and when Torrio got out of the game following a near-fatal shooting in 1925, Capone was top dog in the Windy City. Capone took to the responsibility surprisingly well, eliminating such rivals as the Aiello, the Gennas, and the O'Banion gang. By the late Twenties he was earning far more than the President, virtually ruled Chicago and its suburbs (particularly Cicero), and was immensely popular. But the public turned against him in reaction to the 1929 St. Valentine's Day Massacre... and even worse, the Feds, whom he didn't control the way he did the Chicago police, were closing in. In 1931 he was convicted of income tax evasion and sentenced to 11 years in prison. In 1934 the government transferred him to Alcatraz, from which he was released in 1939 because of his rapid decline due to syphilis. His family took him to his Florida mansion, where he died in 1947.

Dewey, Thomas (1902-1971): Crusading New York district attorney. Over the course of his career he convicted Lucky Luciano, Jacob Shapiro, Waxey Gordon, and Louis Buchalter. His attentions so enraged Dutch Schultz that the Mafia had to murder Schultz to keep him from killing Dewey (which would have brought down too much heat).

Dillinger, John (1903-1934): Feared Midwestern bank robber and killer. His main criminal career lasted only from September 1933 to July 1934, during which he and his gang robbed close to 20 banks, stole weapons from three police arsenals, escaped from jail three times (including one jail-break supposedly involving a wooden gun, actually a real pistol), avoided other police traps, wounded seven, and murdered ten. On July 22, 1934 he went to the movies at the Biograph Theater in Chicago with two women, one of whom tipped off the FBI. When they left the theater, the agents were waiting; Dillinger pulled a gun and tried to make a break for it but was shot and killed. Some people never accepted his death, insisting the FBI killed the wrong man.

Hoover, J. Edgar (1865-1972): Director of the FBI. He joined the Department of Justice as an attorney in 1917, and in 1924 was named to lead and clean up the notoriously incompetent Bureau of Investigation. He did so, establishing standards of training and conduct for his men that made the organization, renamed the Federal Bureau of Investigation in 1935, the most highly-regarded in the land. (Hoover's masterful publicity campaigns, including the institution of the "Ten Most Wanted" list, also contributed to the FBI's positive image.)

Izzy and Moe: Famed Prohibition agents. Neither Isadore Einstein nor Moe Smith had any law enforcement experience, but they proved to be enormously creative when it came to busting bootleggers and speakeasy owners. Their repertoire included the use of disguises, decoys, and other trickery, and even simple honesty ("How about a good stiff drink for a thirsty revenue agent?"). But their love of publicity and "undignified" methods embarrassed their superiors, who forced them to resign in 1925.

Karpis, Alvin "Creepy" (1907-1979): Feared Pulp-era crook. He initially worked with the Barker gang, later claiming that Ma Barker had little, if anything, to do with planning their crimes. Together he and the Barkers robbed banks and kidnapped wealthy people (including millionaire brewer William Hamm, for whom they got a \$100,000 ransom). After Ma Barker's death, he formed his own gang and kept on robbing. He was arrested in 1936 in New Orleans by a group of FBI agents led by J. Edgar Hoover himself, who'd been stung by Congressional criticism of his qualifications and courage the previous month (Karpis later disputed the official FBI report of Hoover's important role in the apprehension). He was sentenced to life in prison.

Kelly, George "Machine Gun" (1895-1954): Depression-era gunman. His career and nickname were largely the product of his ambitious wife Kathryn, but there's no question he actually committed several robberies and kidnappings — including the 1933 Urschel kidnapping, which netted him and his gang a \$200,000 ransom. Unfortunately, Urschel's excellent memory provided the FBI with enough information to track the gang down; Kelly was arrested and spent the rest of his life in prison.

Kurten, Peter (1883-1931): The “Vampire of Dusseldorf,” one of the first known serial killers. He murdered an unknown number of victims, but well over a dozen; he claimed that his first killing was at age 5, when he drowned two playmates. His murders were often horribly violent and bloody, invoking memories of the Jack the Ripper killings in some observers. Captured in 1930, he was executed by guillotine in 1931.

Lansky, Meyer (1902-1983): Leading Jewish gangster and one of the primary “brains” behind the mob. Together with Lucky Luciano, he organized the national syndicate, in the process earning millions. He enjoyed enormous prestige in the underworld not only because of his power but because his advice and instructions usually paid off handsomely. He carefully and cleverly avoided publicity, power grabs, or anything else that would bring him unwanted attention; he had little in the way of an arrest record until the government focused its attention on him in the early 1970s.

Leopold, Nathan and Richard Loeb: Jazz Age thrill-killers. In 1924 these young men, sons of two of the richest and most distinguished families in Chicago, kidnapped Loeb’s distant cousin Bobby Franks and murdered him for the fun and challenge of it. They were quickly identified, captured, and sentenced to life in prison (thanks to the efforts of defense attorney Clarence Darrow, whose inspired work spared them the death penalty).

Luciano, Charles “Lucky” (1897-1962): Leading Italian gangster and founder, together with Meyer Lansky, of the national crime syndicate. Like Capone, he started in the Five Points Gang, but by 1920 was a powerful bootlegger (together with partners Lansky and Bugsy Siegel) and had gotten to know many other Italian gangsters. By the late Twenties he was the major player in the crime family run by Joe “the Boss” Masseria, even though he loathed Masseria’s old-fashioned ways and customs. He fought for Masseria in the 1928-30 Castellammarese War with Salvatore Maranzano, but in 1931, with Maranzano winning, Luciano turned on Masseria and had him killed. Then, before Maranzano could have him killed, he killed Maranzano. Thereafter he and Lansky organized the national syndicate, combining the various ethnic gangs into one overall group. But in 1936 Thomas Dewey got him on a 30-50 year sentence for prostitution (though he was released in 1946 for helping the US government keep the New York docks open during World War II).

Maranzano, Salvatore (1868-1931): “Moustache Pete” (old-style Mafia boss) and first and only “boss of bosses.” Maranzano came to the US from Sicily, settling in American for good in 1927 allegedly on the orders of powerful Sicilian dons to organize and take control of the US crime families. In 1928 he provoked the Castellammarese War with rival Joe “the Boss” Masseria, and in 1931, with Maranzano winning, Lucky Luciano had Masseria killed and declared peace with Maranzano. Maranzano then called a meeting of 500 gangsters, at which he

outlined his plans for a national organization and declared himself “boss of bosses.” Unable to tolerate this interference with their own plans for a national mob, Luciano and Meyer Lansky killed Maranzano in late 1931.

Masseria, Joseph “Joe the Boss” (1880-1931): “Moustache Pete” (old-style Mafia boss) and loser of the Castellammarese War. Fleeing Sicily for New York City in 1903 to avoid a murder rap, he soon became a power in the underworld, and by the mid-Twenties was largely the boss of the Mafia in New York. This eventually brought him into conflict with Salvatore Maranzano, who provoked the Castellammarese War in 1928. In 1931, with Masseria gradually losing, his underling Lucky Luciano arranged to have him killed.

Moran, George “Bugs” (1893-1957): Chicago gangster and rival of Al Capone. He grew up in street gangs and had a lengthy arrest record before he was 20. He soon partnered with Dion O’Banion, and after O’Banion was killed by Capone assumed full control of the remnants of the gang. Capone failed to get him in the 1929 St. Valentine’s Day Massacre (Moran overslept and got to the garage just in time to see the “policemen” enter). He later allied himself with various Capone enemies, but they failed to eliminate Scarface Al, and over the course of the Thirties Moran’s power diminished even though Capone was in prison.

O’Banion, Dion “Deanie” (1892-1924): Chicago gangster and rival of Al Capone. A sadistic practical joker and brutal killer, he and his partner Bugs Moran controlled much of Chicago’s North Side. After he tricked Johnny Torrio into paying him a half million dollars for a brewery just before Prohibition agents seized it, all-out war resulted between the Torrio-Capone and O’Banion mobs. On November 10, 1924, three men hired by Capone — Albert Anselmi, John Scalise, and Frankie Yale — walked into O’Banion’s flower shop, allegedly to pick up an order. While Yale shook hands with O’Banion, the other two men shot him dead. He had one of the largest and most elaborate funerals ever in Chicago; even Al Capone sent flowers.

Remus, George (1874-1952): So-called “king of the bootleggers.” By training a Chicago lawyer, Remus moved to Cincinnati to run the illegal booze trade there. He soon had 3,000 employees to steal the “medicinal” liquor he made in the dozen legal distilleries he owned. Within five years he had \$5 million in the bank and owned an enormous, opulent mansion. He didn’t escape the attention of the Feds, who at various times arrested him. He served several short jail terms. After finishing one sentence in 1927, he got out of jail convinced that his wife and a Fed had set him up so they could have an affair. He murdered her, but was acquitted of the killing on the grounds of temporary insanity.

Rothstein, Arnold (1882-1928): A criminal mastermind variously known as “the Brain,” “the Man Uptown,” and “Mr. Big,” Rothstein organized the 1919 “Black Sox” scheme to fix the World Series and inspired the character of Jay Gatsby. He care-

fully picked and chose his crimes, for example deciding only to get involved in importing liquor (the safest form of bootlegging). A notorious gambler, in 1928 he lost \$320,000 in a poker game, then refused to pay on the grounds the game was fixed. On November 4 he was murdered, allegedly by the two men who beat him (though the case was never solved).

Sacco, Nicola and Bartolomeo Vanzetti: Controversial Italian anarchists. Arrested for the robbery of a factory in South Braintree, Massachusetts and a related murder in April, 1920, they were tried, convicted, sentenced to death, and executed in 1927 despite numerous instances of questionable conduct during the case and massive worldwide protests. The controversy over their case remains to this day.

Schultz, Dutch (Arthur Fleigenheimer) (1902-1935): Powerful New York gang leader and racketeer. Schultz controlled most of the beer trade in the Bronx in the Twenties, and soon expanded into other criminal fields. A skinflint who earned little respect in the underworld, he dealt ruthlessly with those whom he felt stole from him (such as Legs Diamond) or who challenged him (like Vincent “Mad Dog” Coll). After he killed Coll in 1932, no one else disputed his territory until crusading district attorney Thomas Dewey began to put pressure on him in 1935. Schultz went to the national syndicate to get permission to kill Dewey, but was denied because they rightly feared the negative publicity that would result. When Schultz stormed out of the meeting insisting he’d kill Dewey anyway, Lucky Luciano had Murder, Inc. send two hitmen to deal with him. They shot Schultz on October 23, 1935. He lingered for two days before dying, often muttering cryptic statements that continue to interest conspiracy theorists and students of the weird to this day.

Siegel, Benjamin “Bugsy” (1905-1947): Powerful Pulp-era gangster. He began running his own gang in New York City at age 14, and soon became friends with other up-and-coming mobsters like Luciano and Lansky. A “cowboy,” he was quick to use violence and often did his own shooting; among the many murders he was involved with was the 1931 killing of Joe “the Boss” Masseria. In the Thirties the syndicate sent him to California to manage its West Coast operations. He soon began mingling in Hollywood society, where it was said he charmed the pants — and panties — off the show business elite. In the Forties he was responsible for the creation of Las Vegas as a gambling mecca and source of underworld revenue.

ARTS AND ENTERTAINMENT

Armstrong, Louis (1900-1970): Influential and extremely popular jazz musician. After taking up the cornet as a teen in New Orleans, he moved to Chicago in 1922 to join King Oliver’s band. In 1925 he started his own band, the Hot Five. His first European tour in 1932 earned him his nickname, “Satchmo,” based on a London newspaper’s misspelling of “Satchelmouth.”

Basie, William “Count” (1904-1984): Influential jazz and big band musician who gained national attention and fame due to a series of national radio broadcasts from Kansas City in the Thirties. Known for his swinging “riff” style of orchestration, he influenced generations of jazz musicians to come.

Bergen, Edgar (1903-1978): From the late Thirties until the late Forties, a popular radio comedian. His act involved ventriloquism with two dummies, Charlie McCarthy and Mortimer Snerd. Bergen’s daughter Candice was sometimes referred to as “Charlie McCarthy’s Little Sister.”

Berkely, Busby (1895-1976): Movie choreographer and director famed for his elaborate showpiece musicals, which included scenes featuring dozens of similarly-clad dancing girls.

Berlin, Irving (1888-1989): Songwriter. Born in Russia, he came to the US as a young child and began writing songs in 1907 (though he never learned to read or write music). His hits include “Alexander’s Ragtime Band,” “Puttin’ On The Ritz,” “There’s No Business Like Show Business,” “God Bless America,” and “White Christmas.”

Bogart, Humphrey (1899-1957): American movie actor known for his distinctive voice and ability to play “tough guys.” While serving in the Navy in the late Teens, he was smashed in the mouth by a handcuffed prisoner, leaving him with a scar and an unusual sort of lisp that became his trademark. After years of working on the stage, he got his break in 1935’s *The Petrified Forest*. Becoming one of the most popular stars of the day, he went on to star in such classics as *High Sierra* (1939), *The Maltese Falcon* (1940), *Casablanca* (1942), and *The Big Sleep* (1946). After meeting 19 year-old actress Lauren Bacall while filming *To Have And Have Not* in 1944, he ended his troubled marriage to actress Mayo Methot and married Bacall, a loving relationship that lasted until his death from throat cancer in 1957.

Bow, Clara (1905-1965): American actress of the Twenties, known as the “It Girl” because of her sex appeal. The ultimate Hollywood personification of the flapper, her hairstyle, clothes, and makeup were copied by women all over America. A drugs, sex, and bribery scandal in the early Thirties, coupled with the fact that her thick Brooklyn accent didn’t go over well in the talkies, ended her career.

Burns, George (1896-1996) and Gracie Allen (1902-1964): George Burns, a veteran vaudevilian, was teamed with his future wife Gracie Allen

in 1923, but true success came when they became national radio stars starting in 1932 with *The Burns And Allen Show*. Typically George was the straight man while Gracie portrayed a rather silly woman. A typical exchange:

George: Gracie, what school did you go to?

Gracie: I'm not allowed to tell.

George: Why not?

Gracie: The school pays me \$25 a month not to tell.

Burroughs, Edgar Rice (1875-1950): Pulp fiction writer. After a series of lackluster jobs, he tried his hand at writing. He proved to have a gift for it, creating such renowned characters as Tarzan of the Apes and John Carter of Mars, and became one of the wealthiest and most popular authors of the Pulp era.

Cabell, James Branch (1879-1958): American fantasist and novelist. Author of a large body of written work, he's best known today for the 20 books he wrote chronicling the history and events of the Fantasy realm of Poictesme and its heroes, including Dom Manuel. In 1920 one of his Poictesme novels, *Jurgen*, became the subject of a controversial obscenity trial that lasted for two years and attracted much attention for the author and his works.

Cather, Willa (1876-1947): Noted American author whose novels include *O, Pioneers*, *My Antonia*, and *Death Comes For The Archbishop*.

Chandler, Raymond (1888-1959): Detective fiction and screenplay writer. Born in America and raised in England, he returned to the US to work. When the Depression cost him his job, he turned to writing for the pulps, eventually scoring a major success with his hardboiled detective character Philip Marlowe. He later wrote for Hollywood, including the screenplays for *Double Indemnity* and *The Blue Dahlia*.

Chanel, Coco (1883-1971): Pulp-era fashion maven. Her dress designs tended to have a timeless simplicity, while her jewelry was often large and flamboyant. She's best remembered today for her perfume *Chanel No. 5*.

Chaney, Lon (1883-1930): Horror film actor known as the "Man of a Thousand Faces" for his ability to play roles involving elaborate disguises. His best-known role today remains his turn in *The Phantom Of The Opera*.

Chaplin, Charlie (1889-1977): Influential movie actor and director. From the moment his first film, *The Little Tramp*, appeared in 1915, he was a major star. Some of his other pictures include *The Kid*, *The Gold Rush*, *City Lights*, *Easy Street*, and *Modern Times*.



Christie, Agatha (1890-1976): Noted British mystery writer whose works include *The Mysterious Affair At Styles* (which introduced the character of Hercule Poirot), *Murder At The Vicarage* (which introduced

Miss Jane Marple), and *Murder On The Orient Express*. In December 1926 Christie disappeared after her husband announced he'd fallen in love with another woman. The real-life mystery attracted considerable attention for a while, but it soon turned out she'd checked into a hotel under an assumed name.

Colbert, Claudette (1903-1996): Popular film actress whose works include *It Happened One Night* (for which she won a Best Actress Oscar), *The Gilded Lily*, and *Drums Along The Mohawk*.

Dali, Salvador (1904-1989): Surrealist painter best known for his melted-clock painting *The Persistence Of Memory*. In 1934 the Surrealists expelled him from their movement for what they considered his interest in making money.

Davis, Bette (1908-1989): Legendary film actress known for playing tough, independent women. Her credits include *All About Eve*, *Of Human Bondage*, and *Whatever Happened To Baby Jane*.

DeMille, Cecil B. (1881-1959): Film director and producer so popular that he often got better billing for his films than the actors who starred in them. He was particularly known for his action-filled Biblical epics such as *The Ten Commandments*, *The King Of Kings*, and *The Sign Of The Cross*.

Dempsey, Jack (1895-1984): Heavyweight boxing champion of the world, 1919-26. Known as the "Manassa Mauler," he lost the title to Gene Tunney.

Dietrich, Marlene (1901-1992): German-born actress famed for such roles as *The Blue Angel*, *Shanghai Express*, *Blonde Venus*, and *Destry Rides Again*.

Disney, Walt (1901-1966): Producer and animator famed as the creator of such beloved characters and movies as Mickey Mouse, Donald Duck, and *Snow White And The Seven Dwarfs*. He moved to Los Angeles in 1923 to market *Alice In Cartoonland*, a film mixing live actors and animated backgrounds, but his company faltered until the synchronized-sound cartoon *Steamboat Willie* (1928) became a hit. His release of *Snow White* in 1938 proved that full-length animated features could enjoy commercial success.

Ellington, Duke (1899-1974): Influential jazz pianist and bandleader. After developing his musical skills in Washington, D.C. he moved to New York City in 1923, where his career took off. From 1927-31 he played in Harlem's Cotton Club. Thanks to his ability to hire good musicians and keep his orchestra intact for long periods of time, he composed prolifically, writing everything from popular songs, to jazz, to swing.

Fields, W. C. (1879-1946): Irascible comic movie actor. A renowned vaudevillian by his early 20s, he became a major star in talkies in the Thirties thanks to his biting wit and sharp timing. He appeared in such films as *It's A Gift*, *You Can't Cheat An Honest Man*, *The Bank Dick*, and *My Little Chickadee*.

Fitzgerald, F. Scott (1896-1940): Famed chronicler of the Jazz Age (a term he coined) in such novels and short story collections as *The Great Gatsby*, *This Side Of Paradise*, *Tender Is The Night*, and *Tales Of The Jazz Age*. The antics of Fitzgerald

and his wife Zelda were often featured in Twenties society pages.

Gable, Clark (1901-1960): Hollywood leading man, star of such pictures as *Mutiny On The Bounty* and *Gone With The Wind*. He was so popular that when he was shown not wearing an undershirt in *It Happened One Night*, sales of the men's undergarments plummeted. His wife was actress Carole Lombard.

Garbo, Greta (1905-1990): Noted Swedish actress. After getting her start in silent films like *Flesh And The Devil*, she successfully transitioned to the talkies, making such films as *Grand Hotel*, *Mata Hari*, *Anna Christie*, and *Ninotchka*. One of the highest-paid Thirties stars, she had legions of adoring fans who were known as "Garbomaniacs."

Gardner, Erle Stanley (1889-1970): Prolific mystery writer responsible for the creation of the character Perry Mason. He came to writing after a long career as an attorney. His knowledge of the law and the California Chinese community (whose members he'd often represented; they called him *t'ai chong tze*, "the big lawyer"), along with his early experiences as a prizefighter, often shown through in his stories. By the 1930s he was turning out stories at a prodigious rate by dictating them to several gorgeous secretaries.

Gernsback, Hugo (1884-1967): Science fiction magazine editor and publisher. Born in Luxemburg, he immigrated to America in 1904. He received a technical education, and eventually got jobs editing electronics and radio magazines. He also sold radio parts by mail and started his own radio station, WRNY, in 1926. When the fiction he occasionally published in his technical magazines proved popular, he launched *Amazing Stories* in 1926, the first of the Science Fiction pulps (he coined that term). Early issues were mostly reprints of existing SF-style stories, but in time Gernsback published many new authors who are now renowned names among Science Fiction fans. He lost control of *Amazing Stories* in 1929 due to financial difficulties, but in the Thirties started several other Science Fiction titles, all of which he sold off in 1936.



Gershwin, George (1898-1937): American composer, renowned for a body of work that combined classical and jazz themes to create an enduring popular music. Often working in collaboration with his brother Ira, he wrote the scores (and for talkies, songs) for such movies as *Funny Face*, *Of Thee I Sing*, and *Shall We Dance?*. He also composed serious works, such as *Rhapsody In Blue* and the folk opera *Porgy And Bess*.

Goodman, Benny (1909-1986): Clarinetist and bandleader known as the "King of Swing." He popularized swing music, becoming enormously popular himself in the process. He was the first major white band leader to include black musicians (such as Lionel Hampton and Teddy Wilson) in his band.

Guinan, Texas (1884-1933): Flamboyant nightclub/speakeasy owner. After a short and mediocre career as an actress and singer, she moved to New York City in 1922 and was hired by Larry Fay as the mistress of ceremonies for his club El Fay. She later struck out on her own, moving from one club to another as Prohibition agents shut her down. She didn't object to the dry agents at all, noting that she wouldn't be anywhere without Prohibition (which allowed her to charge \$2 for a pitcher of water and \$25 for a fifth of Scotch — all on top of a \$25 cover charge just to enter her place). She occasionally faced obscenity charges as well due to the rather scanty costumes worn by her dancers. Once, when a police officer observed that the entire costume worn by one dancer was a three-by-six inch piece of cloth, she claimed the girl just *had* to dance that close to the patrons because the club was so crowded. Well-known for her witty, peppery manner, her trademark cry was the "Hello, sucker!" with which she greeted her patrons. She also introduced the phrase "butter and egg man" to refer to an out-of-town big spender, and the phrase "Let's give the little lady a great big hand!" when her girls finished their dances. Despite her reputation as a wild-living lawbreaker, she lived with her parents and watched over her female performers very protectively.

Hammett, Dashiell (1894-1961): Pulp writer and novelist. Beginning with *Red Harvest* (1929) and continuing with such novels as *The Maltese Falcon* (1930) and *The Thin Man* (1934), Hammett popularized and set many critical standards for the "hardboiled detective" school of mystery fiction. His work displayed an authenticity born of the fact that he worked as a private detective himself as a young man.

Harlow, Jean (1911-1937): American actress often considered the greatest "sex symbol" of the Thirties. Blonde and gorgeous, she ran away from home at 16 to become an actress. After she made several silents, her big break came when Howard Hughes noticed her and cast her in his talkie *Hell's Angels* (1930). Her star continued to rise with such films as *Public Enemy*, *Platinum Blonde*, and *Red Dust*, but she died tragically of uremic poisoning while filming *Saratoga* in 1937.

Hemingway, Ernest (1898-1961): American novelist and short story writer known for his sparse, direct style of writing. After graduating high school, Hemingway worked as a reporter. He served as a volunteer ambulance driver in the Great War, and his experiences there would translate directly into some of his "Nick Adams" stories and the novel *A Farewell To Arms*. Some of his other works include *The Sun Also Rises*, *The Old Man And The Sea*, *For Whom The Bell Tolls*, and *Death In The Afternoon*. He won the Nobel Prize for Literature in 1954.

Hepburn, Katherine (1907-2003): Legendary American actress and four-time Oscar winner. The daughter of a distinguished New England family, she was educated at Bryn Mawr before launching her acting career. Some of her Pulp-era movies

include *Morning Glory*, *A Woman Rebels*, *Stage Door*, and *Sylvia Scarlett*.

Houdini, Harry (1874-1926): Famed stage magician, escape artist, and debunker of fraudulent mediums and similar tricksters. Born Ehrich Weiss in Hungary, he became a professional magician in 1891 and adopted a stage name in honor of the French magician Robert-Houdin. Beginning in 1899, he focused his acts on impossible escapes, becoming a sensation in the 1900s and Teens. He died of peritonitis on Halloween (October 31), 1926 two days after a McGill University boxing student without warning punched him in the abdomen to test his ability to withstand such blows. As a last insult to mystical tricksters, he arranged with his wife that he would try once a year for ten years to contact her from beyond the grave. She dutifully held ten seances on the anniversaries of his death, but he never sent the agreed-upon message (or any other).

Hughes, Langston (1902-1967): Black American novelist and poet. After Vachel Lindsay discovered his work in 1925, he became well-known and a significant member of the “Harlem Renaissance.” His writings frequently dealt with race relations issues.

Joyce, James (1882-1941): Irish writer, the author of such classics as *Portrait Of The Artist As A Young Man*, *Dubliners*, *Ulysses*, and *Finnegan's Wake*. Although considered a quintessential Irish author whose portraits of Dublin were extremely accurate, from 1905 on he lived in self-imposed exile from his homeland. His later works are noted for their “stream of consciousness” style and elaborate symbolism and wordplay.

Laurel, Stan and Oliver Hardy: Popular comedy duo first teamed together in 1926. In their films, the thin, often sad-faced Laurel and rotund, blustery Hardy found themselves in circumstances beyond their control and with which their good intentions could not cope, resulting in hilarious slapstick antics. Their films include *The Music Box* (for which they won an Oscar), *Sons Of The Desert*, *Fra Diavolo*, and *Babes In Toyland*.

Lawrence, D. H. (1885-1930): British author renowned for his versatility as a writer and the psychological depth of his work. Born into a coal mining family, he was frail and sickly, but earned a college scholarship and became a teacher before turning to writing. His works include *Sons And Lovers*, *Women In Love*, and the controversial *Lady Chatterley's Lover*, which was banned in the US and Great Britain for being “pornographic.”

Lewis, Sinclair (1884-1951): American author. After working as a reporter, he broke onto the literary scene with *Main Street* (1920) and *Babbitt* (1922), both of which took harsh looks at American small-town and middle-class life. He won the Nobel Prize in Literature for 1930.

Louis, Joe (1914-1981): Black American boxer, considered by many the greatest heavyweight champion of all time. The son of an Alabama sharecropper, he captured the title from Jim Braddock in 1937 and kept it until his first retirement in 1947.

The “Brown Bomber” was also famous for his fights against German boxer Max Schmeling; his twelfth-round loss to Schmeling in 1936 was touted by the Nazis as proof of Aryan racial superiority, but Louis's first-round knockout of Schmeling in 1938 gave the lie to that claim.

Marx Brothers: American comedy team. Groucho, Harpo, Chico, and Zeppo Marx got their start in vaudeville, then moved on to Broadway beginning in 1924. When the talkies came along they moved to Hollywood, making film versions of many of their stage plays (*Coconutism*, *Animal Crackers*) as well as new material (*Monkey Business*, *Duck Soup*, *A Night At The Opera*). A blend of slapstick physical comedy, farce, and just plain fun, their performances usually featured Groucho as a wisecracking quasi-intellectual, Chico as an Italian con artist, and Harpo as a mute clown.

Mencken, H. L. (1880-1956): Noted curmudgeon, social commentator, and linguist. Founder of *The American Mercury* with George Jean Nathan in 1924, he became famous for his biting, often acidic observations about human nature and American life and was known as “the man who hates everything.” He and Nathan also founded the famed detective story pulp, *Black Mask*, as a way of financing their magazine *The Smart Set*.

O'Neill, Eugene (1888-1953): Prominent American playwright whose work merged realism, expressionism, and symbolism to create a distinctive and influential body of work. The son of a theatrical family, he worked as a prospector, journalist, and sailor before becoming a writer. His plays include *Beyond The Horizon* (1918), *Anna Christie* (1921), *The Emperor Jones* (1920), the *Mourning Becomes Electra* trilogy (1929-31), *The Iceman Cometh* (1930), and *Long Day's Journey Into Night* (1939).

Owens, Jesse (1913-1980): Black American track and field star. In 1935 he broke three world records and tied a fourth, all within 70 minutes. He earned world-wide fame for winning four gold medals at the 1936 Olympics in Berlin, where his performance embarrassed the Nazis, who'd mocked black athletes as inferior.

Picasso, Pablo (1881-1963): Spanish Cubist painter and artist. After being trained in art by his father, he moved to Paris, where the works of his Blue and Rose Periods in the early 1900s made him famous. His 1907 work *Les Femmes d'Alger* is regarded as the first Cubist painting. His painting *Guernica* commemorated one of the most infamous episodes of the Spanish Civil War.



Rogers, Will (1879-1935): Noted American folk humorist. Born in Indian Territory (Oklahoma), he worked as a cowboy before becoming a rodeo trick rider and roper. He moved to New York City and entered vaudeville, gradually shifting to his folksy banter and humor in place of rope tricks. He went to Hollywood in 1918, and soon thereafter began

publishing a syndicated newspaper humor column. During the Twenties and Thirties he dispensed homespun wisdom and humorous but incisive observations through his column, radio shows, movies, and books until dying in a 1935 plane crash with famed aviator Wiley Post.

Ruth, Babe (1895-1948):

Famed American baseball player. He started with the Baltimore Orioles and was later sold to the Boston Red Sox. In 1920 the owner of the Red Sox sold him to Boston's arch-rival, the New York Yankees, to earn the money to finance a Broadway play, precipitating a World Series drought that didn't end until 2004. His time with the Yankees earned him his nickname, the "Sultan of Swat," for his ability to hit home runs. He broke the home run record for three consecutive years (1919-21), hit 60 home runs in 1927, led the American League in home runs for 12 seasons, and established a career total of 714 home runs. On the other hand, he also established records for strikeouts and bases on balls. Ruth had a well-deserved reputation for enjoying the nightlife; the Yankees fined him for misconduct on several occasions. He retired in 1935.



Sinclair, Upton (1878-1968): American writer noted for his Socialist views. After putting himself through college writing dime novels and for the pulp magazines, he became famous for *The Jungle* (1906), a novel about conditions in the meat-packing industry. His later works include *King Coal*, *Oll!*, *The Moneychangers*, and *Boston*. During the Depression, he promoted a program he called End Poverty In California (EPIC), in which he proposed that the unemployed start producing for each other, creating a sort of secondary economy. He ran for governor of California in 1934 and was defeated in part because Hollywood executives who objected to his Socialist views produced films showing legions of bums arriving in California to take advantage of his largesse if he were elected.

Smith, Kate (1909-1986): Popular American songstress. Her radio show, introduced by her theme song *When The Moon Comes Over The Mountain*, brought her into millions of American homes every week. Her rendition of Irving Berlin's *God Bless America* became a "second national anthem" during World War II.

Stewart, Jimmy (1908-1997): Famed American actor, one of the most popular in Hollywood's history. After graduating from Princeton, he moved to California and became a leading man in major films such as *You Can't Take It With You* (1938) and the Frank Capra political drama *Mr. Smith Goes To Washington* (1939). His career continued into the Forties and Fifties with dozens more hits, including the Western *Winchester '73* and the Hitchcock thrillers *Rear Window* and *Vertigo*.

Temple, Shirley (1928-): Child movie star. She began filming shorts in 1931, and was soon signed

to star in feature-length films. In 1935, 1936, 1937, and 1938 she was the top movie star in the world, and also had an enormous line of highly profitable toys, dolls, clothes, and other items bearing her image. Her films include *Stand Up And Cheer*, *Little Miss Marker*, *Captain January*, and *Rebecca Of Sunnybrook Farm*.

Tilden, Bill (1893-1953): Tennis star. In 1920 he became the first American to win Wimbledon, which he later won twice more; he was ranked number one in the world throughout the Twenties. Flamboyant and humorous, he helped make tennis more popular.

Tunney, Gene (1898-1978): American boxer and heavyweight champion. He was best known for his matches against Jack Dempsey, whom he defeated in 1926 and again in 1927. The latter was the controversial "long count" decision, in which Dempsey nearly knocked him out but the referee didn't start counting until Dempsey went to his corner, giving Tunney several extra seconds in which to recover.

Valentino, Rudolph (1895-1926): Hollywood heartthrob known as "the Great Lover." After moving to Hollywood in 1918, the Italian-born actor scored major successes with *The Sheik*, *Blood And Sand*, and *Son Of The Sheik*. Widely derided as effeminate by "real men," he was nevertheless the object of slavish adoration by women. His death in 1926 from a perforated ulcer caused a paroxysm of grief among his female fans, who thronged the funeral parlor to view his body in the tens of thousands.

Welles, Orson (1915-1985): Actor, director, and radio star. He first played starring roles on Broadway, but became known to millions as the voice of Lamont Cranston in the radio mystery drama "The Shadow." In 1938 he earned notoriety by staging a radio drama of H.G. Wells's *The War Of The Worlds* that was so realistic it caused widespread panic. His first film, 1941's *Citizen Kane*, is regarded by many as the greatest movie ever made.

West, Mae (1892-1980): Actress and sex symbol. After performing in vaudeville and on Broadway (including her controversial 1926 play *Sex*, for which she was jailed on obscenity charges), she made the transition to the movies. Her pictures included *Night After Night*, *I'm No Angel*, *She Done Him Wrong*, and *My Little Chickadee*; her provocative performances caused Hollywood to strengthen its Hays Code of censorship. Her catch phrase, "Why don't you come up and see me sometime?," remains well-known.

Wolfe, Thomas (1900-1938): American novelist. Born, raised, and educated in North Carolina, he moved to New York in 1922. In 1929, his novel *Look Homeward, Angel* was published to great acclaim after substantial editing by Maxwell Perkins; he followed it with such successes as *Of Time And The River*, *The Web And The Rock*, and *You Can't Go Home Again*. His works, set in the South, often focused on the relationships between persons of different social classes.

BUSINESS AND MEDIA

Dix, Dorothy (1861-1951): The pseudonym of Elizabeth Gilmer, a journalist who wrote various advice columns on love and marriage and related subjects. Her ten “Dictates for a Happy Life” were often reprinted to help people seeking to improve their lives and themselves.

Durant, William (1861-1947): Automobile manufacturer and tycoon. Initially a manufacturer of carriages, he became president of the Buick Company. In 1908 he founded General Motors, which bought the Buick, Cadillac, and Oldsmobile companies, and would have bought Ford had Durant’s bankers not concluded Ford wasn’t worth a \$2 million loan. After losing control of GM in 1910, he founded other companies, including Durant Motors in 1921. He became a heavy player in the stock market, and used his financial influence and friendship with President Hoover to prevent the Federal Reserve Board from taking actions he felt would inhibit the bull market. At the beginning of 1929 his fortune was conservatively estimated at \$100 million, but the 1929 Crash (and his various attempts to recover from it) ruined him. Afraid of germs, he traveled in his own special hermetically-sealed railroad car and only ate food prepared by his personal chef.

Ford, Henry (1863-1947): Inventor and industrialist. After inventing the Ford automobile in 1896, he started Ford Motor Company in 1903. He launched his Model T in 1908, using a mass-manufacturing assembly line production system to keep the cost so low that most Americans could afford one. It became the most popular car in history, with 15 million manufactured before it ceased production in the late Twenties to be replaced by the Model A. He was known for emphasizing safety in the workplace and paying high wages in his factories; when his shareholders objected to the profit-sharing plan he instituted, he bought them out so he wouldn’t have to listen to them — not a difficult task for a man whose income in 1928 was \$136,000 *per day*. An eccentric and often controversial figure, Ford held strong anti-Semitic views and was obsessed with cleanliness, hygiene, order, and diet.



Giannini, A.P. (1870-1949): Financier who revolutionized American banking. His Bank of Italy, founded in San Francisco in 1904, concentrated on small depositors and loans; it was the first to open branch offices. Through the Twenties he bought hundreds of banks, including the Bank of America. After nearly being ruined in 1928 by stock speculators (whom, in general, he loathed), he reorganized his holdings and founded the Transamerica Corporation. He was so busy that he used his influence to have his limousine officially declared a fire engine (complete with siren and light) so he could race through the streets of San Francisco without having to slow down. The

1929 Crash hurt him badly, but didn’t ruin him; he fought off a challenge to his control, renamed Transamerica as Bank Of America in 1930, and went on to further financial success.

Hughes, Howard (1905-1976): Movie producer and aviator. After inheriting a family fortune, he went to Hollywood to make movies, where he became a success and mingled with glamorous stars. In 1933 he founded Hughes Aircraft, and personally set aviation speed records in 1935 (352 miles per hour) and 1938 (around the world in four days). In later years he and his companies were important components of the “military-industrial complex,” but as he aged he became increasingly eccentric, dying a recluse in 1976.

Insull, Samuel (1859-1938): Utilities magnate. After immigrating from Great Britain to America in 1881, he worked for Thomas Edison, and eventually was given control of Chicago Edison, which he transformed into Commonwealth-Edison. By applying technological innovations to the electricity industry, he was able to lower the price of power. He became wealthy and powerful, and was held in awe by the financial community. However, his career was tarnished by unproven charges of quasi-legal corporate and securities manipulations that were so complex the prosecutors couldn’t fully describe them.

Kennedy, Joseph (1888-1969): American tycoon and patriarch of the influential Kennedy family. The son of Patrick Kennedy, a politician and liquor importer, he attended Harvard. In 1914 he married Rose Fitzgerald; they had nine children, including future President John F. Kennedy and future Senators Robert and Ted Kennedy. In 1919 he was chosen manager of Hayden, Stone and Company, and during his time there became an expert on the stock market. He built up an enormous personal fortune through stock speculation and the purchase of numerous companies, and also allegedly through bootlegging and corruption. In the summer of 1929, after getting stock-purchasing advice from a Wall Street shoeshine man, he largely got out of the market, telling his wife that a market anyone could play and predict was no market for Joe Kennedy. As a result, his fortune survived the 1929 Crash largely intact, and he increased it in the Thirties by taking advantage of many “bargains” brought on by the Depression. He served as Chairman of the new Securities Exchange Commission (1934-35) and as US Ambassador to Great Britain (1937-40). He opposed US intervention in Europe and supported Chamberlain’s policy of appeasing Hitler.

Livermore, Jesse (1877-1940): Famed investor. He was considered the greatest “bear” of the Twenties bull market (a bear being an investor who believes prices will fall and attempts to position himself to profit from that, typically by selling short). He survived the 1929 Crash, and even continued to make money as an investor through 1930. But in 1931 he gambled heavily on the stock market and lost big. His attempts throughout the rest of the Thirties to regain his fortune were fruitless, in part because new securities reg-

ulations made stock speculation a more tightly-regulated pursuit. In November, 1940, \$365,000 in debt, he went to the bar at the Sherry-Netherland Hotel, wrote "My life has been a failure" over and over on a piece of paper, and then shot himself in the head with a pistol.

Raskob, John J. (1879-1950): Industrialist and financier best known for (a) his *Ladies' Home Journal* article "Everyone Ought To Be Rich" which recommended that people ought to invest in the stock market on margin and was published a mere two months before the October 1929 Crash, and (b) building the Empire State Building.

Winchell, Walter (1897-1972): Journalist and radio commentator. During the Thirties his column, the forerunner of modern gossip columns, was the most popular in America.

MISCELLANEOUS

Adams, Evangeline (1868?-1933): In the late Twenties, Evangeline Adams was a renowned fortuneteller, with advice provided directly to paying clients or indirectly through her monthly newsletter. She concentrated on predicting the stock market; her clients for this financial advice were said to include actress Mary Pickford, industrialist Charles Schwab, and tycoon J.P. Morgan. She predicted the May, 1929 market breaks and the October, 1929 Crash with surprising accuracy.

Buck, Frank (1884-1950): Hunter and explorer. Beginning in 1911 he led expeditions to South America, Africa, and Asia to capture animals for zoos. He wrote several books about his exploits, including *Bring 'Em Back Alive* (1930).

Byrd, Richard (1888-1957): Explorer and aviator. A scion of the Byrds of Virginia, he graduated from the US Naval Academy in 1912 and served with the Navy in the Great War. After the War he developed an interest in polar aviation. On May 9, 1926 he and Floyd Bennett made the first flight over the North Pole; in 1929, he overflew the South Pole. His 1928-29 and 1933-35 expeditions to Antarctica helped to map and open up that continent.

Collins, Floyd (?-1925): Doomed spelunker. While exploring Kentucky caves in the hope of finding a cave that could bypass Mammoth Cave and attract tourists to his own property, he became stuck. When reporter W. B. Miller wriggled down to interview the trapped Collins, the story became a national spectacle. Unfortunately, all rescue efforts failed, and Collins died after being trapped for 18 days.

Crowley, Aleister (1875-1947): Occultist and scholar, known as "the Great Beast" and "the Wickedest Man in the World." As a young adult he became involved with the Hermetic Order of the Golden Dawn. In time he alienated or made enemies of some of the Order's most important members, including Samuel Mathers, Arthur Waite, and William Butler Yeats. He went on to create his own system of occult science and philosophy, which he described in several books. His mystic practices, drinking, drug use, sexual debauchery, and gener-

ally hedonistic lifestyle earned him notoriety and attention. In 1934 he was declared bankrupt after losing a lawsuit against an artist who called him a "black magician."

Darrow, Clarence (1857-1938): Crusading attorney. He defended Leopold and Loeb, but is best remembered for defending teacher John Scopes in the so-called "Scopes Monkey Trial" in Tennessee. While his client was convicted of the crime of teaching evolution, Darrow's withering cross-examination of prosecutor William Jennings Bryan (who was sworn in as an expert witness on the Bible) made creationism a laughing-stock in many circles.

Frazier, Brenda (1921-1982): Café Society glamour girl. After debuting in 1938, the 17 year-old heiress (she inherited \$4 million at age 21) became a national sensation because of her glamorous nightlife. In addition to providing entertainment for millions of newspaper readers, she popularized the strapless evening gown. Walter Winchell called her and other Café Society girls "celebutantes."

Lawrence, T. E. (1888-1935): British soldier, explorer, and adventurer. While attending Oxford he went to the Near East with several archaeological expeditions. He lived in the Near East from 1911-14 and learned Arabic fluently. During the Great War the British put his knowledge of the region and its peoples to work by making him an intelligence agent; he helped lead the Arab revolt against Turkey. After he failed to obtain Arab independence at the Paris Peace Conference, he became an advisor to the Colonial Office. For uncertain reasons he left this job in 1922 and enlisted as a mechanic in the Royal Air Force under an assumed name, leaving and re-enlisting under a different false name when discovered. His memoir *Seven Pillars Of Wisdom* (1926) brought him international attention. He was killed in a motorcycle accident near his Dorset home in 1935; at the time, some questioned whether it was really an accident or someone had murdered him for reasons unknown.

Lindbergh, Charles (1902-1974): Aviator. After an early career as an airmail pilot, in 1927 he flew solo from New York to Paris in the *Spirit Of St. Louis* in 33.5 hours to win a \$25,000 prize. Greeted with worldwide acclaim, he became



an international star overnight. In 1929 he married Anne Morrow and tried to settle down to a private life. In 1932 their infant son was kidnapped and murdered by Bruno Hauptmann, plunging them into a maelstrom of tragic publicity. They moved to Great Britain in 1935. In 1938 he inspected the Luftwaffe and commented favorably on the Nazi military forces (though some have alleged he was spying for the US). He returned to America in 1939 and began speaking in favor of isolationism, though he supported US entry into World War II following Pearl Harbor.

Markham, Beryl (1902-1986): British adventuress and aviator. She learned to fly while growing up in

Africa, and after becoming a bush pilot started the scouting of wild game from the air. In September, 1936 she became the first person to fly solo across the Atlantic from Europe to North America.

McPherson, Aimée Semple (1890-1944): Flamboyant American religious figure. Advertising herself as “the World’s Most Pulchritudinous Evangelist,” she founded the International Church of the Four-Square Gospel, and in 1923 built the 5,000-seat Angelus Temple in Los Angeles. Her preaching philosophy mainly stressed beneficent views of Heaven instead of emphasizing the fire and brimstone of Hell the way Billy Sunday did. In 1926 she disappeared for a month. At first it seemed that she might have been swept out to sea while swimming. When she re-appeared in Mexico, she claimed to have been kidnapped. But it was later revealed that she engineered the disappearance to have an affair with a married man.

Mitchell-Hedges, F.A. (1882-1959): Explorer, author, and radio host. Considered by some a liar on a par with Baron Munchhausen, F.A. Mitchell-Hedges hosted a weekly radio show during part of the Thirties in which he told of his adventures in Central America and the Caribbean. On his shows and in his books he claimed to have discovered various Indian tribes and lost civilizations (though his discoveries had been documented long before he reported them), and to have repeatedly escaped from savage natives, wild animals, and other threats. His best-known story is that he found a crystal skull, which he alleged was of Atlantean origin, at Lubaantun in British Honduras in 1927. (He thought the Bay Islands of Honduras were remnants of Atlantis.) But he never mentioned it until the Forties, after a similar skull was sold at Sotheby’s in London in 1943, leading many people to speculate that he simply obtained the Sotheby’s skull and passed it off as his own find.

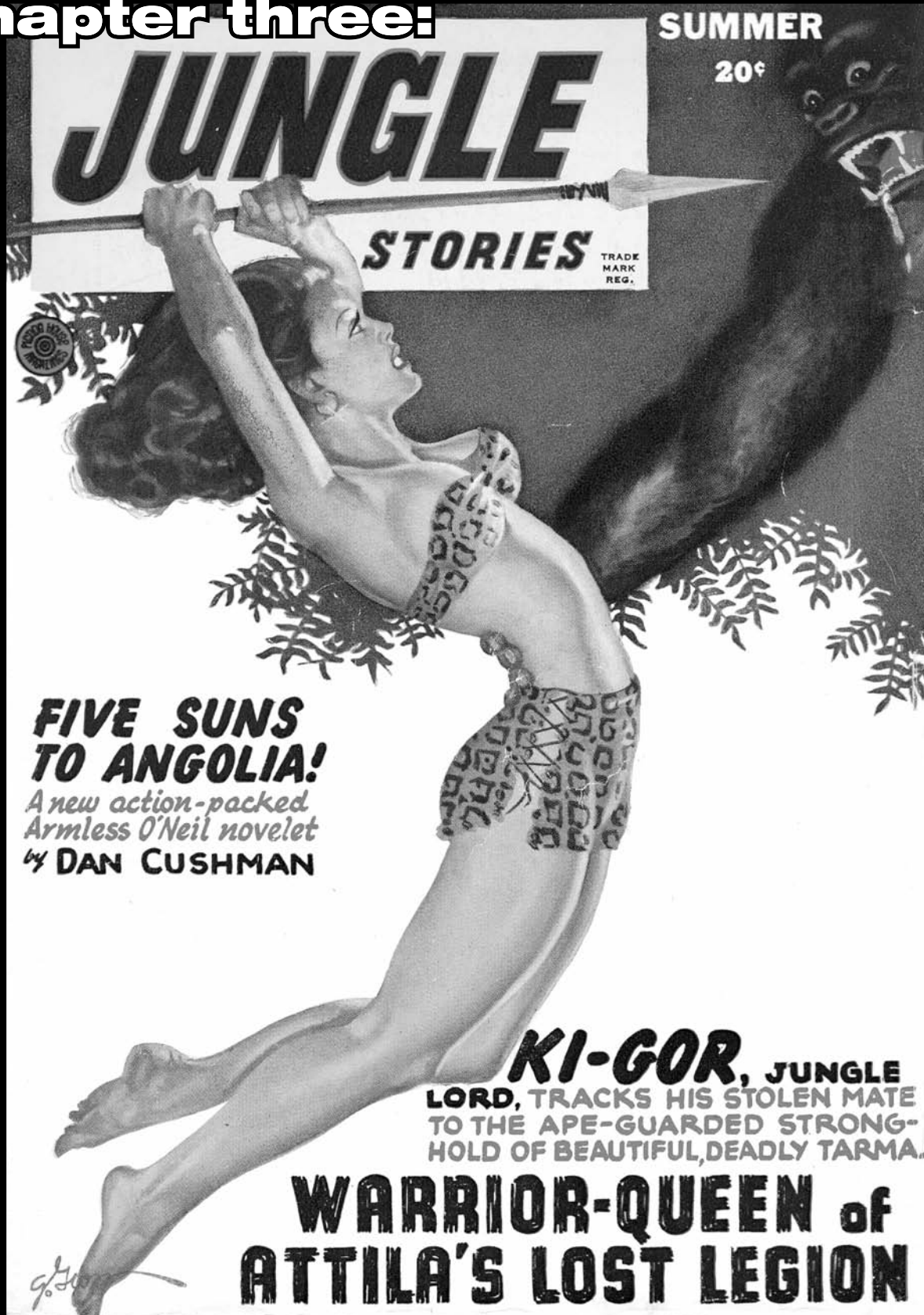
Post, Wiley (1899-1935): American aviator who set many flying records, including making the first around-the-world flight (June 23-July 1, 1931). He died in a crash at Point Barrow, Alaska while on a flying tour with Will Rogers.

Rhine, J.B. (1895-1980): Parapsychology investigator. In 1927 Dr. Rhine went to North Carolina to study psychic phenomena under William McDougall of Duke University, and soon became the leading authority in the field. He coined the term “parapsychology,” and invented the special 25-card deck used to test ESP. In 1930 he became director of the Parapsychology Laboratory at Duke.

Stefansson, Vilhjalmur (1879-1962): Icelandic explorer. Convinced that Arctic regions were dangerous only to those who didn’t learn the survival techniques of the Eskimos and other native peoples (as he had), he proved it by traveling with two companions 500 miles across the ice-covered Beaufort Sea carrying little more than a light pack. He made other Arctic expeditions and became a popular author, lecturer, and expert on survival.

Sunday, Billy (1862-1935): American prohibitionist and evangelist, said to have preached to more people than anyone else in history before the advent of mass communications. He was a professional baseball player before being saved and becoming a preacher — in fact, he turned down a monthly salary roughly equal to the average annual income to serve God. His energetic, fire and brimstone sermons, filled with slang and anecdotes, are considered a major factor in the rise of the anti-saloon philosophy that led to Prohibition. He remained popular, often preaching to audiences of thousands, until his death in 1935.

chapter three:



THE WORLD OF THE PULP ERA

THE WORLD

ECLIPSES 1935

In fiction, characters in strange lands often get saved from hostile natives when an eclipse scares the attackers off or convinces them the “mysterious white man” has magical powers. Here are the eclipses that occur in 1935, and where they’re visible from.

January 5: partial solar eclipse (southern South America, parts of Antarctica and Oceania)

January 19: total lunar eclipse (Russia, Australia, India and Asia east of India)

February 3: partial solar eclipse (North America, Central America)

June 30: partial solar eclipse (Greenland, Scandinavia, parts of north central Russia)

July 16: total lunar eclipse (Central America, South America, eastern half of the US and Canada)

July 30: partial solar eclipse (Atlantic and Indian Oceans south of Africa)

December 25: annular solar eclipse (Antarctica, southern Argentina)

[The pulps featured] concentrations of stories about Africa, where European powers contended for colonial empires, and lost civilizations glimmered behind the horizon, a la H. Rider Haggard. Or about the South Seas, temptingly strewn with pearls and cannibals and volcanic islands bright as emeralds. Or the Northwest of the American continent, dark with forest, where gold glowed in Klondike streams and harsh men fought for wealth. Both India and China were popular settings. The descriptions were largely drawn from *The National Geographic* and the adventures from the imaginations, but if events were not as they really were, they were as they should be.

—Robert Sampson, *Yesterday's Faces*, Vol. 5

The world of 1920-1939 is a place both comfortingly familiar and disturbingly different to a modern person. With a population of just under two billion, it's only one-third as populous. Large areas of Africa, Asia, and South America remain mostly or entirely unexplored by Westerners, giving the GM and players alike a gigantic canvas on which to paint tales of discovery and adventure untrammelled by what has gone before.

Some of the issues and aspects of life in the Pulp era that may affect player characters include:

THE LEAGUE OF NATIONS

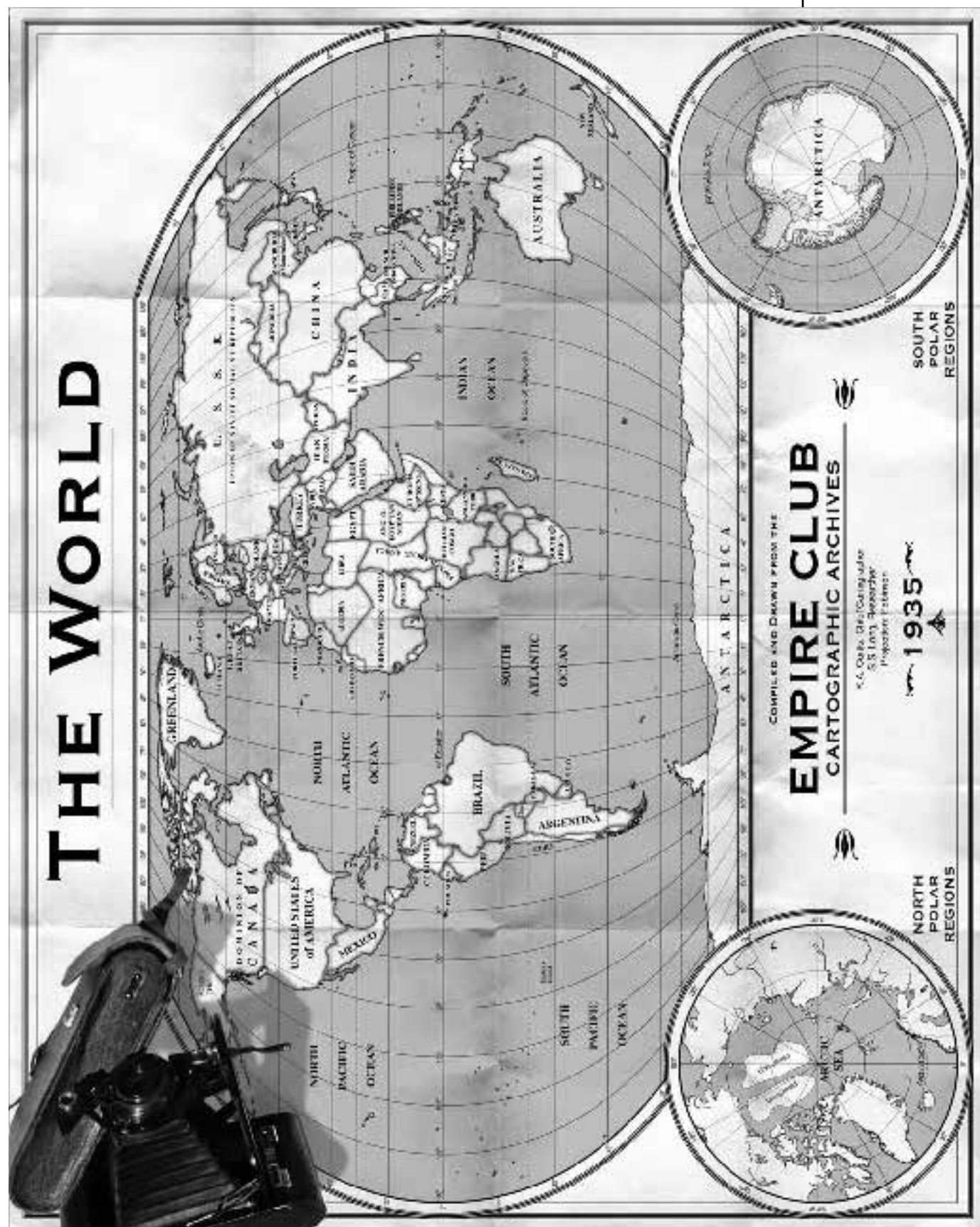
Humanity's first effort to establish an organization to provide collective security, resolve international disputes, and undertake concerted activity of international importance was the League of Nations. Conceived by US President Woodrow Wilson and founded in 1920 as part of the Treaty of Versailles, in 1935 it had 59 member states including Great Britain (and her possessions), the USSR, and France. The most notable non-member was the United States, which despite President Wilson's efforts refused to ratify the League aspects of the Treaty. In 1933, both Germany and Japan gave two years' notice of withdrawal from the League in protest over League actions pertaining to them.

The League maintained its headquarters in Geneva, Switzerland. It had three branches: the Council, a body of several permanent members (France, Great Britain, Japan, Germany, Italy, and later the USSR) and ten temporary members charged with the primary peacekeeping duties; the Assembly, to which all member nations belonged; and the Secretariat, its administrative personnel.

During its lifespan, the League accomplished very little beyond resolving a few minor Latin American disputes and assisting some refugees. It had no armed forces or other means to enforce its policies other than economic sanctions, which were often toothless. It could not stop Japan from conquering and annexing Manchuria. Its negotiators were unable to halt the Chaco War between Paraguay and Bolivia. It did little to try to prevent the Italian invasion and conquest of Ethiopia, though Italy withdrew from the League in 1937 to protest the economic sanctions the League imposed. It didn't keep Germany and Italy from assisting Franco during the Spanish Civil War. It barely seemed involved in the matter of the partition of Czechoslovakia. Although the League remained in existence until 1946, by the late Thirties it was so obviously ineffectual that most nations ignored it.

THE LEAGUE IN YOUR CAMPAIGN

While the League of Nations had no agents or operatives in the real world, that isn't necessarily the case in a *Pulp Hero* game. A clever GM might frame an entire Espionage-themed campaign around the League, casting the PCs as agents working for the League. Whenever a crisis arises to threaten world peace and security, the League sends the PCs in to reconnoiter the situation, gather intelligence, and if necessary take action to defuse the matter. And even when there's nothing going on to draw the PCs out into the field, there could be all sorts of conspiracies afoot in Geneva, a city described by British Prime Minister Ramsay MacDonald as “a perfect hot-bed of intrigue and forcing-house of rumour.”



THE DEPRESSION

"We are the first nation in the history of the world to go to the poor house in an automobile."

—Will Rogers

While the Twenties were prosperous economic times in many places (including the United States), beginning with the stock market crash of October 1929 bad economic times descended on the world. Known as the Great Depression, the collapse had far-reaching consequences on the policies and conduct of nations, and on the psyches of their citizens.

The Depression didn't instantly affect every person and place in the world. Even in the United States, the epicenter of the disaster, there were parts of the country that didn't feel the effects until about 1932, and for a while France seemed largely immune to the collapse. But in time it engulfed nearly all of the civilized world, bringing misery and even chaos with it.

The causes of the Crash, and thus of the Depression, are many and often difficult to grasp; historians have debated just what went wrong, and how it could have been fixed (or prevented), ever since. Some of the chief causes usually cited include: an expansion of consumer buying on credit; poor regulation of the buying of securities (also often on credit); the concentration of too much wealth in the hands of a small number of rich people; abuses of the corporate structure laws to create vast networks of underfunded holding companies and investment trusts; the banking structure and laws of the United States, which permitted too many independent banks that could too easily fail; the impact of war reparations and loans repayment by the Great Powers of Europe; lack of "economic intelligence" (i.e., poor economic information gathering practices, and poor understanding of what information was gathered); and imbalance of trade.

Whatever the causes, the consequences are relatively easy to catalogue (though scholars dispute many points, and interpret information differently). Any book on the subject contains a heartbreaking litany of statistics and vignettes: US unemployment soaring above 10 million, affecting by some estimates as many as one-fourth (or more) of the work force; a third or more of Americans living in poverty; steep reductions in working hours and wages for those who did have jobs; families that had never known anything but comfortable affluence forced to sell their houses and live on charity; enormous lines outside soup kitchens, banks, and employment offices; tens of thousands living in shantytowns; small business bankruptcies brought on by lack of sales or the extension of too much credit to help needy families; bank failures by the score. In the US, these problems eventually led to the "New Deal" slate of government policies and proposed solutions (see *The United States*, below); other nations often instituted similar solutions.

Beyond prompting the creation of welfare pro-

grams, the Depression had other impacts on the political scene. It made possible the rise to power of Adolf Hitler and the Japanese militarists, created intense civil strife in Great Britain and France, and led many countries to adopt harsh tariffs that effectively worsened the crisis. France and Great Britain became reluctant to spend money on national defense (and some nations, such as the US, didn't want to get involved in foreign affairs at all). This eventually forced them to rely on policies of appeasement against Hitler, who'd revived the German economy (making himself a hero in the process) by re-arming his nation. And it led peoples to support radical solutions, such as Communism and Nazism, that might otherwise have remained fringe movements.

Meanwhile, the Depression also affected how people viewed their world and themselves. The events of the Great War had already done much harm to the old order, resulting in the social revolutions of the Twenties. The Depression made this problem worse. People who'd valued themselves as hard workers and good earners were left wondering what they'd done wrong, or if their lives had been a waste.

With unemployment, reduced working hours, and the rise of the "weekend" as a social institution giving them more leisure time, people began looking for ways to fill it. They started playing sports and games, taking up pursuits like golf and bridge that had once mostly been confined to the upper classes. They bought pulp magazines by the hundreds of thousands to escape to distant lands vicariously. They learned to play bingo, participated in church lotteries and raffles, and went to all the movies they could afford.

THE DEPRESSION IN YOUR GAME

While it's helpful to understand a little about the nature and effects of the Great Depression when you're running or playing *Pulp Hero*, fortunately you don't have to let it affect your game much. After all, roleplaying poverty and unemployment wouldn't be much fun, or resemble anything seen in the pulps themselves. The truth is that you can read hundreds of 1930s pulps and have no idea that the world is suffering through what many have called the greatest economic crisis in human history. The pulps provided *escapism*, not social analysis. Readers read them to forget about their troubles for a while. Pulp heroes are handsome, rich, glamorous, and successful because that's what so many readers wanted to be.

Therefore it's perfectly appropriate to go through an entire *Pulp Hero* campaign without worrying one bit about the Depression. It makes for good color — a background element that explains why a PC ran away from home and became an adventurer, or the GM throwing in an occasional description of men in a breadline or families looking for work — but it doesn't need to go beyond that unless you want it to.

COLONIALISM

One of the biggest differences *Pulp Hero* players will note between the world of the Twenties and Thirties and the world of today is the existence of numerous colonies and other territories controlled by the Western powers. Place-names like the Belgian Congo, French Indo-China, and Dutch Guiana dominate large swaths of the globe, and it remains true that the sun never sets on the British Empire. The accompanying tables list the primary territories and lands controlled by the Western powers.

Territories not held as colonies obtained through conquest or treaty were often controlled as *mandates* under the League of Nations. Mandates were granted to the various victors in the Great War over the colonies and territories stripped from Germany, the Ottoman Empire, and the other defeated nations. In theory the purpose of a mandate was for the mandatory (the nation to whom the mandate was given) to prepare the natives for eventual self-rule. In practice it was largely like any other form of colonization. The authority granted mandatories was so broad that they could administrate each mandate as they saw fit.

The management of colonies differed from nation to nation and colony to colony. In theory a colony's purpose was to support the nation that owned it with raw materials and a market for manufactured goods (though in practice many colonies cost more to administrate than they made). The degree to which a colony satisfied that goal often dictated how much attention its owner paid to it. Similarly, colonies considered to have strategic importance got a larger share of interest from their owner than did other colonies. Colonies of long standing (such as India), or which possess resources of great value, often have extensive European bureaucracies and a significant "upper class" of Europeans who live among the natives but usually don't mingle with them. In these situations a colonial official might even bring his family with him. In other cases, or if the colony's considered dangerous or uncomfortable, the European presence might be sparse, and usually clustered around one or two major cities or garrisons.

As they adventure around the world, *Pulp* heroes will encounter the colonial system in many ways both obvious and subtle. When they visit a colony, they may have to "check in" with the colonial authorities, particularly if the area is deemed dangerous or prone to unrest. It's possible that traveling Westerners can visit exotic colonies and never encounter a non-European (other than servants and the like). The language of the colonial power may have become something of a *lingua franca* for the area, especially if it contains a lot of native peoples with differing languages. In some rare cases they may encounter colonists abusing or greedily exploiting the natives; in others they may find the natives rebelling against their colonial masters and committing atrocities.

COLONIALISM IN YOUR GAME

Colonialism may pose the same problems for some games that racism and sexism (page 118) do. Some players will find any realistic portrayal of the colonial situation disturbing, if not offensive, so the GM should handle the situation with some care. For pure simulation purposes, the perspective to take is that colonialism is generally a necessary, if not good, thing — but that people who abuse, exploit, or mistreat the natives are villains and should be dealt with accordingly. True *Pulp* heroes may not consider native peoples as their equals, but they respect them and their customs in many ways and know it's wrong to oppress them. If even that's too much for the players to tolerate, the GM should either change the world to make colonies self-ruling nations, or shift the locations of adventures to non-colonies as much as he can. For example, many adventures that would take place in the jungle in some African colony can be transplanted to the Amazon without much difficulty.

TRAVEL AND TRANSPORTATION

With the rise in availability of automobiles and airplanes, the *Pulp* era was a first golden age of travel — the first time when everyday people had the chance to visit far-away places and see the sights they'd only read about in books. *Pulp* stories took advantage of this by sending heroes on adventures to strange and wondrous places around the world. It's likely your *Pulp Hero* characters will do quite a bit of traveling, and here's how they do it.

The prices listed for various forms of travel are usually given in an amount per mile, and travel speeds in miles per hour. See the mileage tables at the end of this section for land, sea, and air distances between various cities within the United States, and internationally.

Automobiles

"I'd rather go without food than give up the car."

—a working-class housewife quoted in the Twenties sociological study *Midletown*, by Robert and Helen Lynd

In America, and to a lesser extent the world, the biggest revolution in transportation isn't flight, it's the increasing prevalence and importance of the car. At the beginning of the *Pulp* era there were about 7 million automobiles in the United States, and about 90% of them were open-bodied. By 1929, that number had grown by more than three times, but only 10% of the cars were open-bodied (increased rates of speed, and more frequent driving, meant it was better to have an enclosed driver/passenger compartment). The Depression slowed down the rate of automobile manufacturing and purchasing, but didn't stop it. Many other nations experienced similar (though not necessarily so extreme) trends.

THE OLYMPICS

Here's where the Olympics were held in various years of the *Pulp* era:

1920: Antwerp, Belgium

1924: Paris (Summer Games); Chamonix, France (Winter Games)

1928: Amsterdam (Summer Games); St. Moritz, Switzerland (Winter Games)

1932: Los Angeles (Summer Games); Lake Placid, New York (Winter Games)

1936: Berlin (Summer Games); Garmish-Partenkirchen, Germany (Winter Games)

INTERNATIONAL TRAVEL

Many Pulp heroes travel to foreign lands in search of adventure. That means they're going to need the proper documentation and have to pass through customs.

Just like today, international travel in the Pulp era requires a passport and a visa. Getting the right paperwork to enter a country may take days or weeks (though a Bureaucrat-ics roll can probably shorten this delay, at least a little). Once inside a foreign country, characters may need to show their papers to the authorities frequently to explain their presence and activities. If the characters lose their papers (either accidentally, or because they're stolen, destroyed, or confiscated), they may likewise lose the ability to move around freely, to engage in certain activities, or even to leave. Getting replacement papers often takes a long time... and a lot of money.

While it's not uncommon for Pulp characters to speak multiple languages, inevitably they're going to find themselves in some areas where they don't understand the native speech. That means they have to hire a translator (who may double as a guide and/or bearer). They usually have two options: a native who knows a European tongue they speak; or a European who knows the country and the language (such as a Great White Hunter). A native is usually cheaper (\$0.10-.50 per day), but possibly less trustworthy; a Great White Hunter costs more (about \$1 per day),

MAJOR COLONIES, DEPENDENCIES, AND MANDATES (ADEN — JAVA)

Colony	Controlling Nation	Modern Equivalent(s)
Aden	Great Britain	Yemen
Alaska	USA	Alaska
Algeria	France	Algeria
American Samoa	USA	American Samoa
Anglo-Egyptian Sudan	Great Britain	Sudan
Angola	Portugal	Angola
Basutoland	Great Britain	Lesotho
Bechuanaland	Great Britain	Botswana
Belgian Congo	Belgium	Democratic Republic of the Congo (Zaire)
Borneo, British North	Great Britain	Malaysia
Borneo, West and South	Netherlands	Indonesia
British Guiana	Great Britain	Guyana
British Honduras	Great Britain	Belize
Cameroons*	France, Great Britain	Cameroon
Celebes	Netherlands	Indonesia
Ceylon	Great Britain	Sri Lanka
Chosen	Japan	Korea (North and South)
Cyprus	Great Britain	Cyprus
Dutch East Indies	Netherlands	Indonesia, New Guinea
Dutch Guiana	Netherlands	Surinam
Dutch New Guinea	Netherlands	New Guinea
Federated Malay States	Great Britain	Singapore, Malaysia
Fiji	Great Britain	Fiji
Formosa	Japan	Taiwan
French Equatorial Africa	France	Congo, Gabon, Chad, Central African Republic
French Guiana	France	French Guyana
French Indo-China	France	Cambodia, Laos, Vietnam
French West Africa	France	Mali, Mauritania, Niger, <i>et al.</i>
Gambia	Great Britain	Gambia
Gold Coast	Great Britain	Ghana
Greenland	Denmark	Greenland
Guam	USA	Guam
Hawaii (Sandwich Islands)	USA	Hawaii
Hong Kong	Great Britain	Hong Kong
India	Great Britain	India, Pakistan, Burma, Bangladesh
Jamaica	Great Britain	Jamaica
Java	Netherlands	Indonesia

In the early Pulp period, the average speed limits in the United States was around 15-25 miles per hour (up to 30 in New York and California). For example, in Illinois in 1919, the speed limit was 15 mph in residential areas, 10 mph in more heavily-developed areas (such as cities), and 6 mph going around curves. Even if these low limits hadn't been in place, the relatively poor condition of the roads — most of which weren't paved or surfaced in any way — made driving slowly a necessity. But by the early Thirties, as increased motoring put pressure on state and local governments to pave roads, automobile travel became safer and easier, and the average speed limit nationwide rose to 35-40 miles per hour.

While some Pulp-era automobiles were capable of reaching speeds of 90 or more miles per hour for short periods, the average speed over a long distance was only about 30 miles per hour (the condition of the roads could affect this). Cars got an average of 25-30 miles per gallon, and gas cost 18-20 cents per gallon in the early and mid-Thirties.

Since there was no interstate highway system, travel across the country, or even state to state, could take a long time and be tiring. Even worse,

at first there was no uniform system of signage or good source for maps. Motorists entering strange areas often had difficulty finding their way. Beginning in 1925 the US government established rules and regulations for signs, but even after that drivers often stopped to ask for directions at one of the thousands of roadside stands and gasoline stations that sprang up around the country. Smart service stations owners gave away maps as promotional items. (Chains such as Texaco and Mobil were started to make money off the increased need for gasoline.) Other entrepreneurs also began taking advantage of Americans' increased mobility. Billboards and advertising signs (such as the famed "Burma Shave" placards) soon occupied many a roadside, tourism became big business in many areas, and countless small travelers' hotels, rooming houses, and motor courts offered accommodations to weary drivers who didn't want to camp out (since "auto camps" often had a reputation for being seedy, even dangerous, places).

MAJOR COLONIES, DEPENDENCIES, AND MANDATES (KENYA — ZANZIBAR)

Colony	Controlling Nation	Modern Equivalent(s)
Kenya	Great Britain	Kenya
Libya	Italy	Libya
Macao	Portugal	Macau
Madagascar	France	Madagascar
Manchuria (Manchukuo)	Japan	China
Mauritius	Great Britain	Mauritius
Morocco	France	Morocco
Mozambique	Portugal	Mozambique
Nigeria	Great Britain	Nigeria
Nyasaland	Great Britain	Malawi
Palestine*	Great Britain	Israel
Panama Canal Zone	USA	Panama
Philippines	USA	Philippines
Rhodesia, Northern	Great Britain	Zambia
Rhodesia, Southern	Great Britain	Zimbabwe
Rio de Oro (Spanish Sahara)	Spain	Western Sahara
Ruanda-Urundi*	Belgium	Rwanda, Burundi
Seychelles	Great Britain	Seychelles
Sierra Leone	Great Britain	Sierra Leone
Somaliland, British	Great Britain	Somalia
Somaliland, French	France	Somalia
Somaliland, Italian	Italy	Somalia
South West Africa*	Great Britain	Namibia
Sumatra	Netherlands	Indonesia
Swaziland	Great Britain	Swaziland
Syria*	France	Syria, Lebanon
Tanganyika Territory*	Great Britain	Tanzania
Timor	Portugal	East Timor
Togo*	France, Great Britain	Togo
Transjordan, the	Great Britain	Jordan
Tunisia	France	Tunisia
Uganda	Great Britain	Uganda
Zanzibar	Great Britain	Zanzibar

*: Indicates a League of Nations mandate

This list does not include Canada, New Zealand, the Union of South Africa, the Irish Free State, Newfoundland, or Australia, which were granted dominion status within the British Empire by the Statute of Westminster (1931). Nor does it list countries that received their sovereignty (or most of it) during the Pulp era, such as Egypt and Iraq.

Continued from last page

but may have an easier time working with the PCs.

In addition to a translator, characters may need to hire *guides* and *bearers*. It's better to fork over some money (\$0.10-.25 per day) rather than get lost in the wild and dangerous places Pulp heroes tend to visit. And of course an adventurer who's got to be ready to spring into action at any moment shouldn't be burdened with his own baggage and supplies when he can hire a bearer cheaply (\$0.05-.25 per day, but less than what the guide and translator get). In either case, the heroes should take pains to hire the most reliable servants they can — it wouldn't do to have the guide secretly work for the Nazis, or the bearers to take fright easily and run away with all the weapons and food....

BUSES

For people who didn't have a car, or who didn't want to undertake the rigors of a long journey behind the wheel, the bus offered a practical alternative. Buses were slower than trains, more prone to breakdowns and similar problems, and in the early part of the Pulp era much less comfortable than rail travel. But a bus could go places trains could not, could easily stop in mid-trip if necessary, and could provide more service alternatives than the rails. By the late Twenties major bus companies, such as Greyhound, had taken significant steps to improve the comfort of their vehicles. By 1930 approximately 20% of intercity travel was by buses, which covered 25% more passenger miles than trains; by 1940 bus miles exceeded train miles by 40%.

The average speed for a bus was a little slower than the average speed of automobiles at the same period. Typically a city bus kept to a speed of about 20-25 miles per hour, with fares usually around five cents in the Twenties, and ten cents in the Thirties. Intercity buses could cover about 250-300 miles in a day. Their fares were usually about 10% cheaper than train fares for the same route — approximately \$0.04 per mile on the average.

TAXIS

A taxi was cocked in at the curb, driver dreaming over the wheel. Four of the six men piled into the machine. Doc and Renny rode the running board.

"Do a Barney Oldfield!" Doc directed the cab driver.

The hack jumped away from the curb as if stung.

—Kenneth Robeson, *The Man Of Bronze*, in *Doc Savage Magazine*, March 1933

Many city-dwellers didn't own a car, and of course visitors to a city who came by rail or air wouldn't have their cars with them at all. For these people, taxis were a good way to get around quickly. Even a small town often had at least one taxi, and cities could have thousands of them — for example, in New York City, there were almost 50% more taxis in the Thirties (19,000) than there are today (13,000). In part this was a result of the Depression, which led a lot of people to try to make money as cabbies. Beginning in 1937, New York City licensed

THE ORIENT-EXPRESS

Perhaps the most famous train in popular culture, the Orient-Express started in 1883 with a route from Paris (Gare de Lyon or Gare de l'Est) to Constantinople/Istanbul (Sirkeci Station), a journey of 1,853 miles that took 67.5 hours. After the opening of the Simplon Tunnel through the Alps, it was re-launched in 1919 as the Simplon Orient-Express with a starting point in Calais and endpoints in Athens, Istanbul, and Bucharest. A 1930 link with the Taurus Express allowed passengers to reach Cairo, though this required a journey through much of train track-less Palestine on a bus. By 1932, Orient-Express service also ran from Vienna, Prague, Berlin, Ostend, and Amsterdam. World War II brought the Express to a halt, but it resumed after the war with diesel-electric locomotives.

The trip from Paris to Istanbul (or vice-versa) went through Munich, Strasbourg, Vienna, Belgrade, and other cities, and took three days. Passengers had the option of riding through to Calais, where they were ferried over to Dover and board a British train for Victoria Station. In 1930, a journey from London to Cairo took five days. At some stops certain sleeper cars detached to go on other routes, while other cars may be added to take their place.

The Orient-Express was the premiere luxury train of its day. Many famous and notable people rode it, and its 38-seat dining cars served gourmet food



taxis by selling medallions for \$10 each.

A person who needs a taxi can call for one, or find them waiting outside hotels, railway stations, and the like. The fare for a taxi varies based on location and distance traveled. New York City set a rate of \$0.50 per mile beginning in 1913, but in other places a rate of about \$0.15 + \$0.05 per mile was more likely. If you ask a cabbie to wait for you, that costs about \$2 per hour.

TROLLEYS

Some major cities have electric trolley systems to help people get around. The cost is about the same as a city bus: around five cents in the Twenties, and ten cents in the Thirties.

RICKSHAW

In many cities of the Orient, human power takes the place of engines. Instead of hailing a taxicab, heroes visiting Shanghai or Singapore will probably hire a rickshaw. A rickshaw is a towed vehicle (see *The Ultimate Vehicle*, page 36) drawn by a human runner, and thus has a maximum speed of 6" per runner's Phase (though most move more slowly than that due to traffic and to keep from exhausting the runner). Most rickshaw rides cost only a few cents at most; the rate may increase if characters have a lot of luggage or want to go a long way.

Trains

Eleven o'clock in the morning. *The Golden Arrow* was ready for departure. Standing at the eastern side of Victoria Station, the famous train was waiting for the final moment to begin its swift run from London to the Channel port of Dover.... From its brilliantly painted locomotive, "Howard of Effingham," back along the line of cars, the *Golden Arrow* seemed straining for the word to go.

—Maxwell Grant, *Zemba*, in *The Shadow Magazine*, December 1935

Despite the increasing numbers of cars, trains remain one of the most popular ways to travel. While not necessarily as convenient as a car or bus, they're faster and much more comfortable. Given open track and room to move fast, a train can average speeds of 35-45 miles per hour (and can run 24 hours a day, making it possible to cross the US in as little as three days). However, the need to make frequent stops, and laws requiring trains to slow down when passing through developed areas, usually slows a train down to an average of 25-30 miles per hour over the course of a long trip.

For a typical short train ride, such as between cities in the Northeast, train fare usually runs about \$0.04 per mile (though monthly or annual commuter tickets are often available for cheaper prices). For a long trip, such as cross-country or Chicago to either coast, the fare may drop to as

little as \$0.02 per mile. However, the accommodations can increase the price, as indicated in the accompanying table.

Characters who can't afford any fare at all can do what so many hoboes and other transients did: sneak aboard a train. Usually this was done at the station, but that means dodging railroad police and inspectors ("bulls") — and if characters are discovered, the bulls aren't shy about using force to eject them from the train. Hardier travelers may try to avoid the law by running alongside a train when it's moving slowly and hoisting themselves into an open car, but this poses dangers of its own. A character usually has to make a DEX Roll to do this safely; if he fails, he may fall and hit the ground hard, be dragged along by the train, or fall under the wheels and get run over.

Airplanes

The most romantic — and dangerous — form of travel in the Pulp era is via aircraft. In the Twenties, characters who want to travel by air will find it uncomfortable (noisy, cold, cramped) and may not be able to fly on a regular commercial flight at all. Except for a few short local routes, commercial airlines don't really come into existence until the mid-Twenties; characters who need to get somewhere fast that's not on a regular route will have to own their own plane, or charter one. Until the passage of the Air Commerce Act (1926), there weren't even any uniform regulation of or licensing requirements for pilots. After Lindbergh's flight in 1927, public interest in air travel increased dramatically. By the Thirties, air travel was a much more regular thing, and the introduction of the DC-3 plane in 1935 only enhanced the frequency and safety of flying.

In 1935 there are 23 airline companies in the United States, though four — United, Eastern, TWA, and American — dominate the field (with Continental becoming a fifth major line by 1938). Competition between the airlines can get fierce, ranging from price wars to more devious (and illegal) tactics. A cross-country flight takes about 20 hours and involves five stops. By 1940, the trip takes 18.5 hours, with only three stops. Planes can average about 90-150 miles per hour, with ranges of about 300-1,000 miles. By the mid-Thirties, the average commercial plane can carry 30-40 passengers, as compared with 12-15 in the Twenties.

Particularly in the Twenties, air passenger travel generally didn't take place at night. When darkness fell, the plane landed; passengers were either ferried by rail to the airport where they'd take off in the morning, or spent the night at accommodations near the field where they landed.

From the late Twenties through the Thirties, the cost of an airplane ticket for a flight within the US varies from about \$0.11-0.15 per mile (twelve cents a mile is a good average). International flights from the US are in the range of \$0.11-0.21 cents per mile. Chartering a plane for a private flight usually costs two to four times as much as the commercial rate. The number of stops during a trip depends on the length of the route; all but the shortest flights tend to feature at least one stop, and a long one may have as many as ten.

Airplanes run on gasoline, which costs \$0.18-0.20 per gallon. Other fees add to the cost of owning and operating a plane. Most airports charge a \$2 "landing and take-off" fee, and keeping a plane in a hangar also incurs a charge.

AIRSHIPS

The dirigible *Munchen* was nearing the last leg of its westward flight. Its huge bulk gliding onward, the mammoth airship rode with marvelous stability. Purring motors kept up their constant rhythm. The passengers in the forward salon smiled and chatted as the Zeppelin whirled through the night. Dawn would arrive within a few hours. Gleaming rays of sunlight would show the silver queen of the air entering the fringe of the Middle West. The Atlantic had been conquered; the rest of the voyage offered no obstacles.

—Maxwell Grant, *Murder Trail*, in *The Shadow Magazine*, March 1933

If anything's more romantic in the eyes of the public (and gamers!) than plane travel, it's travel by airship (zeppelin). Flown as commercial carriers primarily by Germany, large zeppelins (such as the ill-fated *Hindenburg*) can carry about five or six dozen passengers in addition to a large crew. They maintain an average speed of 60-70 miles per hour, allowing them to make the nearly 4,000 mile-long Germany-to-New York trip in 50-60 hours. When the *Graf Zeppelin* made its first transatlantic flight in 1928, the ticket cost \$3,000 (about \$0.38 per mile for the round trip); by the mid-Thirties, a round trip on an airship cost more in the range of \$720 (or about \$0.09 per mile, round trip). While airship travel isn't nearly as fast as flying by airplane, it's much more comfortable — comparable, generally speaking, to train travel.

Continued from last page

and wines picked up from four-star hotels along the route. There was no lounge car or salon car, though like Agatha Christie the GM can add one for dramatic purposes if he needs it.

SHIP FARES

Ship	Cost Per Day
Ocean Liner	
First-class suite	\$100+
First-class berth	\$50-90
Second class	\$20-35
Third class	\$10-15
Steerage	\$2-6
Freighter, cargo carrier	\$8-12
Tramp steamer	\$8-12

TRAIN FARES

Journey/Accommodations	Fare
Basic fare, short route (2 hours or less)	\$0.04 per mile
Basic fare, long route (2-14 hours)	\$0.02-0.04 per mile
Overnight route (15+ hours)	
Standard Pullman car	\$0.02-0.07 per mile
Two-person car	\$0.07-0.09 per mile
Private first-class car	\$0.10 or more per mile
Leased private Pullman car	\$1.50 per mile, \$75 minimum
Hauling of privately-owned car	\$1 per mile
Freight	
Per 100 miles (or fraction thereof)	\$0.10 per hundred pounds (or fraction thereof)

INTERNATIONAL AIR TRAVEL DISTANCES

Here are the flying distances between major international cities *Pulp Hero* characters might frequent. All distances are listed in miles (for kilometers, multiply the miles by 1.609) and are “as the crow flies.” Airline routes of the period often are not direct due to the limited range of planes, and travelers on the ground often have to cope with many obstacles that can lengthen a trip.

From...	To...	Bombay	Buenos Aires	Hong Kong	Istanbul	London	New York City	San Francisco
Athens		3,218	7,249	5,381	349	1,486	4,934	6,791
Berlin		3,916	7,373	5,512	1,083	577	3,975	5,673
Bombay		—	9,286	2,734	2,993	4,477	7,808	8,401
Budapest		3,578	7,400	5,390	654	913	4,376	6,110
Buenos Aires		9,286	—	11,480	7,596	6,886	5,253	6,444
Cairo		2,709	7,333	5,131	771	2,187	5,621	7,471
Canton		2,618	11,515	146	4,907	5,911	8,018	6,898
Capetown		5,098	4,297	7,398	5,192	5,979	7,793	10,252
Hong Kong		2,734	11,480	—	5,053	6,052	8,098	6,893
Honolulu		8,035	7,546	5,522	8,119	7,239	4,968	2,387
Istanbul		2,993	7,596	5,053	—	1,557	5,026	6,717
London		4,477	6,886	6,052	1,557	—	3,470	5,371
Los Angeles		8,706	6,101	7,233	6,861	5,456	2,462	344
Madrid		4,689	6,217	6,623	1,707	783	3,591	5,807
Manila		3,195	11,072	629	5,669	6,679	8,509	6,898
Moscow		3,128	8,353	4,506	1,089	1,559	4,680	5,884
Nairobi		2,815	6,476	5,498	2,953	4,228	7,360	9,600
New Orleans		8,870	4,881	8,503	6,179	4,626	1,158	1,937
New York City		7,808	5,253	8,098	5,026	3,470	—	2,582
Paris		4,365	6,839	6,057	1,406	213	3,653	5,580
Rome		3,837	6,912	5,836	851	897	4,298	6,266
San Francisco		8,401	6,444	6,893	6,717	5,371	2,582	—
Shanghai		3,136	12,216	765	4,970	5,727	7,387	6,146
Singapore		2,419	9,892	1,593	5,365	6,739	9,534	8,442
Sydney		6,310	7,356	4,512	9,289	10,562	9,935	7,408
Tokyo		4,193	11,407	1,774	5,571	5,956	6,760	5,142
Washington, D.C.		7,999	5,176	8,186	5,229	3,674	204	2,449

UNITED STATES TRAVEL DISTANCES

Here are the distances between major American cities *Pulp Hero* characters might frequent. All distances are listed in miles (for kilometers, multiply the miles by 1.609). Air mileage is “as the crow flies”; driving distance indicates the shortest direct route. Airline routes of the period often involve multiple stops due to the limited range of planes, and travelers on the ground often have to cope with many obstacles that can lengthen a trip. You can also use the “Drive” distances for travel by train.

To...	Chicago		Denver		Miami		New York City		San Francisco		Washington, D.C.	
	Air	Drive	Air	Drive	Air	Drive	Air	Drive	Air	Drive	Air	Drive
From...												
Chicago	—	—	920	1,034	1,188	1,447	713	909	1,858	2,271	598	787
Denver	920	1,034	—	—	1,726	2,243	1,613	1,943	949	1,374	1,487	1,810
Los Angeles	1,745	2,231	831	1,422	2,339	3,210	2,462	3,111	344	475	2,308	2,950
Miami	1,188	1,447	1,726	2,243	—	—	1,092	1,590	2,594	3,522	924	1,363
New Orleans	833	930	1,082	1,349	669	1,207	1,158	1,345	1,937	2,446	955	1,118
New York City	713	909	1,613	1,943	1,092	1,590	—	—	2,582	3,180	204	227
Philadelphia	668	817	1,573	1,851	1,024	1,498	78	92	2,530	3,088	126	135
San Francisco	1,858	2,271	949	1,374	2,594	3,522	2,582	3,180	—	—	2,449	3,058
Seattle	1,737	2,198	1,021	1,559	2,734	3,653	2,408	3,107	678	955	2,329	2,985
Washington, D.C.	598	787	1,487	1,810	924	1,363	204	227	2,449	3,058	—	—

Ships

The cabins are not large, the dining saloon is also the smoking-room, the bar, the library, and the music-room. When it rains there is no part of the deck on to which water does not leak. There is no promenade deck. If you want to take exercise, you have to take it between barrels of kerosene and wine on an unawned deck. ... But of the thirty or so ships on which I have travelled during the last four years it is by a long way my favourite.

—travel writer Alec Waugh describing the cargo ship *Louqsor*

Compared to the modern day, when commercial passenger travel by ship is minimal, many people take to the high seas during the Pulp era. Traveling on one of the great ocean liners is elegant and comfortable (and often expensive), but just about anyone can afford to hop on a tramp freighter heading for some exotic locale. Sailing is slow, and may be uncomfortable, but ships can go places planes, trains, and automobiles can't.

An ocean liner of the Pulp period can maintain a speed of about 25-30 miles per hour over a long journey. Freighters and cargo ships stay in the 15-18 miles per hour range, and tramp steamers (*i.e.*, old, worn out, or poorly-maintained cargo carriers who go wherever there's cargo, as opposed to liners which stick to a "line" or schedule) usually can't do better than about 10-12 miles per hour. Ships with sails (of which many still exist, and are still being built) travel more slowly overall, though the wind speed may make them swifter in short bursts.

The cost of ship travel typically depends on the type of accommodations a passenger has, as indicated in the accompanying table. Liners often feature elegant suites (private rooms) as well as berths (shared cabins) in addition to cheaper and less comfortable classes of travel. They've also got dining rooms, salons, and various types of recreation available. But on a cargo ship or tramp steamer, the accommodations may be catch as catch can, with some people sleeping on the deck in fine weather. Some older freighters carry most of their meat live, and the slaughtering of a cow or pig may provide an entertaining break in the daily routine. On a freighter or tramp steamer, a character may be able to reduce his travel cost, or eliminate it altogether, by working as part of the ship's crew. (In fact, many cargo ships don't have passengers at all; if you want to ride, you have to work.)

Riding Animals

In many parts of the world, particularly those strange and distant places Pulp heroes so often like to visit, there are no cars, railroads, or even places where you can land a plane. If they want to travel in these regions, they either have to walk or obtain riding animals, such as horses, camels, mules, or

INTERNATIONAL WATER TRAVEL DISTANCES

Here are the sailing distances between New York, San Francisco, New Orleans, the Panama Canal, and various international cities *Pulp Hero* characters might frequent. All distances are listed in statute miles (for kilometers, multiply the miles by 1.609) and indicate the length of a direct route. An asterisk (*) marks a trip that involves travel through the Panama Canal; a cross (†) one that involves travel through the Suez Canal.

To...	New Orleans	New York City	Panama Canal	San Francisco
From...				
Bombay	10,982*	9,413†	14,921	11,262
Buenos Aires	7,276	6,761	6,276	8,650*
Capetown	8,492	7,814	7,571	11,398*
Congo River	7,577	6,751	5,930	10,195*
Hamburg	6,045	4,201	5,839	9,575*
Hong Kong	12,472*	13,364†	10,588	7,262
Honolulu	7,007*	7,718*	5,395	2,408
Istanbul	7,619	5,788	7,101	10,838*
London	5,190	3,847	5,485	9,257*
Manila	12,659*	13,086*	10,764	7,164
New Orleans	—	1,989	1,616	5,353*
New York City	1,989	—	2,323	6,059*
Panama Canal	1,616	2,323	—	3,737
Port Said	7,496	5,922	7,218	11,012*
San Francisco	5,353*	6,059*	3,737	—
Shanghai	11,808*	12,284*	9,853	6,391
Singapore	13,243*	11,693†	12,099	8,639
Sydney	10,679*	11,160*	8,837	7,766
Yokohama	8,939*	11,169*	9,316	5,223

elephants. This isn't a fast way to travel — most riding animals can maintain a speed of 10-12 miles an hour at best, and that only for a few hours a day. That limits travel to 30-50 miles a day, assuming relatively easy ground.

COMMUNICATIONS

There may come times during your *Pulp Hero* games when the heroes need to get a message to (or from) someone a long way away. The Pulp era is the first period in human history allowing for rapid communication over enormous distances. But despite the mastery of the new medium of radio shown by politicians such as Franklin D. Roosevelt and Adolf Hitler, social commentators like Father Coughlin, and many entertainers, getting word from one place to another can sometimes take an aggravatingly long time.

MAIL

Within civilized countries, surface mail is usually reliable and relatively quick. In the US, the surface rate is \$0.02 per ounce from 1919 through July, 1932, and \$0.03 per ounce thereafter for the rest of the Pulp era. The mail is delivered twice daily to most homes, and more often to many businesses, by postmen who walk their routes. The post office sometimes uses autogyros to move mail around in large cities.

In uncivilized countries, there may be little or nothing in the way of mail service, and what there is may not work so well. In these situations, a character will do better to give his letter to a traveler he

TELEPHONE EXCHANGES

ADams
BUtterfield
CEdar
EDison
EMpire
EXport
KLondike
LAkeview
Liberty
MAdison
PENnsylvania
REpublic
SARatoga
SYcamore
TAlbot
TRemont
WAlnut

trusts and ask that person to deliver it when he gets to his destination.

International surface mail isn't nearly as fast or reliable. It goes by ship and typically takes weeks, or even months, to arrive. Characters who are considered trustworthy might be asked to carry letters to friends of their friends when they travel to save money and improve the chances of the letter getting through.

Beginning in the early 1920s, air mail service is also available within most civilized countries. It's much more expensive — in America, it costs \$0.10 per half ounce, or nearly seven times the cost of surface mail — but much quicker. International air mail, when available, is even more expensive.

RADIO

The easiest way to communicate quickly over great distances is with radio. However, that requires a set capable of broadcasting (or access to one), and such things aren't common — especially on the dinosaur-inhabited long-lost plateaus or never-before-discovered islands that Pulp heroes seem to spend so much time exploring! Hobbyists can build quality broadcasting sets for about \$50 as of 1935. Amateur radio is a popular hobby (it grows by almost 300% from 1929-36), and by 1927 hobbyists' sets have enough range that an international call sign system is developed. Of course, carrying a set like that along on an adventure may be more trouble than it's worth....

TELEGRAPH

Telegrams remain a popular way to send messages in the Pulp era. In the civilized world, most towns have a telegraph office, and telegrams are one of the most common ways people communicate internationally. Since the cost of a telegram is calculated per word (typically around a nickel a word within a country, and \$0.25 per word internationally, but varying based on origin, destination, and other factors), businesses and people who send a lot of them often developed codes that let them communicate the most

information in the fewest words possible. Typically a telegram reaches the recipient within a day of when it's sent — a delivery boy brings it right to him.

TELEPHONE

By the Pulp era, the telephone is already extremely common in the US, and is quickly spreading to the rest of the world. By 1929 the US has 20 million telephones — two times as many as the rest of the world combined. Most phones are in businesses, but by 1926 home phone service is available in New York City for \$4 per month. Outside of urban areas, phones are much less common; people often have to go to a local business and pay to use the phone if they need to make a call. Similarly, poor people in cities rely on pay phones in drugstores and other businesses instead of buying home service. Phones in other countries, even places like Great Britain and France, aren't nearly as common, and often not as reliable.

The capability of phones is also expanding. In 1926 the first wireless transatlantic call is made, followed in 1935 by the first around-the-world telephone call. Most phone systems aren't automatic — they require the assistance of an operator, who just might decide to listen in on the call....

Most calls are local; long distance calls are rare and expensive. Typically the caller contacts the operator, who calls him back several minutes later after making the connection. International calls, if possible at all, require even more time... and money.

In the Twenties, there are few enough telephone exchanges in the US that the first three numbers were identified by words, with the last four numbers appended: EDison 3231 or PENnsylvania 5000. In the Thirties, the larger exchanges replaced the third letter with a number: EDison 4-3231 or PENnsylvania 6-5000. The accompanying sidebar has a list of just a few of the telephone exchange names for GMs and players to use in their roleplaying to add a fun touch of authenticity.



THE STATES

Since the pulps originated in the United States, and most *Pulp Hero* characters come from America, it's only appropriate to begin the review of the Pulp World in the New World. Although often determined to do its best to remain aloof from international affairs, the United States is one of the wealthiest and most powerful nations of the Pulp era.

Government:	Democratic republic
Ruler:	President Franklin D. Roosevelt
Capital:	Washington, D.C.
Population:	137,000,000
Language(s):	English
Currency:	Dollar
Resources:	Manufacturing, agriculture
Religion(s):	Christianity, Judaism
Military:	135,000

The United States of the Twenties and Thirties is a democratic republic of 48 states. Alaska and Hawaii remain territories; others it holds include the Philippines, Guam, American Samoa, and Puerto Rico. In the Twenties, the federal government remains comparatively small and uninvolved, but the New Deal of the Thirties ushers in a period of unprecedented governmental activity and the beginning of the American welfare state.

Internationally, the United States remains relatively isolated, preferring not to embroil itself in the affairs of other major nations beyond participating in a few naval disarmament conferences and the like. It is, however, willing to intervene to protect its interests in its own backyard: the Caribbean and Central America. American troops occupy Haiti from 1915 until 1934 to help keep the peace, and Nicaragua from 1926-1933 to ensure the stability of the Nicaraguan government and help defeat rebels led by Augusto Sandino.

HISTORY AND POLITICS

Broadly speaking, the history of the United States during the Pulp era is one of prosperity, growth, and cultural revolution during the Twenties, followed with a Thirties dominated by economic turmoil and the government's efforts to help the country recover from it.

The Twenties began with the election of Warren G. Harding, a genial former Senator from Ohio who was in many ways the opposite of his predecessor, Woodrow Wilson: approachable; old-fashioned; lacking any major agenda; preferring to let business alone. Unfortunately, his amiability made him too likely to trust people he never should have

trusted, and eventually rumblings of troubles and scandals began to be heard. Harding wasn't yet aware of the full extent of the problem — including the worst of the scandals, the Teapot Dome affair in which Secretary of the Interior Albert Fall leased naval oil reserves to his friends — but rumors of them, and the other burdens of his office, began to tell on him. In the summer of 1923, he went on a trip to Alaska and the western US; worn down by the cares of his office, he died of a stroke on August 2 while returning home.

Harding's Vice President, Calvin Coolidge, became President. He continued Harding's general policy of having the government do relatively little, leaving business and other social institutions to run things as they thought best. This worked so well he was easily re-elected in 1924, and wasn't elected in 1928 simply because he chose not to run.

The prosperity of the decade — America produced more than Great Britain, France, Italy, Germany, the USSR, and Japan combined, and increased exports by 25% — showed the wisdom of the *laissez-faire* economic approach taken by Harding, Coolidge, and later Hoover. The stock market crash of 1929 and the Depression that followed showed the weaknesses.

PROHIBITION

"This law will be obeyed in cities large and small, and in villages, and where it is not obeyed it will be enforced. The law says that liquor to be used as a beverage must not be manufactured. We shall see that it is not manufactured. Nor sold, not given away, nor hauled in anything on the surface of the earth or under the earth or in the air."

—John F. Kramer, first Prohibition Commissioner

Besides the societal changes taking place in 1920s America (see below), the most prominent aspect of social life was Prohibition. Mandated by the Eighteenth Amendment and enforced by the Volstead Act, Prohibition attempted to outlaw the selling of alcoholic beverages throughout the United States.

From the beginning the law was a dismal failure — in fact, some statistics tend to show that Americans drank more, and got drunk more, during Prohibition than they had previously. The Department of Justice had a mere 1,520 agents (2,836 in 1930) to patrol and stop smuggling along 18,700 miles of coasts and borders, inspect distilleries and

NATIONAL PROFILES

The descriptions of the nations in this chapter include a brief profile of key information such as government, languages, and population. The information in the profiles is as of 1935; thus, Franklin Roosevelt is listed as President of the US instead of Harding, Coolidge, or Hoover.

For the most part the entries in the profiles are self-explanatory. "Resources" includes major sources of revenue for that nation; readers interested in more detailed information can find it in period almanacs and encyclopedias. "Military" lists the number of active duty military personnel that nation has, if known; "N/A" indicates the information is not available or not applicable.

THE PALMER RAIDS

In the United States of the early Twenties, fear of Communists and anarchists ran high. In light of the Communist overthrow of the czar in Russia, recent well-publicized strikes by the Boston police and American steel workers, and a possible strike by American coal miners, the fear of a Red threat to the United States was a very real one. Acting to assuage that fear and destroy the threat before it could become a real danger, on January 1-2, 1920 Attorney General Mitchell Palmer organized raids against Communist headquarters and meeting-places in scores of cities across the country. Thousands were arrested and sent to jail, sometimes without warrants, and mountains of evidence were seized. The heavy-handedness of the raids, and the conditions in which the arrestees were held, were often deplorable. In the end, only three pistols and no explosives were found, most of the arrestees were released after some days or weeks of imprisonment, and a few hundred aliens were deported under the war-time Sedition Act.

BILL MCCOY

One of the most successful liquor smugglers of the Prohibition era was Bill McCoy, who developed such a reputation for not watering or mis-labeling the quality liquors he brought in that the term “the real McCoy” was coined. A ship captain, he typically got his liquor from Scotland, the Caribbean, or Rum Row (*i.e.*, from ships waiting just beyond the legal limit, so the Coast Guard couldn’t touch them).

breweries still allowed to manufacture alcohol for legitimate medical purposes (an enormous loophole in the law that led to doctors writing tens of thousands of bogus prescriptions), and investigate and shut down businesses serving liquor in violation of the law. According to some estimates, New York City alone had around 100,000 *speakeasies*, or illegal bars; some of them unashamedly advertised their services and wares, while others kept things as secret as they could. According to one proprietor, it cost over \$1,300 a month to run a speakeasy, of which a third went for bribes to local, state, and federal officials.

The social effects of Prohibition were many. First, it encouraged people to flout the law by buying illegal booze, making and selling their own “bathtub gin,” and so forth. This did little but cause cynicism about government and create health risks. Second, it brought men and women together to drink and socialize. Previously men had done their drinking in bars where women didn’t go; now everyone went to the same places to toss back a few glasses of whiskey. Third, it allowed organized crime to flourish. Smart gangsters like Al Capone and Dutch Schultz saw the potential for profit and moved in, earning millions by supplying people with hooch.

It took over a dozen years, but eventually even the “drys” who supported Prohibition had to admit that it wasn’t working. The Twenty-First Amendment repealed the Eighteenth in December, 1933, and the country became “wet” again. Ironically, this did little to stop bootlegging, since the mechanisms established by criminals for making, smuggling, and distributing illegal booze were quickly adopted for the purposes of avoiding the high federal tax on legal liquor.

HOOVER AND THE DEPRESSION

When Coolidge chose not to run in 1928, America elected Herbert Hoover its thirty-first President. Hoover had established a good reputation for his humanitarian efforts in post-War Europe and as Coolidge’s Secretary of Commerce, but had the misfortune to come into office at the end of nearly a decade of federal lack of oversight of business and economic matters. As a result of unrestrained securities speculation on credit, a shaky banking system, and other factors, the stock market crashed in October 1929, precipitating the Great Depression (see page 140).

Hoover’s response to the economic collapse and the 1929-32 “Years of the Locust” was a cautious and restrained one. He sincerely believed that economic matters were largely beyond government regulation and had to heal themselves. He saw in the cries for federal assistance and welfare severe threats to the integrity of the federal budget — and, worse, the American spirit of self-reliance and “rugged individualism.” He did not, as was often asserted at the time and later, have no plan for dealing with the Depression. It was just that his plans and programs often provided cold comfort to desperate and hungry unemployed people and their families who wanted something, anything, done *now* to alleviate their suffering. As a result, his name found its way into all sorts of insulting slang: Hoovervilles (shantytowns); Hoover flags (empty pockets turned inside-out); Hoover hogs (jackrabbits); Hoover blankets (old newspapers); Hoover wagons (broken-down cars converted into mule-drawn carts).

THE KU KLUX KLAN

The early 1920s saw the Ku Klux Klan ascend to its greatest position of national prominence in American history. Revived in 1915 by “Colonel” William Simmons of Atlanta, it had more than 50,000 members by 1920. Besides the South, its areas of strength included Texas (and the rest of the Southwest), Midwestern states such as Ohio, Indiana, and Oklahoma, and some Western states like California and Oregon. It stood for the white man against the black, and the Protestant against the Jew and the Catholic (especially the latter). To many people its anti-Semitic, anti-Catholic doctrine was more important than its anti-black stance.

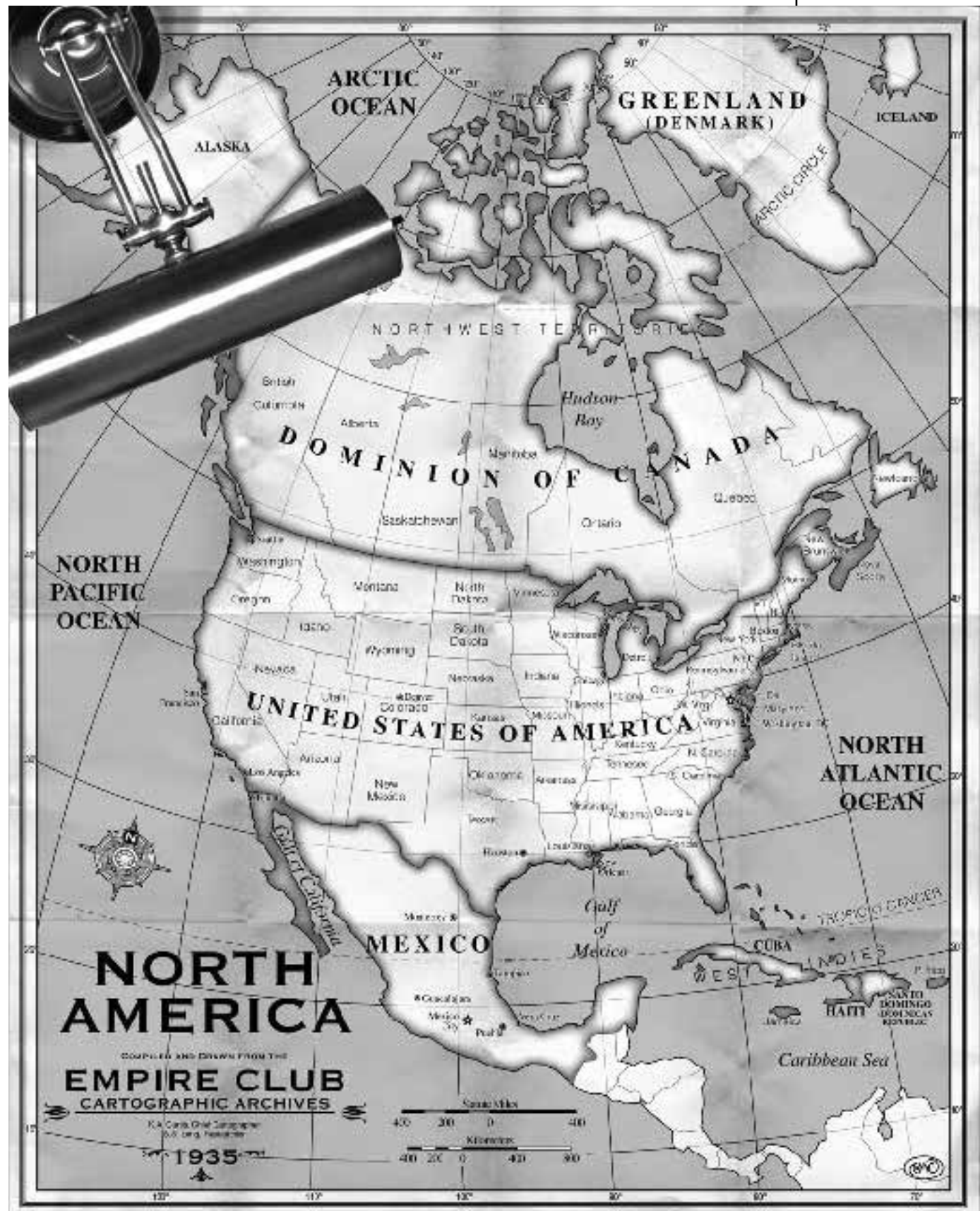
Klan members committed hundreds of vicious criminal acts: lynchings, bribery, murder, floggings, brandings, intimidation, vandalism. Its victims included both members of the groups it hated, and whites who spoke out against it. But it also wielded real political power, helping to elect governors, Representatives, and Senators in many states. In 1925, when the total membership was about five million, forty thousand robed Klansmen marched through Washington, D.C. in support of their agenda.

Each local chapter of the Klan was led by an Exalted Cyclops (president), followed by a Klaliff (vice president), Klokard (lecturer), Kludd (chaplain), Kligrapp (secretary), Klabee (treasurer), Kladd (conductor), Klagaro (inner guard), and Klokann (outer guard). Nationally, the organization was ruled by an Imperial Grand Wizard (Simmons,

later Evans), who divided the US into eight “domains,” each controlled by a Grand Goblin. Within a domain, each state was a “realm” led by a Grand Dragon. Kleagles (local recruiters) and King Kleagles (state sales managers) answered to the Grand Dragon. When a Kleagle signed up a new member, a portion of the \$10 membership fee went up the national chain, making many of KKK’s leaders quite rich.

Klansmen used secret code-words, passwords, and gestures to identify themselves. They held “klonvocations” and “klonklaves,” read the Kloran (book of rules and ceremonies) and various Klan papers and books, and sang “klodes.” For some members, the Klan was an entire lifestyle. In towns where the Klan was powerful, stores put “TWK” (Trade With Klansmen) stickers on their windows to show support, and businesses owned by Catholics or Jews had trouble staying open.

In 1923, Hiram Wesley Evans ousted Simmons as KKK leader. But in 1925, Klan powerbroker David Stephenson of Indiana was convicted of murder after a woman he raped died. Members of the Klan, shocked by this betrayal of what they saw as the organization’s core morality and values, began leaving in droves, signaling the beginning of the end of the KKK as a significant political power in the US. By 1930 the membership had plummeted to about 35,000, and it continued to decline over the rest of the Pulp era.



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On November 14, 1923, McCoy was aboard one of his ships, the *Tomika*, when it encountered a Coast Guard cutter in US territorial waters. McCoy chased the Coast Guard off by firing a machine gun, but when he tried to flee the cutter put a shell just off his hull and he wisely surrendered. That was the end of his smuggling career.

THE BONUS EXPEDITIONARY FORCE

In 1925, Congress voted to give a bonus to Americans who'd fought in the Great War, to be paid in 1945. In the summer of 1932, approximately 20,000 veterans who wanted to get their bonus early to help alleviate the effects of the Depression came to Washington, D.C. to demand a Congressional vote on the matter. The Senate voted no.

Most of the veterans, defeated but gracious, went home. But about 8,600 who were so poor they had nowhere to go remained in the capital, living in Hoovervilles. This made the White House nervous; the government sensed a potential radical threat (though in fact the early BEF had maintained military discipline in its "camps"). On July 28, Pelham Glassford, the chief of police who'd assisted the BEF members early on, received orders from the "highest authority" to make the squatters leave. At his request, the remaining "bonus marchers" and their families began to leave, mostly peacefully though there were some scuffles and stone-throwing that led to two marchers being shot.

ROOSEVELT AND THE NEW DEAL

"It is almost impossible to come to grips with him."

—Secretary of the Interior Harold Ickes, commenting on FDR

In light of Hoover's growing unpopularity and the worsening of the Depression, it surprised no one when his 1932 challenger, Franklin Delano Roosevelt, won the election easily on the strength of his promise to create a "New Deal" for the American people. And he delivered on that promise, launching his "Hundred Days" of new laws and programs that sailed through the overwhelmingly Democratic Congress. As almost his first act in office, he established a "bank holiday" to prevent a total collapse of the banking industry. Then he and his "brain trust" of advisors went on to establish a whole alphabet soup of federal laws and agencies to provide relief, jobs, and anything else that seemed helpful: the National Recovery Administration (NRA), which empowered industries to establish regulations, wages, working hours, and pricing structures for themselves; the Civilian Conservation Corps (CCC), which employed thousands of Americans in various environmental jobs; the Agricultural Adjustment Administration (AAA), which paid farmers to reduce the production of certain crops in an effort to raise prices; the Public Works Administration (PWA), to finance numerous public works and building projects; the Works Progress Administration (WPA), to employ artists, musicians, and other creators in various tasks (painting murals, collecting folk music, staging free performances); the Civil Works Administration (CWA), to provide relief for the unemployed; the Rural Electrification Administration (REA), to provide electricity to rural communities; the Social Security Act (SSA), to provide pensions for the aged and unemployment relief; the Tennessee Valley Authority (TVA), to dam the Tennessee River and provide power and jobs for millions. According to some estimates, by 1935 if one counts people on relief and people working for relief projects, the US government was directly supporting over 20% of its citizens. The spending for these programs caused the federal budget deficit to grow enormously.

Roosevelt was immensely popular with the working class and everyday folk — enough so that he was overwhelmingly re-elected in 1936 even though the Depression remained in effect. His efforts to help them, the "Fireside Chats" in which he spoke directly and inspiringly to them, and his willingness to *do something* to end the hard times earned their undying admiration. But among many businessmen and the upper class he was bitterly loathed. He was seen as a Socialist, a Communist, a nascent dictator. According to some scholars, the press shared these feelings; as many as 85% of papers were anti-Roosevelt.

The Dust Bowl

"Great bargains in real estate. Bring your own container."

—Great Plains store window sign during the Dust Bowl years

As if the Depression by itself weren't enough, the US in the Thirties experienced a host of environmental catastrophes. The chief among these was the "Dust Bowl." Years of overgrazing and overfarming, exacerbated by the increased crops planted to take advantage of high prices during the Great War, left the agricultural Plains states ripe for disaster. After a dry summer and autumn, in late 1933 winds began to blow the topsoil off tens of thousands of acres of what was once prime farmland. The enormous clouds of dust were so large they blackened the skies over Chicago, then Albany. The storms defied all efforts to keep the dust out of homes and cars — grit and dirtiness became omnipresent facts of life, and water often a valuable commodity. In places as much as a foot of soil was blown away, and dust drifts buried houses and killed livestock. Street lights burned at noon. The dust storms ("black blizzards") continued in some areas through the late Thirties.

Many farmers went on relief (in some areas, as many as a third of them received federal or state payments), while others left their farms to search for a better life elsewhere. This migration of "Okies" westward, grimly chronicled in Steinbeck's *The Grapes Of Wrath*, created further problems. Other states (particularly California, where most of them headed) didn't want them; they often faced discrimination and even vigilante groups who kept them from crossing state lines or entering towns. When they did find work, it was poor-paying migratory farm labor.

THE LATE THIRTIES

Roosevelt's high-unbroken string of successes and achievements began to unravel in 1935, when the Supreme Court ruled that the NRA was unconstitutional. The ruling, which by twenty-first century standards was based on a ludicrous interpretation of the term "interstate commerce," provoked scorn in many circles at the time and angered Roosevelt. In 1936 the Court invalidated the AAA and various other Roosevelt laws and programs.

Roosevelt responded in 1937 by proposing a plan to increase the membership of the Supreme Court — in other words, to add members to the Court whom he knew would vote in favor of his programs. Widely derided as "court packing," it earned him a great deal of negative opinion and publicity, even from many of his allies, and went nowhere. But in the end Roosevelt got what he wanted; soon after he proposed his plan the Court became more tractable to New Deal laws, and in the next few years legitimate retirements gave Roosevelt the chance to name new Associate Justices.

1937 brought another downturn: the Roosevelt recession. For all his deficit spending, FDR believed in balanced budgets. When he tried to rein

Continued on next page

in federal spending, trim back his relief programs, and “reassure” business, the result was recession. Unemployment increased; production dropped. By April 1938 Roosevelt gave up and resumed deficit spending, pumping new life into the economy. But his popularity took another downturn later in 1938 when he wasted a lot of time and effort trying to replace Democratic Congressmen who hadn’t supported his court-packing plan. Despite these defeats he remained popular enough to win re-election for an unprecedented third term in 1940... and to lead America into war.

SOCIETY AND CULTURE

No modern culture is truly static, but during the Twenties the US underwent a period of significant cultural upheaval (at least in and around the cities — in rural areas, change was of a much smaller scale, or nonexistent). Many factors — the new freedom created by prosperity, disillusionment over human society brought on by the Great War, the lawbreaking encouraged by Prohibition, the increasing prevalence of the automobile, more women entering the workforce, the writings of Sigmund Freud — were breaking down the old order and played havoc (in the eyes of moralists) with traditional American virtues and conduct. In addition to the shocking changes in fashion (see below), young people were driving around unchaperoned (cars being “houses of prostitution on wheels,” to paraphrase one judge), attending “petting parties,” dancing licentiously, drinking (and in each others’ company!), using coarser language, having worse manners, and smoking cigarettes.

The Thirties didn’t reverse these changes neces-

sarily, but they did at least slow them down — if for no other reason than people in the midst of a Depression don’t have the money or attitude to lead an eat-drink-and-be-merry lifestyle. The end of Prohibition helped, as did the simple fact that people had become accustomed to many of the once-radical changes of the Twenties (though as those changes slowly spread outward from the cities, they could still cause unrest). By making marriage economically untenable for many people, the Depression encouraged the move toward greater sexual freedom; it also reduced the divorce rate, since getting divorced cost money.

FASHION

Perhaps the most intriguing barometer of these social changes was women’s fashions. The Twenties saw a “shocking” rise in women’s skirtlines, and some daring women also rolled down their stockings to show the knee and top of the calf and shin. At the same time necklines lowered. The “flapper” style, which combined a sleeveless dress with those short skirts, deliberately flattened and de-emphasized the female figure, giving women a boyish or childish look appropriate to a Jazz Age of free-wheeling play and irresponsibility. It also involved a great deal of makeup, which many of the older generation found particularly disturbing.

Fashionable women wore their hair bobbed (hair cut markedly short and distinctively styled close to the head) or marcelled (styled into thick, stiff waves). When they went out, they protected it with a bell-shaped cloche hat.

In the Thirties, some of these trends reversed. Necklines rose, and hemlines once again dropped below the knee. Bras were now made to accentuate and uplift, rather than to flatten. Hair lengthened,

Continued from last page

But the evacuation didn’t proceed fast enough for the government. Late that afternoon, a force of soldiers (including tanks) led by Army Chief of Staff Gen. Douglas MacArthur and his second in command, Major Dwight Eisenhower, moved in to rout the squatters. In the confusion several civilians were injured or killed, and their shantytowns were burned. Hoover claimed that a threat to government authority had been eliminated, but the blow to his prestige caused by the whole sordid incident was just one more nail in his political coffin.

THE GERMAN-AMERICAN BUND

Some people in the Thirties were attracted to the foul philosophy of Nazism as a solution to America’s economic and social problems. Various political organizations, such as the Silver Shirts, the German Legion, and the Hindenburg Youth Association, sprang up to represent these people and voice their views. The largest such group was the *German-American Bund*, founded in 1936 by Fritz Kuhn. Its members wore uniforms reminiscent of Nazi garb, imitated the Nazi salute, distributed propaganda, established training and education camps, and held rallies in large cities like New York (the German neighborhood of Yorkville in that city was a Bund strongpoint). The estimated membership was about 25,000, eight thousand of whom were uniformed *Sturmabteilungen* (SA), or “Storm Troopers.”

The Bund was anti-Semitic, anti-Communist, and pro-neutral-

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THE EMPIRE CLUB

The Pulp era is an age of adventurers and heroes — so it’s no surprise that these bold men and women, though they come from diverse backgrounds and places, sometimes wish to congregate with others of like inclination to share experiences, provide one another advice and assistance, and enjoy the camaraderie of a very small and special group of people.

The place they’re most likely to do that is the Empire Club, an exclusive organization for explorers, adventurers, and heroes of every stripe. Though it resembles a typical “gentleman’s club” (and in fact most of the members are men), it has no qualms about admitting women as members, provided they meet the requirements. It also has no policy barring members of the non-white races from joining — its members know that heroism, like villainy, is a universal quality of humanity, not something limited to Westerners.

To join the Empire Club, a person must have undertaken a journey of exploration, been involved in some adventure, or otherwise attracted the attention of the Club for his derring-do and amazing exploits. But membership isn’t automatic even for people who meet that criterion. A prospective member must be sponsored by an existing member, and must pay dues of \$100 US per year. Members who commit some impropriety or become involved in a scandal that might

taint the Club can have their membership revoked or suspended.

Members of the Empire Club enjoy several privileges. First, they may enter the Club’s private facilities in New York City, London, Hudson City, Cairo, Hong Kong, Delhi, and San Francisco. Each facility features an elegant restaurant, a bar, a smoking room, billiards and similar forms of recreation, a library, and a few rooms where adventurers can stay for short periods for a small rent. Some of the clubs have other features, such as a shooting gallery or a nearby golf course.

The most important resource the Club provides is access to other adventurers and explorers. A character in search of information about the mysterious tribes of the Tibetan interior, the headhunters of the South Seas, the perils one might encounter while sailing up the Amazon, or the ins and outs of New York’s Chinatown can turn to his fellow “Empireans” for advice, information, and perhaps even a helping hand.

The Empire Club was founded in 1908 by Darius Stoner, son of the famed Victorian-era explorers Professor Odysseus and Vivian Stoner. Stoner remains the president of the organization to this day. A wealthy man, he sometimes supports the expeditions of his members, but certainly isn’t in the habit of bankrolling every scheme an Empirean comes up with.

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ity; it was said to be controlled by Berlin. In the pulps it's all of those things, and something more: a terrorist group and "fifth column" supporting the Nazi cause in America. It's a great source of adversaries for PCs engaged in Crime-busting and Espionage campaigns in the US.

THE UNITED STATES MILITARY

In many ways, the United States is not a military powerhouse during the Pulp era. In fact, many consider its forces poorly equipped and weak. With 135,000 soldiers and sailors total, it's smaller than the militaries of the Netherlands, Norway, Romania, and Yugoslavia, not to mention the other Great Powers. On the other hand, the US Navy is larger than that of any other Great Power (including Britain), mainly due to its many destroyers. There is no Air Force; the Air Corps is part of the Army.

SWING SLANG

Swing fans had a slang all their own. Some of the highlights:

Alligator: a swing fan

Corn: bland music for sedate dancing

Cuttin' the rug: dancing to swing

Hepcat: an expert swing fan

Ickie: a person who doesn't "get" swing

Jitterbug: someone who likes swing music

Licorice stick: clarinet

Liver-lips: trumpeter

Plumbing: a trumpet

Sent: to get into swing music (to be *really* into it is to be "knocked out")



corsages became popular, and the fashion in hats ran to larger, more colorful ones worn with a rakish tilt.

ENTERTAINMENT

Whether times are good or hard, all work and no play make Jack and Jill very dull people. During the Pulp era, they found lots of ways to keep themselves amused during their free time (which, particularly in the Thirties, was often more extensive than they wished).

Fads

The improvement in communications, manufacturing, and distribution made it possible for fads to truly sweep the country for the first time. During the Twenties and Thirties, diversions both standard and strange enjoyed periods of great popularity. Some of them include crossword puzzles, the Charleston (and other dances), flagpole sitting, mah-jongg, bingo, contract bridge (and other card games), jigsaw puzzles, marathon dancing, yo-yos, roller skating, photography, chain letters, and miniature golf.

Movies

The Pulp era was Hollywood's first great golden age. It began with silent films starring the likes of Rudolph Valentino and Clara Bow, and progressed into "talkies" featuring such stars as Clark Gable, Jean Harlow, Shirley Temple, Fred Astaire and Ginger Rogers, Jimmy Stewart, Mae West, Errol Flynn, Joan Crawford, Bette Davis, Katherine Hepburn, Spencer Tracy, Gary Cooper, Jimmy Cagney, Marlene Dietrich, and Greta Garbo (one of the few to make the transition from the silents). Sound was first introduced, crudely, in 1927; by about 1930 the silent picture had been eclipsed. Color movies became possible in the early Thirties, though they didn't become common until late in the Thirties (and even then, not universal).

With people attending movies at the rate of 100 million a week during the Twenties, the film industry went on a building spree, putting up the-

aters in cities all over the US. They were often fancifully designed to resemble Italian gardens, Egyptian temples, Oriental pagodas, or the like. Since people kept attending movies in large numbers even during the Depression (not only because they were fun, but because theaters were often air-conditioned and sometimes had prize drawings), only about a third of these movie palaces went out of business in the Thirties.

Music

Several new types of music emerged during the Twenties and Thirties. Chief among them was jazz, a typically fast-paced instrumental music developed by black musicians from New Orleans ragtime and the musical traditions of the Mississippi delta. Popularized by such talents as King Oliver, Louis Armstrong, and Duke Ellington, it lent its name to the age and was often associated with all sorts of "loose" or immoral behavior, if not crimes of inflamed passion. With the coming of the Depression, jazz temporarily died away, mostly going underground as many of its musicians sought tamer radio jobs.

Swing music, a melodic big band dance music introduced by Benny Goodman in 1935, also enjoyed immense popularity. Described by the *New York Times* as "cunningly devised to a faster tempo than... the human pulse," it was basically jazz revived for white dance audiences. Other leaders of big band/swing music included Artie Shaw, Tommy and Jimmy Dorsey, Glenn Miller, and Count Basie. Swing bands usually featured vocalists as well; some who got their start this way include Billie Holiday, Frank Sinatra, Ella Fitzgerald, Bing Crosby, and Ethel Merman.

Radio

MANY FLEE HOMES TO ESCAPE "GAS RAIDS FROM MARS"

—one of the sensational newspaper headlines from October 31, 1938, concerning Orson Welles's "War Of The Worlds" radio drama broadcast from the evening before

Rivaling movies for popularity was radio. Radio sets were sold in the tens of millions annually during the Twenties, and even the Depression didn't slow the sales down too much. Radio allowed rural folk to get news quickly, and politicians and social reformers of every stripe to reach audiences undreamt of only a few years before, but it was mainly used for entertainment. By the mid- to late Twenties, and all through the Thirties, a regular daily and weekly schedule of entertainment programs was available in addition to sports, news, and special broadcasts. Some of America's favorites included Amos 'n' Andy, Fibber McGee and Molly, the Shadow, Buck Rogers, the Chase and Sanborn Hour, Gangbusters, Tom Mix, Jack Armstrong the All-American Boy, The Kate Smith Show, Fred Allen, Your Hit Parade, the Lone Ranger, the comedic observations of Will Rogers, Jack Benny, and the commentary and sermons of the controversial Father Charles Coughlin. Nothing better illustrates

the impact of radio than the popularity of Edgar Bergen and Charlie McCarthy — a *ventriloquist act* broadcast over a media where the listeners couldn't even see the performer!

Sports

With radio broadcasts making it easier to follow sporting events all over the country and the world, interest in athletics rose to new heights in the Pulp era. Babe Ruth, Jack Dempsey, Bill Tilden, Jesse Owens, and others became world-famous; some even went on to careers in the movies after their time on field, court, or ring was done. People also began playing more sports and games, since an investment in sports gear was fairly cheap and provided countless hours of recreation.

CITIES AND REGIONS

Thanks to the increased availability of automobiles, and the development of the engineering technology needed to build skyscrapers, many American urban areas experienced significant growth during the Twenties and Thirties. Even during the Depression, the PWA and other New Deal projects helped maintain the pace of construction. Some of the most intriguing cities and regions of the US in the Pulp era, or places to which adventure and excitement might draw intrepid Pulp heroes, include:

New York City: The Big Apple

The second largest city on Earth with a population of approximately 6.9 million, New York is the financial and cultural capital of the United States, and in many ways of the world. Within its five boroughs (Manhattan, the Bronx, Queens, Brooklyn, and Richmond) you can find just about any sort of people, products, or urban experiences you desire. To many people, the New York night and social life is the epitome of high-class, sophisticated living. So compelling is the Big Apple's image that it inspired countless Pulp stories, and even entire pulps such as *New York Stories*.

In the 1930s, New York City has:

- 18,000 policemen
- over 60 daily newspapers
- more Italians than Rome, more Irish than Dublin, and 10% of the world's Jews
- more telephones than London, Paris, Berlin, Rome, and Leningrad put together

FIORIELLO LAGUARDIA

Overseeing this vast, sprawling city is Mayor Fiorello LaGuardia, a popular Republican politician often known as "the Little Flower." After several years in Congress, he ran against incumbent Jimmy Walker for mayor and lost. But in 1933, after a corruption scandal drove Walker from office, LaGuardia won the mayoralty and held

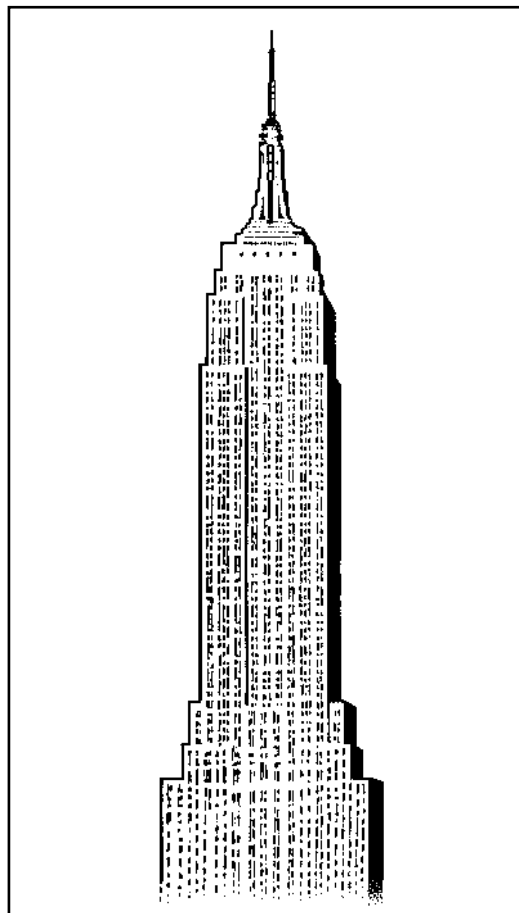
it for the rest of the Pulp era. Short, plump, and often unkempt, his plainspoken ways and energy brought him the love of the people and plenty of support for his reformist agenda. During his time in office he modernized and streamlined the chaotic New York City government, making city services more efficient and accessible.

SKYSCRAPERS

He, too, saw something moving along the wall of this most giant of skyscrapers. His scalp tingled and his heart beat faster. It was unthinkable that any living thing could creep along the building's glass-smooth exterior. ... He swiveled his eyes in all directions. Here and there on the skyscraper's gigantic face, lights still showed in office windows where some busy executive or clerk was working late. Far overhead, on the eightieth floor, the windows of the Skyrocket Club, where hundreds of pleasure seekers came nightly, emitted a corona-like illumination.

—Paul Chadwick, "Skyscraper Horror,"
Ten Detective Aces, March 1933

Besides Wall Street (which so intensely occupied the minds of America in the late Twenties), if there's one thing people during the Pulp era think about when they think of New York, it's skyscrapers. Some of the city's most famous towers, such as the Flatiron Building (1902), Chrysler Building (1913), and Woolworth Building (1913) were well-



THE TOP TEN

Here are the top ten songs in the US on September 21, 1935:

1. I'm In The Mood For Love
2. You're All I Need
3. Cheek To Cheek
4. East Of The Sun
5. Without A Word Of Warning
6. Accent On Youth
7. I Couldn't Believe My Eyes
8. Page Miss Glory
9. Rhythm And Romance
10. I'm On A Seesaw

JUDGE JOSEPH CRATER (1889-?)

On August 6, 1930, New York Supreme Court Justice Joseph Crater disappeared and was never seen again. The mystery surrounding his disappearance endures to this day.

In late July of that year, the wealthy Crater received a phone call while vacationing with his wife in Maine. Telling his wife only that he had to return to New York City "to straighten those fellows out," he left her in Maine. In New York, he gathered up some papers, cashed a check for \$5,150, had dinner with friends, told them he was going to see the Broadway show *Dancing Partner*, got into a cab, and vanished. He left behind other checks and easily-transported financial assets.

Crater's vanishing act made the news all over America, but he was never found (even an extensive grand jury investigation ended with no conclusions). Nor was any satisfac-

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tory explanation for his disappearance ever put forward. Some people suspected it might have had something to do with either one of his many affairs, or an alleged investigation into Tammany Hall corruption that might have implicated him in wrongdoing.

MURDER, INC.

Luciano, Lansky, and the other gangsters who established the national crime syndicate in the Thirties needed a way to enforce their instructions — without muscle, they knew they couldn't keep the group together. To solve the problem, they created a group of elite triggermen who worked only for the Mafia: Murder, Inc.

Based in Brooklyn with its "headquarters" at Midnight Rose's candy store, Murder Inc. was supposedly led by Albert Anastasia, a vicious killer, but he actually took his orders from labor racketeer Louis "Lepke" Buchalter or Joey Adonis, and the killings were approved by a ruling circle of Luciano and other major mobsters. Below Anastasia were lieutenants like Mendy Weiss and Abe "Kid Twist" Reles, who passed orders on to the killers. Some of the group's best hitmen were Frank "the Dasher" Abbandando, Vito "Chicken Head" Gurino, Blue Jew Magoon, Bugsy Goldstein, and Happy Maione.

According to some reports the group was responsible for as many as 400-500 murders, but other experts dispute this total. The rules specified that the mob couldn't use the group to hit politicians, report-

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known landmarks by the Twenties. Others, such as the Rockefeller Center complex (1933), were completed during the Pulp era; their construction might become a feature or plot element in *Pulp Hero* adventures that take place in Manhattan.

The king of all the skyscrapers, and the tallest building in the world, is the Empire State Building at Fifth Avenue and 34th Street. Begun in 1929 and opened a mere two years later in 1931, it was the brainchild of financier John Jakob Raskob, who intended it as a tribute to the spirit of American capitalism and completed it in spite of the Crash and the Depression. (Unfortunately, the economic conditions of the time kept it from ever being fully rented out during the Thirties.) 1,250 feet (192") and 86 stories tall, it's topped with an airship mooring mast that was never used.

THE MELTING POT

New York City has been a magnet for immigrants to the United States for decades. The sight of the Statue of Liberty and processing at Ellis Island are the first memories many immigrants have of America. Immigrants often congregate in specific neighborhoods that become strongly identified with their particular ethnicity. These include Little Italy (a lower Manhattan neighborhood dominated by Italians) and Chinatown (an Oriental neighborhood on the Lower East Side, near Little Italy). New Yorkers in search of new culinary experiences may visit neighborhoods like these to try their restaurants. Crimefighters may brave their night-darkened streets to come to grips with wicked Oriental crimelords, vicious tongs, or the gat-wielding gangsters of the Mafia.

Harlem

Perhaps the most famous of New York's ethnic neighborhoods is Harlem, one of the largest black communities in the world. During the Pulp era it was one of the greatest centers of jazz. Whites and blacks alike came to such venues as the Cotton Club, Connie's Inn, the Saratoga Club, and the Alhambra Ballroom (where the danger of possibly getting caught in a battle between warring bootleggers only added to the thrill of hearing the music and seeing the sexy dancing of the "high yaller gals"). But jazz was only one aspect of the "Harlem Renaissance," a flowering of black art and culture that took place in the 1920s. Authors and artists such as Langston Hughes, Zora Neale Hurston, Sterling Brown, and Countee Cullen did much of their best work there, making the neighborhood a destination for other creative blacks.

THE UNDERWORLD

While not as well known for its crime as Chicago (see below), New York City has an active and dangerous underworld fit to challenge the toughest Masked Crimefighters. During the Twenties the dominant figure was Arnold Rothstein, "the Brain," who orchestrated the 1919 "Black Sox" scandal. But by the time Rothstein was murdered in 1928, the Italian gangs of the Mafia were becoming the major powers. Chief among the mobsters were Joe "the Boss" Masseria and Salvatore Maranzano, who from

1928 to 1931 fought the "Castellammarese War." In 1931, Rothstein protegee and Masseria henchman Charles "Lucky" Luciano, seeing which way the wind was blowing, had Masseria killed. But when Maranzano declared himself "boss of bosses," thus interfering in Luciano's own plans, Lucky had him killed as well.

Then Luciano, with the assistance of his friend, the Jewish gangster and financial wizard Meyer Lansky, organized a national crime syndicate featuring both Italian and non-Italian gangs. Their scheme divided New York among five crime families: the old Masseria gang now under the control of Luciano, Vito Genovese, and Frank Costello; the old Reina gang led by Thomas Lucchese and Tom Gagliano; the Joseph Profaci gang (part of the old Maranzano mob); the Joseph Bonanno gang (also former Maranzano); and a Brooklyn mob run by the Mangano brothers and the vicious killer Albert Anastasia.

In addition to the Mafia, there were plenty of similar mobsters and criminal gangs operating in New York City. The best-known of these was Dutch Schultz, a major power in the Bronx who was killed by Murder, Inc. in 1935 after he refused to obey the Commission's orders to leave prosecutor Thomas Dewey alone.

The Fictional Underworld

There's no need to use the actual New York underworld in your games if you don't want to. Typically pulp writers preferred to make up their own gangs and mob bosses so they could describe them... and dispose of them... with impunity, and they weren't worried about the "realism" of their portrayal. For example, the underworld created by Walter Gibson in the Shadow stories bore little resemblance to the Mafia of the day. It drew more on the New York underworld of the turn of the century, when lots of small gangs ran riot throughout the five boroughs.

THE 1939 WORLD'S FAIR

From April 30, 1939 until October 27, 1940, New York City was home to the World's Fair, built at Flushing Meadows, Queens. Marked by its trademark Trylon (a 700 foot-tall needle-like monolith) and Perisphere (a 200-foot diameter sphere) structures, it was an attraction for people not just from New York, but the United States and the world.

Getting into the Fair cost fifty cents. Once a visitor was inside, there were plenty of free exhibits and giveaways if he didn't want to spend any more. Thirty-three states, 58 foreign nations, and 1,300 businesses had pavilions or other attractions to showcase their accomplishments, inventions, and products. And of course there were carnival-like rides (including a 250-foot parachute jump) and lots of different foods to try (often for free).

Chicago: The Land Of Capone

Located near the center of the United States, Chicago has a population of over 3.3 million, making it the second largest city in the US and fifth largest in the world. It's a major transportation center in the Pulp era. If characters are flying or taking the train across America, the odds are they're going to have to pass through Chicago to get where they're going. They might also come to the city of the big shoulders to visit the 1933-34 World's Fair, the *Century Of Progress Exhibition*. The Fair featured Art Deco and Modernist designs and architecture along with such fascinating exhibits as the House Of Tomorrow (complete with a hangar for the family plane), the Dymaxion automobile built by R. Buckminster Fuller, and the Burlington Zephyr train. The South Side, with its jazz clubs like the Lincoln Gardens (where King Oliver and Louis Armstrong played), is also a major attraction for Pulp adventurers.

GANGLAND WARS

But to most *Pulp Hero* gamers, Chicago of the Twenties and Thirties is best known for one thing: crime. Prohibition made the gangsters of the Windy City so wealthy and powerful that they virtually controlled the city through bribery, corruption, and intimidation (and did, in fact, run some nearby towns, like Cicero). In the early Twenties it was a battlefield where the Johnny Torrio/Al Capone mob (successor to Big Jim Colosimo's gang) fought against Dion O'Banion's gang, the Aiello's, the Genna Brothers, and others for control of the city's lucrative markets and rackets. According to some reports, in the 1925-29 period, over 500 gangsters were killed in Chicago.

Torrio and Capone soon moved into first place by killing their chief North Side rival, Dion O'Banion, in November, 1924. Hymie Weiss and Bugs Moran, now the leaders of O'Banion's gang, retaliated in January, 1925 by ambushing and nearly killing Johnny Torrio. This convinced Torrio to get out of the mob and leave everything to Capone — a role for which the brutal killer proved singularly adept. He was soon running an organization with a thousand employees and a \$300,000 weekly payroll with the skill of a trained executive. During 1925, he and Weiss both fought the Gennas, killing a couple of them and taking over their territories.

The gang wars heated up in 1926, when Weiss and his men shot up the Hawthorne Inn, Capone's headquarters in the controlled town of Cicero. Capone retaliated by having Weiss murdered three weeks later. That left only Bugs Moran as his main rival. On February 14, 1929, Capone tried to get him in what became known as the St. Valentine's Day Massacre. Moran escaped, but he was essentially through; his power declined throughout the Thirties.

Capone didn't have long himself. In 1931 the government convicted him of tax evasion and sentenced to 11 years in federal prison. His lieutenants more or less held his mob together during the

Thirties, but the end of Prohibition diminished their power somewhat. Still, organized crime, and the corruption it fosters, remain major threats in 1930s Chicago.

Despite his murderous nature, Al Capone himself enjoyed immense popularity in Chicago. He did this partly by limiting his activities to providing things people wanted (liquor, prostitutes, gambling), and partly through major acts of charity that he made sure got press attention. When he went to the ballpark, the fans in the stands stood up and cheered. Compared to many mobsters, he was a generous leader, repaying loyalty with trust and support. But he reacted viciously to traitors. The worst killing attributed directly to him was the beating and shooting of Joseph Giunta, Albert Anselmi, and John Scalise at a 1929 banquet because he knew they were secretly working with his enemies.

Los Angeles: Home Of The Stars

In the period from 1920 it was Los Angeles rather than New York or Chicago that provided the essential model and spatial plan of the typical twentieth-century American city. This was the new metropolis dominated by the automobile.

—Sean Cashman, *America In The Twenties And Thirties*

Los Angeles, a city of 1.23 million people in the Pulp era, occupies a unique place in the mind of America, and indeed the world. As the heart of the movie industry, it's seen as a glamorous, exciting place where someone with good looks, a little pluck, and hopefully a spot of talent might just get discovered and become a movie star overnight. Thousands flock to the City of Angels every year hoping to get their big break, and while most end up disappointed, the few success stories just keep inspiring more people to give it a try. Beyond the movies, Los Angeles is also a center for oil refining, produce distribution, and the burgeoning aviation industry.

The Los Angeles of the pulps often has a different focus. L.A. is a favorite haunt of many a hardboiled detective, such as Dan Turner or Philip Marlowe. As such, pulp stories set there often tend to focus more on the grim, the gritty, and the sordid — sort of the opposite side of the glamour coin. It didn't do much to improve the city's image when the East Coast mobs sent vicious gangster Benjamin "Bugsy" Siegel to handle their West Coast operations in the Thirties.

ATTRACTIONS

Because so many stars live there and so many movies are filmed in the area, Los Angeles has many locations of interest. *Pulp Hero* adventurers visiting La-La-Land might enjoy stopping by:

Angelus Temple: Dedicated in November, 1923, this house of worship is the home of Aimée Semple McPherson's "Foursquare Gospel" ministry. Topped

Continued from last page

ers, cops, or any other civilians, just crooks. Murder, Inc.'s most famous killing was the murder of Dutch Schultz in 1935, which was ordered because he wanted to violate that rule and "hit" prosecutor Thomas Dewey.

THE NORTHEAST

The Northeast, particularly New England, is best known to Pulp readers through the horror stories of H. P. Lovecraft. Though his stories focus to some degree on the region's many world-class universities (perfect headquarters for Professor and Scientist characters), they also make it out to resemble the South in many ways: filled with isolated pockets of humanity living in crumbling villages — a people often inbred and prone to derangements or the worship of Elder Terrors. If the GM adopts this view of the Northeast, then the heroes had best beware whenever they stray from the (relatively) safe confines of Boston, Philadelphia, or Providence. Otherwise they might stumble into some shadowy hollow containing things they'd rather not know about and find the hills rising wild against them....

HOLLYWOOD- LAND

Standing on the hills overlooking Hollywood is the famous sign: a series of 50 foot (7.5") tall, 30 foot (4.5") wide letters spelling out HOLLYWOODLAND. It was illuminated by four thousand 20-watt bulbs, all of which were eventually stolen. The last four letters were removed in 1949, but more than one Pulp movie has taken a little artistic license and included their destruction as a plot element or event. *Pulp Hero* GMs should feel free to do the same if they don't mind altering history a bit.

by a rotating, illuminated cross so large it can be seen for 50 miles, the ugly Temple has 5,000 seats and is usually packed full through the late Twenties, when McPherson's sagging reputation reduced her appeal.

The Brown Derby: This famed restaurant, shaped like its namesake, first opened on Wilshire Boulevard in 1926. Studio owner Jack Warner was rumored to be one of the financiers. A Hollywood branch opened on Vine Street on Valentine's Day, 1929; a third, at Wilshire and Rodeo Drive in Beverly Hills, opened in 1931. Caricatures of stars adorn the restaurants' walls, and there are telephone jacks at each booth so the staff can bring phones to the patrons. Many famous people love to eat there.

Graumann's Chinese Theater: Built in 1927 on Hollywood Boulevard, this palatial theater looks like a Chinese pagoda with a huge dragon on the outside, and features "Chinese Chippendale"-style decor inside. Sid Graumann's partners in the place were Douglas Fairbanks and Mary Pickford; the three of them, along with Norma Talmadge, initiated the tradition of stars leaving their foot- and handprints, or other marks, in the forecourt's cement. The auditorium itself seats 2,200.

Hollywood Hotel: Built in the Mission Revival style in 1905, this residential hotel was the home of many a star in the Twenties and Thirties.

THE MOVIE STUDIOS

The big attraction for many *Pulp Hero* characters is likely to be the movie studios, whether they're in L.A. because they're trying to solve a mystery, have been asked to appear in a movie, are dating a star, or just on vacation. The major studios of the Pulp era include MGM, Selznick Pictures International, Universal, United Artists, Republic, and RKO.

San Francisco: City By The Bay

Adventure might also take Pulp heroes to Los Angeles's northern neighbor, San Francisco. Perhaps best known for the Golden Gate Bridge (built, with much fanfare and the loss of a dozen lives, from 1933-37), it holds many other attractions for *Pulp Hero* characters. For example, the government might assign Soldiers or other PCs with military connections to the Presidio (a 1,500 acre Army base in the city), and Aviators or Sailors use it as the launching point of trips to the Orient and the South Seas.

CHINATOWN

San Francisco is home to the largest concentration of Chinese people in the United States: Chinatown, a crowded neighborhood of narrow streets and many shops. Whites often visit to eat at the restaurants or shop at the "quaint" stores, but the residents rarely speak much to them and always keep an eye out for them.

Chinatown has a reputation (in the pulps, a well-deserved one) as a den of vice and sin. Inveterate gamblers, the Chinese are perfectly willing to take money from a "round eyes," and they can also satisfy his lusts for opium and prostitutes. Groups called *tongs* control the underworld, using vicious "hatchetmen" and martial arts prowess to enforce their will and war with each other. (Some tongs are really just social or political clubs, which may cause Pulp heroes confusion.)

ALCATRAZ

Player characters who run afoul of the law may find themselves sentenced to the Rock: Alcatraz Prison, located in the middle of San Francisco Bay. From 1909 until 1933 it's a military prison; from 1934 on a federal penitentiary.

Officials and crooks alike consider Alcatraz "inescapable." It's not that far from the island to the mainland, but the water is frigid and the currents strong. Escape attempts in 1936, 1938, and 1939 all resulted in the capture or death of the inmates. Two inmates who tried to escape in December, 1937 were never seen again; it's assumed they were swept out to sea and drowned. (In game terms, characters attempting to swim to or from Alcatraz should have to make STR Rolls at least once every few minutes, if not more frequently; every time they fail, the current moves them 1d6 x 10" out to sea.)

The South

"[The South is] the bung-hole of the United States, a cesspool of Baptists, a miasma of Methodism, snake-charmers, phoney real-estate operators, and syphilitic evangelists."

—H.L. Mencken expressing his general opinion of the South

During the Pulp era the South was one of the least pleasant areas of the United States in many ways. Since the air conditioner was not yet common, most parts of the region were uncomfortably hot for much of the year, and often witheringly humid to boot. Racism and segregation prevailed, often enforced by the intimidation tactics and violence of the Ku Klux Klan (page 152). The economy, dominated by crops like tobacco and cotton, was generally flat, and the labor system left many people poor and with no hope of anything better. Many Southerners, particularly mountain folk, lived in a profound isolation that even the radio and automobile didn't do much to alleviate. The Florida land bubble of the early Twenties attracted considerable investment, nearly all of which was lost when the bubble burst in 1925. All in all, the Mencken opinion quoted above was shared by more than a few Northerners, and the Scopes "monkey trial" (see the accompanying sidebar) only confirmed it.

But the South remains a giant waiting to awaken, and it offers plenty of opportunities for *Pulp Hero* adventure. The thousands of square miles of swamp in the Louisiana bayous and Florida Everglades are full of alligators, venomous serpents, and all sorts of other threats — an almost-jungle that doesn't require the heroes to journey to the Amazon or Congo. The Appalachian Mountains are home to people with many a strange custom, bit of ancient lore, or terrifying monster, as so ably illustrated by Manly Wade Wellman in his "Silver John" stories. Families like the Hatfields and McCoys may still fight feuds that the characters can get caught in the middle of... and they're certainly making moonshine in scornful contempt of Prohibition. In any of these isolated places, inbred families or degenerate cults might have given rise to any number of horrors. They also make perfect lairs for deranged scientists seeking privacy in which to conduct their "experiments" unmolested.

NEW ORLEANS

Aside from Atlanta, the capital of the South is New Orleans, located near the mouth of the Mississippi River on the shores of Lake Ponchartrain. Of Spanish and French origin, it has many an odd name and custom that only enhances its allure.

In *Pulp Hero* games, the aspect of New Orleans that's most likely to attract heroes and inspire scenarios is Voodoo, "a tangled mess of African-derived religion and sorcery[.]" In the pulps, Voodoo *houngans* and *bokors* haunt the streets and shops of New Orleans, using their powers to create (or destroy) zombies and hexes. Just about any

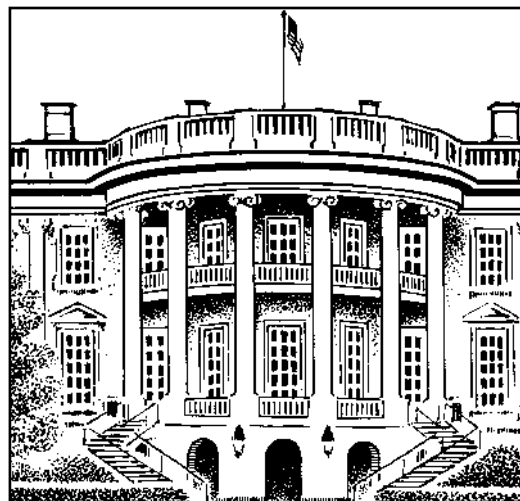
beautiful young heroine or female DNPC would make the *perfect* sacrifice for one of their Petro spells! (See *The Ultimate Mystic*, pages 116-20, for more information about Voodoo, both in general and in *HERO System* terms.)

Nor are the threats Louisiana holds purely mystical. Characters who draw too much attention to themselves had best beware Huey "Kingfish" Long, the governor/senator who rules the state with an iron fist (see page 126). He's mostly concerned with drumming up public support for his policies and destroying his political enemies, but he doesn't take kindly to people raising a ruckus in his backyard... particularly if it interferes with some scheme of his.

Washington, D.C.: The Quiet Capital

During the Pulp era, the American capital is a small and quiet place compared to the leading cities of the other great nations. With only 487,000 inhabitants, it's roughly a tenth the size of Berlin or Tokyo, and a twentieth the size of London. Its one airport, Hoover Field, has a public road crossing the runway, forcing pilots to wait for a pause in the traffic to land or take off. Regardless of these shortcomings, it's still a major center of world power, where decisions affecting hundreds of millions of people are made.

Pulp heroes who visit Washington won't necessarily see all the sights their modern-day players might expect. The Washington Monument has existed for decades; it underwent major cleaning and repairs in 1934. President Harding dedicated the Lincoln Memorial on May 30, 1922. The new Supreme Court building opened in 1935, just in time for the Court to begin striking down much of Roosevelt's New Deal legislation. The Folger Shakespeare Library opened in 1932; the Library of Congress opened its second facility, the John Adams Building, in 1938. On the other hand, planning for the Jefferson Memorial only began in 1934; after a contentious approvals process, ground was broken in late 1938, a cornerstone laid in late 1939, and the completed Memorial dedicated on April 13, 1943.



THE SCOPES MONKEY TRIAL

In 1925, the state of Tennessee passed a law outlawing the teaching of evolution in its public schools. A teacher named John Scopes deliberately defied the law to test its validity. At his trial the famed orator William Jennings Bryan served as prosecutor, and pugnacious lawyer Clarence Darrow as defense attorney. The case attracted national attention, becoming the first trial ever broadcast. It had religious fundamentalists wondering if the court would validate their beliefs, and much of the rest of the country looking on in pity or contempt. The highlight of the trial was when the court permitted Bryan to take the stand as an expert witness on the Bible. Subjected to a brutal cross-examination by Darrow, he finally admitted that at least some words in the Bible were not literally true.

Despite the hammering Bryan took and Darrow's impassioned First Amendment arguments, Scopes had unquestionably violated the law. He was found guilty and fined \$100 (this punishment was later overturned on a technicality). Although Fundamentalists claimed victory, many commentators at the time saw the overall result as nothing less than a major blow to their creed.

Worn out by the stress and strain of the case and neglect of his diet, Bryan died five days later in his sleep.

THE AMERICAS

DOGSLEDDING

Dogsleds are towed vehicles with runners; they only work on ice and snow. They're pulled by teams of dogs; use the Large/Hunting Dog or Guard/Combat Dog from pages 160-61 of *The HERO System Bestiary*, meaning a sled can travel at a maximum speed of 6-7" per Phase with its SPD 2-3. Characters who want to be able to drive a dogsled properly need TF: Dogs and TF: Sleds.

While the United States is the most prominent nation in the Americas, and the home of the vast majority of Pulp heroes, it's by no means the only place of interest in the New World.

CANADA

Government:	Parliamentary republic; dominion of the British Empire
Ruler:	Prime Minister Richard B. Bennett (replaced October 23 by W.L. Mackenzie King)
Capital:	Ottawa
Population:	10,400,000
Language(s):	English, French
Currency:	Canadian dollar
Resources:	Agriculture, timber, textiles, mining, furs
Religion(s):	Christianity
Military:	4,709

Physically the second largest country in the world, Canada became a dominion of the British Empire in 1931 under the Statute of Westminster. Blessed with a varied topography, bountiful natural resources, fine ports, and proximity to the United States, Canada is one of the most pleasant and civilized places to live during the Pulp era.

While Canada has a reputation for being bitterly cold, the southern regions are quite comfortable most of the year. On the other hand, Pulp heroes who venture into the north, particularly at any time of the year other than summer, had best dress warmly; the northernmost parts of the country fall within the Arctic Circle. Pulp-era explorer Vilhjalmur Stefansson has proved that reliance on Eskimo survival techniques is often enough to overcome the rigors of northern Canadian weather.

THE MOUNTIES

Much of Canada remains wilderness; there's far more land available than there are people to live in it. To enforce the law throughout the sparsely-inhabited regions Canada has the Royal Canadian Mounted Police (RCMP), better known as the "Mounties." The RCMP was created in 1920 with the reorganization of the Royal Northwest Mounted Police, and it has jurisdiction in all Canadian provinces and territories. It even has detachments in the Arctic, and in 1932 gained a Marine Section. Advances in communications and criminalistics technology during the Pulp era have made the Mountie's job easier. But the image of a lone Mountie, patrolling the back country and resolving

any and all difficulties with his strong personality, hard fists, and shooting skill remains a popular one — perhaps inspiration for a *Pulp Hero* adventurer.

ESKIMOS

Canada has a large population of Indians and other native peoples. The best known of these are the Eskimos, who dwell in wintry lands that daunt other men. They wear clothing made of animal skins, with an outer layer of fur clothing for warmth. Many of them live in *igloos* — low circular houses made of ice blocks — during the winter, and *tupeks* (hide tents) during the short Arctic summer. They travel on foot, by dogsled, or by *kayak* (boat). They make what they need to survive from animal skins and bones, since they have little in the way of wood to work with (and even less metal). Many still use primitive weapons such as bows and harpoons, though more than a few have modern rifles and pistols.

The Eskimos have a rich tradition of storytelling and legend. Their tales are filled with mysterious beings and spirits, strange monsters, and wondrous events. A clever GM could find much inspiration in them for a few Arctic adventures.

THE YUKON

The northwestern region of Canada, including the Northwest Territories and the Yukon, is mainly inhabited by miners, hunters, and trappers. The Yukon gold rush, though not what it was in the late 1890s and first decade of the twentieth century, is still going on during the Twenties and Thirties. A character who wants to strike it rich can travel to the Yukon via the dangerous Chilkoot Pass (the "golden staircase") or White Pass trails and stake a claim — but Dawson City and the other mining towns are rough places, so he'd better be prepared to protect himself.

MEXICO

Government:	Democratic republic
Ruler:	President Lazaro Cardenas
Capital:	Mexico City
Population:	16,500,000
Language(s):	Spanish
Currency:	Peso
Resources:	Oil, agriculture, mining
Religion(s):	Christianity
Military:	59,000

While America's neighbor to the north is a quiet and peaceful land, south of the border it's another story. For the past twenty-plus years, it's been a land wracked by revolution and civil war, though it may have at long last found a measure of peace.

The troubles began in 1910-1911, when a revolution led by Francisco Madero overthrew the dictator Porfirio Diaz. But in 1913 Gen. Victoriano Huerta assassinated Madero and took power. Loyalists rallied behind Venustiano Carranza; other rebel leaders including Emiliano Zapata, Francisco "Pancho" Villa, and Alvaro Obregon also fought against Huerta on their own. The would-be *presidente* found himself confined to the area around Mexico City; to make his position worse, the United States seized Vera Cruz in April, 1914 to support Carranza by preventing Huerta from obtaining arms. When Huerta resigned in 1915, Obregon and Villa rushed to see who could occupy Mexico City first. Obregon won and proclaimed Carranza "First Chief" of Mexico. The US recognized the Carranza government, but Zapata and Villa continued to fight against him. Villa even attacked Americans in Mexico and on March 19, 1916 raided Columbus, New Mexico, provoking a "punitive expedition" led by Gen. John Pershing that succeeded only in angering Mexicans and making Villa a folk hero.

In 1917 Mexico adopted a revolutionary constitution that curtailed the power of the Roman Catholic Church, nationalized oil and mining, and tried to initiate other social reforms. But this did little to quell the turmoil. Zapata was killed in 1919, and in 1920 Obregon revolted, killing Carranza (after Carranza tried to flee with gold taken from the national treasury) and assuming power. After Plutarco Calles was elected president in 1924, from 1926-29 a dispute with the Catholic Church reached a state of near civil war as the government seized Church property and pro-Church terrorists called *cristeros* struck all across the land. On July 17, 1928 president-elect Obregon was assassinated; in 1929 a minor two-month revolution led by Gonzales Escobar and other discontented generals only added to the chaos. Even after leaving the presidency, Calles retained great power and held several offices, but his influence eventually waned and President Cardenas exiled him in 1936.

As of 1935, Mexico remains an unstable place. Its relations with the United States are strained due to oil nationalization (and only get worse when President Cardenas accelerates the process in 1938). The new National Revolutionary Party (PRI), founded in 1929, has done little to unify the country even though it dominates politics. The first Six-Year Plan, begun in 1934, has yet to show significant results. In short — it's a place that holds many potential dangers, but where a bold adventurer might be able to make a difference.

In addition to the capital of Mexico City, other major Mexican cities include Vera Cruz (an important Gulf Coast port), Guadalajara, Puebla, Tampico, and Monterrey.

A RICH PAST

Centuries ago, Mexico was the center of several major Mesoamerican civilizations. The most notable of these are the Aztecs (in the region around Mexico City, formerly Tenochtitlan) and Mayans (in the Yucatan, Guatemala, and Honduras), but there are many others, including the Toltecs, Zapotecs, and

Olmecs. Impressive ruins, including the vast Toltec city of Teotihuacan in the north and numerous Mayan cities in the south, are visible amidst the Mexican deserts and jungles... and who knows what other wonders and treasures remain hidden, just waiting for intrepid explorers to discover?

CENTRAL AMERICA

South of Mexico is Central America, a narrow, thousand mile-long isthmus connecting North and South America. A mountainous and often jungle-covered land sparsely inhabited by a mix of the descendants of Spanish colonists and various native tribes, it's a tropical region often beset by disease and poverty. The most populous regions are along the fertile Pacific coast, but even there railroads are relatively few and roads, where they exist, are poor. Travel is difficult at best, especially during the May to November rainy season.

Nicaragua

Government:	Republic
Ruler:	President Juan Sacasa
Capital:	Managua
Population:	750,000
Language(s):	Spanish, various native tongues
Currency:	Cordoba
Resources:	Agriculture, mining
Religion(s):	Christianity
Military:	2,891

Nicaragua of the Pulp era is a chaotic, war-torn land that offers many opportunities for adventure (particularly for Soldier characters). Following the civil war of 1909-12, the US stationed a contingent of 100 Marines in the country to help ensure stability. They remained until 1925, but the US soon had to send troops back into the country in a failed effort to quell the Chamorro coup of May, 1926. Later that year, a liberal revolt led by Gen. Augusto Sandino broke out, and the US sent in the Marines to help President Diaz fight him. By early 1927, Diaz had virtually turned control of Nicaragua over to the US, formalizing this relationship with a June, 1927 treaty allowing US intervention.

Fighting continued against the Sandino rebels for years, with the US periodically augmenting its forces there in an effort to stop the wily revolutionary. On several occasions the Sandino rebels struck deadly blows against government and US forces, and in 1928 they seized several American mines. America withdrew her troops in 1933 after establishing a Nicaraguan National Guard under Gen. Anastasio Somoza.

In January, 1933, Nicaragua elected Juan Sacasa president. He made some early peace overtures to Sandino, but they were fruitless, and he soon declared martial law. On February 21, 1934, Somoza forces lured Sandino to a meeting where he was ambushed and killed. A little over two years later, in June 1936, Somoza deposed Sacasa and ruled Nicaragua for the rest of the Pulp era.

THE REST OF CENTRAL AMERICA

Besides Nicaragua and Panama, the nations of Central America in 1935 are:

British Honduras
Costa Rica
Guatemala
Honduras
Salvador

THE REST OF SOUTH AMERICA

Besides Argentina, Brazil, and Ecuador, the nations of South America in 1935 are:

Bolivia
British Guiana
Chile
Colombia
Dutch Guiana
French Guiana
Paraguay
Peru
Uruguay
Venezuela

As if Nicaragua didn't have enough to worry about, in March 1931 an earthquake virtually destroyed the capital, Managua (located on the shores of the lake of the same name that connects by river to the even larger Lake Nicaragua). Over 1,100 were killed, 45,000 left homeless, and most of the buildings destroyed by shock or fire. Rebuilding efforts continued throughout the Thirties.

Characters could find themselves embroiled in adventure in Nicaragua in several ways. If they're Soldiers or have military connections, the US might recruit them to help stop Sandino's revolt, or perhaps even track down the rebel general himself. If they're Explorers, they might search for the hidden tombs and treasures of the Indians who once lived here. And perhaps if they get to Managua in time they can prevent a mad scientist from causing the 1931 quake with his Seismic Dislocator....

Panama

Government:	Democratic republic
Ruler:	President Harmodio Arias; in the Canal Zone, Governor Lt. Col. Julian Schley
Capital:	Panama
Population:	467,000
Language(s):	Spanish
Currency:	Balboa
Resources:	Agriculture, the Panama Canal
Religion(s):	Christianity
Military:	N/A

The nation of Panama is more closely tied to the US than any other Central American country (all of whom trade extensively with America). The United States encouraged and supported the revolt that gained Panama its independence from Colombia in 1903, and ever since treaties have linked the two militarily and economically. During the late Twenties and early Thirties the Panamanian government several times tried to negotiate changes in some of these arrangements, but without success.

THE CANAL

Panama is important primarily because of the Panama Canal. One of the engineering wonders of the modern world, the Canal was completed in 1914 and formally opened in 1920. Fifty miles long, it runs partly through Gatun Lake and partly through lock-controlled channels cut right through the isthmus. Its channels vary from 110-300 feet (17"-46") wide; depth ranges from 42-82 feet (6"-13"). It takes 10-12 hours to traverse.

The Canal Zone, a strip of land five miles broad on either side of the Canal but excluding the cities of Panama and Colon, is a United States dependency. Fortified (including France Field, an airfield) and garrisoned, it's the safest, most civilized part of the country. Administered by a governor, it has a population of about 40,000. Private individuals cannot own land there, and treaties restrict the businesses that the US can establish.

SOUTH AMERICA

One of the most geographically diverse continents on Earth, South America ranges from the heights of the Andes Mountains to the low-lying, humid coastal regions. In between it includes such features as the massive Amazon Jungle, the pampas of the south, and even a tiny strip of desert on the west coast. Except for that desert and another small band of territory in the west and south, most parts of it receive copious rainfall — in some places up to 80 inches a year!

Like Mexico and Central America, South America usually receives a shallow, stereotypical treatment in the pulps. It's filled with stock characters — seductive señoritas, hardened revolutionaries and bandits, lazy *paisanos*, pompous generals and dictators, dangerous natives. Many of them subscribe to the tenets of so-called Spanish Honor (page 263). They visit stock locations like the smoke-filled cantina, the rebel/bandit camp, the steamy port city, the native village, the jungle, the mountains, and of course long-lost/hidden cities, temples, and tombs. Into this shadowy, tropical region come the Pulp heroes, brave, bold, and looking for adventure....

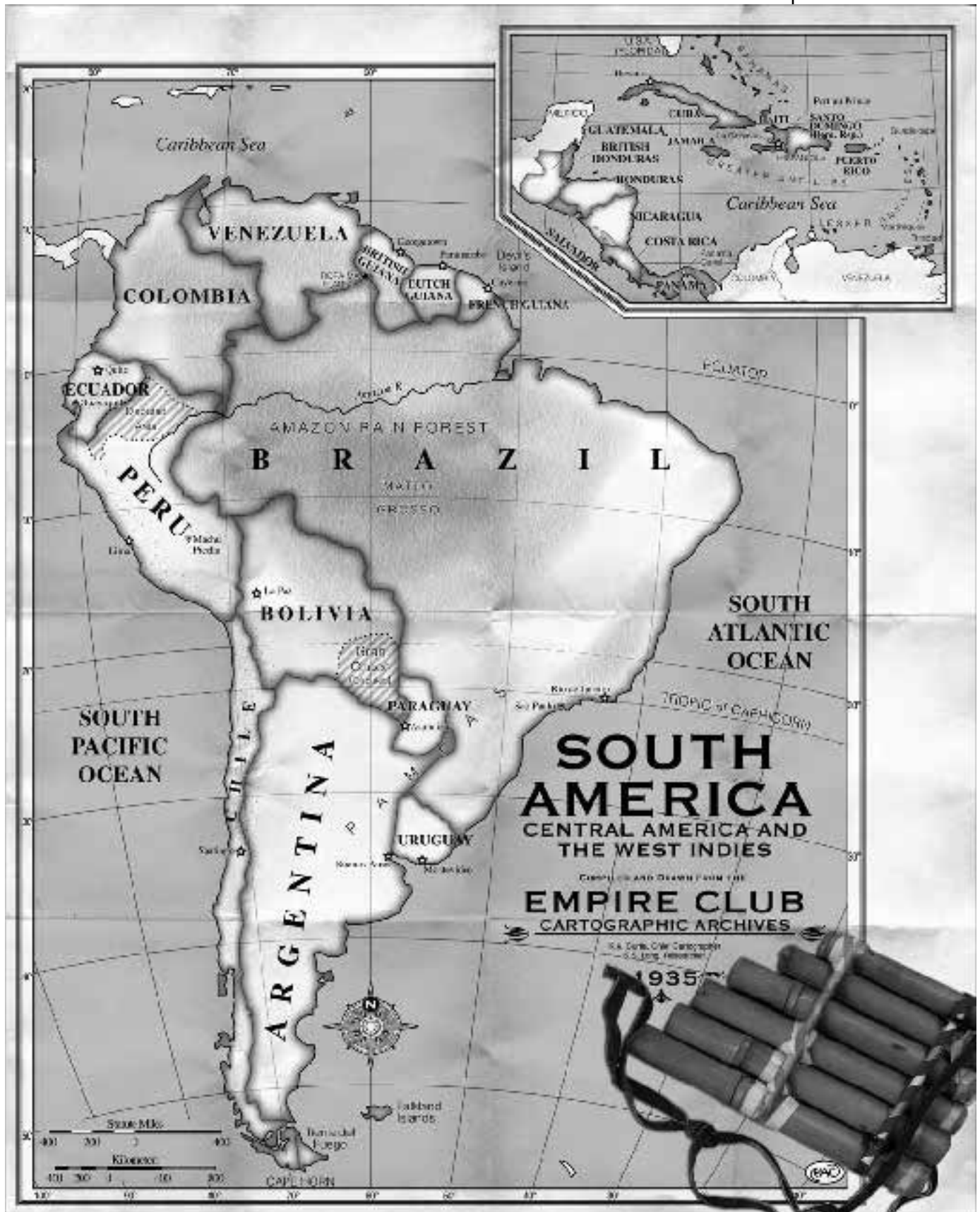
Argentina

Government:	Democratic republic
Ruler:	President Gen. Augustin Justo
Capital:	Buenos Aires
Population:	12,000,000
Language(s):	Spanish
Currency:	Peso
Resources:	Agriculture, cattle, mining, textiles
Religion(s):	Christianity
Military:	34,798

Also known as the Argentine Republic, Argentina dominates southern South America. It runs from the Gran Chaco in the north, down through temperate regions, the pampas, and the plains of Patagonia to Cape Horn. To the west the Andes dominate; to the east the coast. It enjoys the most pleasant climate and some of the most fertile land in the region. After the relatively bloodless 1930 revolution, the election of 1931 put President Justo in office, making Argentina a peaceful place compared to some of its northern neighbors.

Argentina's capital, Buenos Aires at the mouth of the Rio de la Plata, is considered one of the most picturesque and pleasant cities on the continent, as well as one of the richest and busiest. Sixteen miles long and twelve wide, it enjoys most modern amenities. Government buildings, including the Casa Rosada (Pink House) where the president lives and works, cluster around the great Plaza de Mayo in the center of the city.

Argentina's main attraction for Pulp adventurers is the presence of Nazis. Like Chile, the country has a large population of German immigrants and persons of German descent, and as a result Nazi organizations are strong. Nazi operatives might



THE CHACO WAR

From 1932 to 1935, Paraguay and Bolivia fought a major war over possession of the Gran Chaco, a valuable forested region through which their oft-disputed border runs. Minor fighting actually began in 1928, but grew into a full-blown war in 1932. A 1934 attempt by the League of Nations to resolve the dispute failed. By later that year, 80,000 soldiers were involved in the fighting, and some battles, such as the one near Fort Ballivian on May 24, 1934, left thousands dead. By some counts, infection and disease killed even more soldiers than bullets and bombs. Following a brief truce negotiated by the US and five South American countries in June 1935, the two nations signed a peace treaty in January 1936, ending the war. Paraguay, which had won most of the battles and pushed deep into claimed Bolivian territory, "won" the war and maintained control of most of the region. Two years later Bolivia and Paraguay signed a second treaty that gave most of the land to Paraguay but allowed Bolivia access to the Atlantic.

As one of the largest and bloodiest conflicts of the Thirties, the Chaco War could easily attract the attentions of Pulp heroes. One side or the other might hire Soldiers to fight on its behalf, and other characters to spy or perform "special forces"-type missions. Nazi agents might try to manipulate the situation for Germany's benefit, forcing the PCs to put a stop to their dangerous schemes. And there's always the possibility that some great treasure or relic exists at a hidden shrine that's threatened by the fighting....

go to Argentina to recruit help, build a new super-weapon in secrecy, or hatch a plot against the United States... any of which mean the heroes have to follow and defeat them.

Brazil

Government:	Democratic republic
Ruler:	President Getúlio Vargas
Capital:	Rio de Janeiro
Population:	41,000,000
Language(s):	Portuguese, various native tongues
Currency:	Milreis
Resources:	Agriculture, timber, coffee, rubber, textiles, mining, timber, manufacturing
Religion(s):	Christianity
Military:	85,199

The largest nation of South America (and larger even than the continental United States), Brazil is a sparsely-settled country possessing great natural resources. The population clusters mostly along the coast, since the interior is dominated by the enormous Amazon River and Jungle (including the densely-forested Matto Grosso). Because it's been so little explored, the interior remains home to various native Indian tribes, and could easily hold all sorts of ruins, long-lost temples, and vast but still unexploited sources of wealth. All the PCs have to do is journey up the river, avoiding caimans, piranha, venomous serpents, spiders large enough to prey on birds, hostile tribes, and disease along the way, then hack their way through the jungle until they find what they're after. Don't expect to use old trails, since the jungle swallows a path up within a year of when it's made if no one maintains it.

In 1926, a man named Washington Luis was made president by Brazil's powerful upper class; there was no election. When it appeared likely this would happen again in 1930, junior military officers and peasants joined forces in a revolt. After a successful campaign, the rebels put Getúlio Vargas in power. After weathering a short-lived revolt in São Paulo in 1932, Vargas remains in power as of 1935. In 1934, a new constitution took effect and instituted a number of reforms, including giving the vote to both men and women age 18 or older.

RIO DE JANEIRO

Here granite peaks and turquoise sea, tropic forest and rainbow-tinted town, meet and harmonize.

—Harriet Chalmers Adams, "Rio de Janeiro: Land of the Lure," *National Geographic*, September 1920

Few names conjure the visions of delight that "Rio" does. Brazil's capital, located on its Atlantic coast, is one of the most beautiful cities in the world and a vacation destination for thousands of people every year. Many of its sights, including Sugar Loaf Mountain (which you can reach by air-

trolley), are recognized around the world; another that's familiar to modern people, the giant statue of Christ on Corcovado, is being built as of the early Thirties. In addition to the normal attractions of the city, adventurers may come to do research at in the extensive collection of the Brazil National Library, or to shop at the enormous street market down near the waterfront.

Rio is a city of color, where people often paint their houses in bright hues and match them with equally lush gardens (including its famed Botanical Gardens). It's also known for its many pleasant beaches — Copacabana, Formosa, Flamengo, Santa Luzia, and more. But swimmers had best beware; the currents can sometimes be treacherous.

Visitor and native alike also need to be wary of the traffic. There's no speed limit in Rio, and just about anyone can rent a car for 10-20 milreis per hour. Crossing or driving on even the best streets, such as the Avenida Rio Branco, can prove dangerous. The trolley may be a safer, if slower, way to get around the city. Better yet, relax at the sidewalk tables outside the coffee shops on the Avenida and watch the passing parade.

The *Cariocas*, or white aristocracy, rules over a population that mingles native, African, and European blood. The admixture has left Brazil generally free of racial prejudice according to many observers.

RORAIMA

In the north of Brazil, where its border intersects those of Venezuela and British Guiana, the land rises and becomes rougher. There stands Roraima, a large mesa about 25 square miles on top. First explored in detail in 1884 by Everard im Thurn and Harry Perkins, it was the basis for Sir Arthur Conan Doyle's novel *The Lost World*. It's been visited by Westerners a few times since then, but remains an isolated and largely unknown location.

The main approach to Roraima is from the south and west, since the only way onto the plateau is a large, sloping "ledge" on that side. The southwest also features a large rift that bites northward about halfway into the plateau that might offer access to intrepid mountaineers. Once on top of Roraima, explorers will find a land that's partly stony (with lots of gullies and gorges carved by erosion), and partly covered with plants, jungle, and bogs. Cold, wet fog often covers part or all of the plateau, which is home to many distinct types of flora and fauna. While the dinosaurs and cavemen described in Doyle's novel don't exist, *Pulp Hero* GMs looking to re-create that story can easily add them.

Living near Roraima are tribes of Arecuna Indians, who consider the mesa the "source of all waters." Short but sturdily built, they're known for being excellent mimics, and for their accuracy with their bows and eight foot long blowguns (which fire foot-long palmwood missiles). The Arecuna are very superstitious and see the woods and lands around them as peopled by spirits and devils; each of their villages has its *pi-ai* man (witchdoctor) to protect it and provide mystical services. They use yards of cloth as currency.

Ecuador

Government:	Democratic republic
Ruler:	President Jose Ibarra
Capital:	Quito
Population:	2,000,000
Language(s):	Spanish, various native tongues
Currency:	Sucre
Resources:	Agriculture, coffee, rubber, hides, cacao, oil
Religion(s):	Christianity
Military:	5,252

The land of Ecuador rises from a fertile tropical Pacific Coast to the soaring heights of the Andes. Its capital, Quito, is 9,375 feet above sea level, and some people live at even higher elevations. The other major city is Guayaquil, a Pacific port; a railroad connects them, and the trip takes two days with an overnight stop in Riobamba.

Only about ten percent of the Ecuadoran population is of pure European blood. The rest are Indians or mixed-bloods, primarily Quichua Indians descended from the Inca. The Quichua do most of the heavy labor in the country. The men wear colorful ponchos over shirts and trousers; women wear a cape-like garment, blouse, and large skirt. Both go barefoot or wear rawhide sandals.

Outside of the main settled areas, travel in Ecuador is difficult. Many trails wind up and down the mountains and through the jungles. Unlike in Peru, where the llama holds sway, in Ecuador the people prefer mules as beasts of burden. The *arriero*, or mule train driver, is considered a valuable laborer.

Ecuador has recently emerged from a period of political unrest. President Ayora assumed office in 1929, but the Depression created turmoil that eventually led to his resignation following a “bar-racks revolt” by the military. His replacement lasted two months; the man elected after that was denied office on the grounds he was Peruvian; the next president remained in office for just half a year. In 1933, President Ibarro was elected for a six-year term, and has been in office ever since.

For the past century Ecuador and Peru have disputed their boundary. At their request, beginning in 1934 President Roosevelt attempted to resolve the disagreement, but failed. As of the end of the Pulp era, the dispute continues.

Under a 1927 law, foreign clergy are forbidden to enter Ecuador. Player characters who are priests had best conceal their vocation if they want Ecuador to let them in.

THE JIVARO

The most (in)famous tribe native to Ecuador is the *Jivaro*, known for their ancient practice of head-hunting. They live in scattered riverside villages in the jungles below 3,500 feet, and each village is constantly warring with other villages to capture wives for polygamous marriages (though some girls marry normally at age 12-14). When a warrior slays someone in a raid or battle, he cuts the victim's head off as a trophy. (The slain man's wife

DEVIL'S ISLAND

Located off the coast of French Guiana is a small island owned by the French. Known by a colorful name — *Devil's Island* — it was one of the most feared places in the world. Established as a penal colony in 1884, Devil's Island is a prison for the most dangerous and intransigent criminals in the French Empire. The name actually referred not just to the island, but also to the prisons on the mainland that were part of the overall prison complex.

Prisoners at Devil's Island usually had to work in the nearby timber camps, where backbreaking labor quotas, malaria, and too little food awaited them. At one camp, Kourou, 4,000 prisoners died in just three years.

Escape from Devil's Island was practically impossible. The Maroni River bordering the complex, across which most escapees attempted to swim, is infested with piranha. Those who made it to the other side without being eaten alive were in Dutch Guiana, which by the Pulp era had a policy of returning escapees to the French (except for Germans). Since prisoners who tried to make it through the jungle would almost certainly perish, escapees took the Moengo Road to Paramaribo. The Dutch simply stationed soldiers along the road and nabbed the escapees when they came into sight.

Despite these difficulties, and the harsh punishments inflicted on those who tried and failed, a few escapees made it through the jungles successfully, and a few found ways to build boats and escape by water. Pulp heroes who fall afoul of the French and find themselves imprisoned in this tropical hell can get away, but they have their work cut out for them.

and children become a normal part of the family of his killer, who must support them.) He carefully removes the skull, leaving a pliant skin that he treats with a liquid that dyes it blue-black and preserves it. Then he dries it with hot sand using a procedure that makes it shrink to fist size without altering its features significantly. Jivaro shrunken heads are a valuable commodity, but the Ecuadoran government forbids the trade.

Despite their fearsome reputation, the Jivaros are good-natured and friendly most of the time. The average Jivaro is below medium height and heavy-chested. The men wear their hair long and ornamented with toucan feathers; they also adorn themselves with bamboo-tube earrings and a skirt-like garment. They're skilled hunters and woodsmen, favoring bows (with poisoned arrows) and blowguns (with hardened clay balls or poisoned darts) as weapons. The Jivaro poison is a form of curare that kills in just a few minutes, but putting salt in the victim's mouth acts as an antidote.

The Jivaro have a god, though he's more of a culture hero than a true god. The European-descended settlers refer to him simply as *el diablo* (the Devil). The tribe has no priests.

THE INCA

The Andes Mountains were once the domain of a number of advanced Indian tribes who left behind ruins, tombs, and other artifacts that might attract Pulp adventurers or unscrupulous graverobbers. The best-known of these tribes is the Inca, who controlled a 1,200 mile-long empire in the fifteenth and early sixteenth centuries. They were particularly well-known for their weaving; they even used colored, knotted cords called *quipu* to keep records.

The Inca Empire was destroyed beginning in 1532 by the conquistador Pizarro. The Quichua of today are their direct descendants, but beyond that all that seems to remain of them are ruins in the mountains... and perhaps some hidden treasures just waiting for a bold Pulp hero to find. According to legend, when Pizarro captured the last Inca ruler, Atahualpa, the emperor offered to buy his freedom by filling an entire chamber with gold. Pizarro agreed, and gold began to come in from every corner of the Empire. But Pizarro had Atahualpa killed anyway. Supposedly, when many of the messengers carrying gold heard this, they dumped their treasures into lakes, rivers, caves, and anywhere else they thought they could hide it. The legend even describes one such object, the Golden Chain of Huayna Capac — a chain of solid gold hundreds of feet long with links the size of a man's wrist.

The best-known Inca ruin is Machu Picchu, located on an 8,000

Continued from last page

foot-tall peak over the Urubamba River. Discovered in 1911 by Yale professor Hiram Bingham, who was searching for Vilcabamba (the long-lost last stronghold of the Inca), it's become world-famous.

THE REST OF THE CARIBBEAN

Besides Cuba and Haiti, in 1935 the primary islands and/or nations of the Caribbean, with their colonial rulers (if any) in parentheses, are:

Bahama Islands (British)
Bermuda (British)
Grand Cayman (British)
Guadeloupe (French)
Jamaica (British)
Martinique (French)
Puerto Rico (US)
Santo Domingo (the Dominican Republic)
Trinidad (British)
Virgin Islands (British and US)

And of course there are numerous smaller islands, no doubt including a few that aren't on the usual maps, where pirates long ago buried treasure....

THE CARIBBEAN

The Caribbean of the Pulp era is like the Caribbean of the modern day, in that it's a region mainly dependent on agricultural production, the exploitation of various natural resources, and tourism. However, in the Pulp era, all but a few of the islands were the property of one colonial master or another. As such they mainly produced for, and provided a market for, a specific nation. The Depression hit the Caribbean hard, since its people were already at the bottom of the economic ladder.

Cuba

Government:	Democratic republic
Ruler:	Provisional President Carlos Mendieta
Capital:	Havana
Population:	3,800,000
Language(s):	Spanish
Currency:	Peso
Resources:	Agriculture, sugar, tobacco, rum
Religion(s):	Christianity
Military:	11,816

Located a mere 95 miles from Key West, Florida, the island of Cuba is long and narrow — if overlaid on the United States, its length would reach from the Atlantic coast of America to the eastern border of Illinois, but at most it's just 60 miles across. No place on the island is more than 40 miles from the ocean, so it has many superb bays and harbors. Known as "the Pearl of the Antilles," it's a major center of sugar and tobacco production (changes in the sugar market since the mid-Twenties have caused economic problems).

The past several years have seen significant political turmoil in this island nation. In 1933 dictatorial President Gerardo Machado was ousted after eight years of rule, during the last four of which Cuba experienced a bloody revolt. In 1933, when major strikes crippled the economy, the army deposed its officers and made Sgt. Fulgencio Batista its Chief of Staff, and two different men held the presidency for brief periods. The next president held office only two days in January 1934. On January 18 of that year, Carlos Mendieta became president, and remains in office as of 1935. By the late Thirties, Batista himself will be Cuba's leader.

Other political changes were also forthcoming. On May 31, 1934, the US ratified a new treaty with Cuba abrogating the Platt Amendment of 1903, which gave America the right to intervene in Cuban affairs. Despite this, the US still basically controls Cuba through economic and political domination.

HAVANA

Cuba in general, and its capital Havana in particular, attract many wealthy American travelers (including the Mafia, which uses the island as a sort of haven). Although prices in Havana can be high (as much as \$25 per day for a hotel, without meals), the

nightlife is glittering and exciting, particularly in the Vedado neighborhood of casinos, hotels, and classy brothels. In Havana Americans can live it up, drink as much as they want without fear of Prohibition, gamble to their heart's content, and sample whatever other pleasures they desire and can afford. The Mafia, and the corrupt Cuban government that allows it to flourish, earns millions from this "industry."

Haiti

Government:	Democratic republic
Ruler:	President Stenio Vincent
Capital:	Port au Prince
Population:	2,600,000
Language(s):	Haitian Creole (see text)
Currency:	Gourde
Resources:	Agriculture, sugar, tobacco, cotton, timber
Religion(s):	Voodoo, Christianity
Military:	2,494

Haiti is the mountainous western third of the island of Hispaniola (which it shares with Santo Domingo, or the Dominican Republic). Most of its people are rural, living in towns and villages built around public squares, each with its rostrum. The most prominent city is the capital, Port au Prince, though compared to many cities it's sorely lacking (it has just a few hotels, for example). Fortunately, the US Marines who occupied the country from 1915-1934 improved its once-horrible roads. It also has a fine marketplace where nearly all the selling and buying is done by women — for generations Haitian men have feared to go into town lest the government or a group of *cacos* (bandits) impress them into military service.

The US Marines occupied Haiti for nearly twenty years, beginning in July 1915 when President Vilbrun (or Guillaume) Sam was slain by rebels and President Coolidge sent the troops in to restore order. A treaty in November of that year virtually made Haiti an American protectorate. During their time there, US soldiers improved sanitation, reduced disease, built or improved roads, modernized harbors, provided medical training and supplies, improved the prison system, and established a police force called the *Garde d'Haiti*. Most importantly, they fought against the *cacos*, or bandits, that plagued the country, even capturing the feared caco leader known as Dr. Bobo. As of the mid-Thirties, the caco problem has significantly diminished, and even come to an end in some areas.

Haiti is one of a very few nations in the Pulp era that's ruled by blacks. The native population is either black or mulatto; there are only a few thousand whites in the country, almost all foreigners. Some Haitians believe the American occupation has introduced a greater level of race consciousness into their society — replacing, so to speak, the Haitians' pride in being a free people in a chaotic and dangerous country with a more orderly and safe society in which they feel something like second-class citizens.

The official language of Haiti is French, but the real tongue is Haitian Creole, a mixture of French, Spanish, English, and African tongues. There's no accepted way to write it (which sometimes makes education difficult); French remains the written language of the land. In *HERO System* terms, Haitian Creole and French have 3 points of similarity; Haitian Creole has 1 point of similarity with English, Spanish, and some African languages.

VOODOO

Haiti is the home of Voodoo, and thus more strongly associated with it even than New Orleans. It's the dominant religion, surpassing in adherents and influence even the Catholic Church. The pulps (and many scholars) tend to equate it with black magic, and attribute to it dark practices up to and including human sacrifice and cannibalism. On the other hand, in *The Magic Island*, travel writer William Seabrook distinguishes between Voodoo (a religion with benign ends) and sorcery (including *ouangas*, or charms), which is often used for malicious or selfish purposes.

A full discussion of Voodoo practices, spells, and beliefs (not to mention those of Haitian witchcraft and sorcery) is beyond the scope of this book; it's a rich and detailed lore, full of character ideas, plot hooks, and strange creatures. See *The Ultimate Mystic*, pages 116-20, for more information.

KING WIRKUS

One of the most intriguing stories of Haiti in the Pulp era concerns the white king of the island of La Gonave, which is about 30 miles from Port au Prince. In the Teens a Marine sergeant named Faustin Wirkus asked to be sent to the island, and was made a lieutenant of the gendarmerie with jurisdiction there. Before long, word reached the authorities that the ten thousand black residents of the island had elected him their king!

American officials at first laughed at this notion, but they were told a strange tale. Back in 1848, Faustin I became Emperor of Haiti after having been told in a vision he would rule. He died in war against Santo Domingo, but it was always said someday he would return again. The residents of La Gonave, who sometimes refer to Wirkus as "he who was to come," apparently believe him to be Faustin I returned to them. The "queen" they had before he came in effect ceded authority to him shortly after his arrival without even being asked to.

Despite this odd background, Wirkus is an efficient, no-nonsense ruler of his little island, much of which remains unexplored. His people regard him with love and affection, and don't hesitate to obey his orders.

As if the white king weren't enough to attract Pulp adventurers to La Gonave, the Haitians tell other strange stories about it: tales of hidden treasures; of a bottomless pool that's home to a sacred crocodile; and so on. But if the tale of King Wirkus is true, why not these as well?

CHRISTOPHE'S CASTLE

Many strange places and colonial ruins in Haiti might attract the attention of Pulp heroes. One of the most intriguing is the citadel of Christophe on Bonnet a L'Eveque (Bishop's Hat Mountain) in the north, not far from Cap Haitien.

In the very late 1700s, when Haiti won its independence under the leadership of Toussaint L'Ouverture, one of L'Ouverture's lieutenants was a former waiter named Christophe. After the French captured L'Ouverture, and his follower Dessalines was assassinated, the people elected Christophe president, but he declined because he felt the office was too restricted. Determined to rule all of Haiti as he saw fit, he attacked Pétion in the south, failed to defeat him, and retreated to his stronghold in the north, where he ruled with an iron fist. In 1811 he proclaimed himself King Henri I.

Christophe decided he wanted to build for himself a grand citadel and fortress, one fit for someone of his power and prestige. He chose to build it on the top of 2,600 foot tall Bonnet a L'Eveque. It was an isolated location, one that could only be reached by crossing eight mountainous miles, but he deemed it proper for his great palace-fort, which would measure 500 by 300 feet. It even had its own spring.

For years, thirty thousand workers toiled to build the citadel, lugging every brick, every enormous cannon, and every cannonball through the mountains and up the side of Bonnet a L'Eveque. Some say that over the years, as many as 20,000 of the workers died trying to complete the task.

By 1820 the castle was nearly completed. In fact, Christophe sometimes dispatched captured enemies by hurling them from the citadel's highest point. But then he suffered a stroke, and his oppressed people rose against him. Rather than be torn apart by the mob, he committed suicide. His great citadel was left to rot and crumble; no one even bothered trying to retrieve the cannons.

As of the Pulp era, much of the castle remains intact, since it was built for strength and durability. Legend has it that Christophe hid an enormous treasure somewhere on the grounds of the fortress. Although many have looked, no one has yet found it. Perhaps your heroes can locate the clues that will let them succeed where others have failed!

EUROPE

THE REST OF EUROPE

Besides the countries described in the text, the major nations of Europe in 1935 are:

Belgium
Czechoslovakia
Finland
Hungary
Norway
Poland
Portugal
Sweden
Switzerland

Despite America's rising prominence, in many ways Europe remains the most important region on Earth. A center for both commerce and culture, it's the home of most of the so-called "great powers"... and, in years soon to come, the battlefield on which the armed forces of the Axis and Allies alike will clash, just as they did a few years past in the Great War.

In broad strokes, Europe in the Twenties was in some respects like the United States, with some areas experiencing economic prosperity while others (notably Weimar Germany) suffered from inflation and other woes. A spirit of dissatisfaction and social experimentation was abroad, lending power and influence to radical philosophies like Communism and Nazism. As the Twenties turned into the Thirties and the Depression took hold in the Old World, those philosophies became even more popular.

While the pulps often portrayed Europe, particularly Paris and Berlin, as places of cultural sophistication and licentiousness, in many ways Europe is a more rigid society than the young, freewheeling United States. There are more laws, more police, and more chances of coups giving rise to dictators. People are more likely to keep watch on outsiders; it's not unknown for hotel clerks, railroad and airline ticket agents, and similar persons to have to report travelers' movements to the authorities. Characters who carry weapons may quickly get in trouble there, for many types of firearms are forbidden, and others strictly regulated. Heroes accustomed to the freedom offered by the US may find it hard to acclimate to Europe. They'll also find it less technologically advanced in everyday ways; Europe has fewer cars, phones, and radios than the US.

programs ahead of their time. Among other things, the city erected numerous working-class residences (including the Karl Marx Hof, the largest apartment building in Europe with nearly 1,400 apartments). The enormous number of unemployed (about a third of the workers) often developed anti-Semitism and other extremist views. With the economic troubles of the Twenties followed by the rise of Hitler in Germany, Austria soon found itself poised on a precipice.

In May 1932, Engelbert Dollfuss became chancellor. A devout Catholic and hero of the Great War, he opposed the Socialists but did not favor unification with Germany (as so many of his Germanic countrymen did). Political tensions in Austria soon increased. In March 1933, Dollfuss dissolved the Austrian Parliament and banned public meetings; in June he banned the Nazi Party, which was agitating for unification (sometimes to the point of committing terrorist acts). In October of that year a Nazi attempted to assassinate him, but he survived; the next month, martial law was imposed.

But Dollfuss was no friend of the left, either. On February 12, 1934, he purged Socialists from the government, killing 129 of them. In response, the Socialists declared a general strike and distributed arms to workers from secret caches. The massive apartment buildings erected in the Twenties became their fortresses. The result was four days of virtual civil war, which the government put down at the cost of as many as 2,000 lives. The Austrian government was then dissolved and a new constitution creating a "federal corporative state" (*i.e.*, a fascist regime) was instituted, with the Fatherland Front party in control. In April the legislature granted Dollfuss dictatorial powers — but he didn't enjoy them long. On July 25, 1934, Austrian Nazis assassinated him as part of an attempted coup, which failed in part because Mussolini (who had his own designs on Austria) moved 48,000 troops to the border the next day, forcing Hitler to disavow the rebels rather than risk war.

The successor to the chancellorship was Kurt Schuschnigg, a weak and diffident man who became dictator in October 1936. Pressure for unification continued, with Hitler increasingly stressing the issue of "the right of self-determination" for Germans in Austria and Czechoslovakia. After Schuschnigg called for an Austrian plebiscite and it appeared the vote would go in his favor and against unification, Hitler acted. On March 12-14, 1938, German troops invaded and occupied Austria, completing the *Anschluss* ("union"). In early April, both Great Britain and the US recognized the conquest, and an Austrian vote overwhelmingly approved the unification. Austria effectively ceased to exist as a distinct nation until after World War II.

AUSTRIA

Government:	Fascist state
Ruler:	President Wilhelm Miklas; Chancellor Kurt Schuschnigg
Capital:	Vienna
Population:	6,700,000
Language(s):	German
Currency:	Schilling
Resources:	Agriculture, manufacturing, mining
Religion(s):	Christianity
Military:	30,000

When the Austro-Hungarian Empire was split up following its defeat in the Great War, its heart became the nation of Austria. During the Twenties, Austria was considered a progressive, almost Communist, nation in many ways. Vienna had welfare and housing



REXISM

While the Nazis of Germany, the Fascist of Italy, and the Falangists of Spain are remembered today as examples of far-right political philosophies of the Thirties, many other nations in Europe had their own extremist parties and groups.

In Belgium, the far-right position was expressed by the *Rexism* movement, founded in 1930 by Léon DeGrelle, a French-speaking Belgian. The name comes from the group's Latin slogan, *Christus Rex* ("Christ the King"). Rexists called for the abolition of democracy, the establishment of a corporatist government, and a moral renewal of Belgium through adherence to the teachings of Roman Catholicism. They also expressed anti-Semitic views. Rexism's popularity was greatest among the Walloons (the French-speaking portion of the Belgian people); Flemish Belgians favored a similar group, the VNV (Vlaamsch-Nationaal Verbond). The Rexists received financial and moral support from Nazi Germany, and had SS-like paramilitary groups, the Legion Wallonie and Legion Flantern, to intimidate their enemies.

BULGARIA

Government:	Kingdom/fascist state
Ruler:	Boris III (see text)
Capital:	Sofia
Population:	6,100,000
Language(s):	Bulgarian
Currency:	Lev
Resources:	Agriculture, mining, tobacco
Religion(s):	Orthodox Christianity
Military:	33,000

This small nation, wedged in between Yugoslavia, Turkey, Greece, and Romania, spent most of the Pulp era in a state of political turmoil. In the early Twenties, Communist revolutions and royal assassination attempts plagued the country, which also had disputes with Greece and Turkey regarding its borders. On May 19, 1934 a military coup led by Kimon Gueorguiev overthrew the existing cabinet and forced King (sometimes Czar) Boris III to recognize the existence of a fascist state. The *Sobranje* (legislature) was dissolved and political parties declared illegal. But between then and late 1935, when Boris III staged a counter-coup and Gueorguiev went into exile, Bulgaria had five governments. As of the end of 1935, Boris III is king and George Klosseivanoff is premier and foreign minister.

Bulgaria is mostly agricultural. The people still live a peasant-like existence, often using primitive methods to farm their land.

THE FREE CITY OF DANZIG

Government:	Democratic free city
Ruler:	Senate President Dr. Herman Rauschnig; High Commissioner Sean Lester
Capital:	N/A
Population:	410,000
Language(s):	German, Polish
Currency:	Gulden
Resources:	Manufacturing, trade
Religion(s):	Christianity
Military:	N/A

Created by the Treaty of Versailles, the Free City of Danzig is a sovereign entity consisting of the city itself and a territory of approximately 750 square miles near the mouth of the Vistula River. It's hemmed in by part of Poland (the *Pomorze*, or Polish Corridor to the Baltic) to the west and south, and Germany (East Prussia) to the east. Its population is mostly German, with a small percentage of Poles.

Danzig is governed by a 72-member Volkstag elected by all men and women over age 20, plus a Senate of members elected from the Volkstag; one of the Senators is elected president. Since 1933 the National Socialist (Nazi) Party has controlled slightly over half the seats in the Volkstag. Danzig is also under the "protection" of the League of Nations, which appoints a High Commissioner to oversee it.

Danzig's territory beyond the city contains several attractions. The city of Zoppot on the coast has fine beaches and a casino. On the border the East Prussia stands Marienburg Castle, built by the Order of the Teutonic Knights in the late thirteenth century as part of their campaign to conquer Prussia and Christianize the Baltic lands. *Pulp Hero* characters visiting the castle might discover secret vaults built to hide the Order's valuables from its enemies in medieval times, or perhaps clues to a treasure hidden somewhere in the Near East. The Order also built the Marienkirche (Church of St. Mary) in Danzig itself.

FRANCE

Government:	Democratic republic
Ruler:	President Albert Lebrun; Premier Gaston Doumergue
Capital:	Paris
Population:	42,000,000
Language(s):	French
Currency:	Franc
Resources:	Agriculture, manufacturing, mining
Religion(s):	Christianity
Military:	584,300

France, the battleground of the Great War, has largely recovered from that devastation to become one of the proudest and most powerful nations on Earth, and a center of arts, culture, and science. But its pomp, splendor, and sophistication often mask doubts and insecurity.

In the pulps, France is portrayed as a place of license and debauchery. More than a few of the spicy pulps had "Paris" in the title, and the implication in the stories is that anything goes, provided one knows where to look and has enough money. In campaigns where politics and military matters have little impact, the PCs may think of France as one big party.

POLITICS AND ECONOMY

France is governed by a legislature, the National Assembly, that's composed of the Chamber of Deputies (whose members are elected by the people) and the Senate (whose members are chosen by electoral bodies). The National Assembly elects a President for a seven-year term, and the President selects a Premier who commands a majority of the Assembly in favor of his policies. The Assembly can grant the Premier broad powers, if desired. During the Pulp era politicians from a wide variety of parties and positions, from strong Conservatives to Communists, participated in the Assembly; by American standards it's a chaotic and often unstable legislature. The plethora of parties and need to maintain a coalition means premiers sometimes come and go quickly, and it's sometimes hard to get things done — historians have used the term "stalemate society" to describe the situation.

France is a colonial power second only to Great Britain, with over 80 million imperial subjects and four million square miles of land under the tricolor.

Its major holdings include French Indo-China and large sections of Africa.

France is also a financial powerhouse. It controls approximately one-fourth of the world's gold supply, possesses copious natural resources, and has a well-developed industrial base. Though the early Twenties saw significant inflation, so strong was France's economy in the late Twenties and early Thirties that at first it seemed like the major effects of the Depression might pass it by.

THE MILITARY

Many people consider the French military the strongest in the world. With over half a million men as of 1935, it's nearly five times the size of Germany's and 25% larger than Great Britain's. But much of its equipment and thinking is outmoded, devoted almost entirely to the idea of defending against Germany, France's ancient enemy. The Great War inflicted such horrific casualties on France, and destroyed so much of its countryside, that it became determined to protect itself from war and compensate for its loss of population.

The Maginot Line

Typical of this attitude is France's reliance on the *Maginot Line*, a 150 mile long, seven mile deep series of fortresses along its northeastern border. Approved in 1930, the Line was finished in 1936 (and thus provided thousands of jobs during the Depression). After a series of initial defenses designed to prevent surprise attacks and slow down invasions the Line consists of a series of main forts located at three-mile intervals. Only the armored domes of the forts show above the ground; the rest — motors and generators, quarters for 200-1,200 soldiers, a hospital, communications center, storage, an underground railroad stop — is located in a seven-story deep structure whose top floor is 60 feet (9") below ground. Although the working conditions in the forts were poor, the soldiers stationed there had the highest morale in the French army and were treated as heroes.

The French Foreign Legion

The most famous military unit of France is the French Foreign Legion (*Legion Etrangere*). As the name indicates, the Legion contains few Frenchmen; it recruits from all the other nations of the world. It's often a haven for outlaws and renegades fleeing the authorities, men who want to leave their old lives behind for some reason, adventurous souls, and various other forms of societal refuse. (During the lean years of the Depression, the Legion was a refuge for many impoverished men with nowhere else to turn.) France takes these raw recruits (*bleus*), trains them for six months, hardens them, and turns them into one of the world's finest fighting forces. In exchange for risking their lives and performing backbreaking labor in some of the most desolate places on Earth on behalf of France, Legionnaires receive pay of about \$2 per month.

The Legion maintains its headquarters at Sidi-bel-Abbes, Algeria, because much of the fighting it does is in Africa — during the Pulp era Legionnaires saw action in Algeria, Dahomey, Madagas-

car, Morocco, and Senegal. But units are stationed throughout the French Empire (except in France, where the Legion only goes to fight a war), so Pulp heroes could easily encounter Legionnaires just about anywhere in the world that France controls.

Typically recruits enlist in the Legion for a five-year hitch, and can rise as far as colonel (higher ranks are reserved for Frenchmen). A Legionnaire who serves twelve years becomes a French citizen. Despite this, the Legion has a high rate of desertion; the intense labor and danger aren't for everyone. The Legion actively hunts down deserters, and if it captures them punishes them severely — often by assigning them to the *Battalion d'Afrique* (Bat d'Af), a harshly-disciplined penal unit that serves in North Africa, for several years.

The Legion's insignia is a red grenade with seven flames.

PARIS

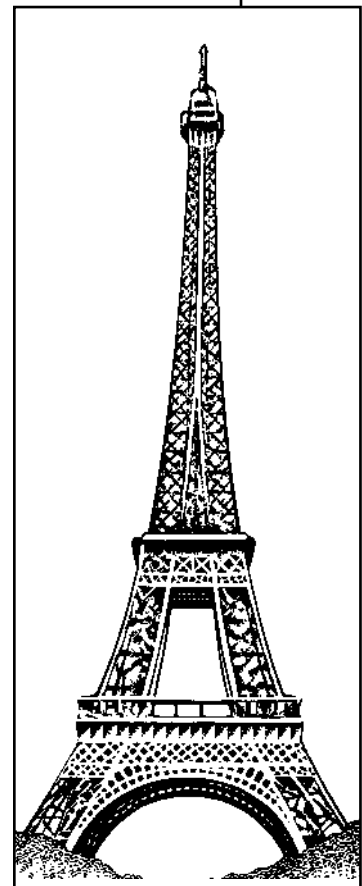
Pulp *Pa-ree* was an insouciant place populated entirely by roués and their mistresses, horny *apache* dancers, and hornier rich nymphomaniacs, where the leading form of employment was nude figure modeling.

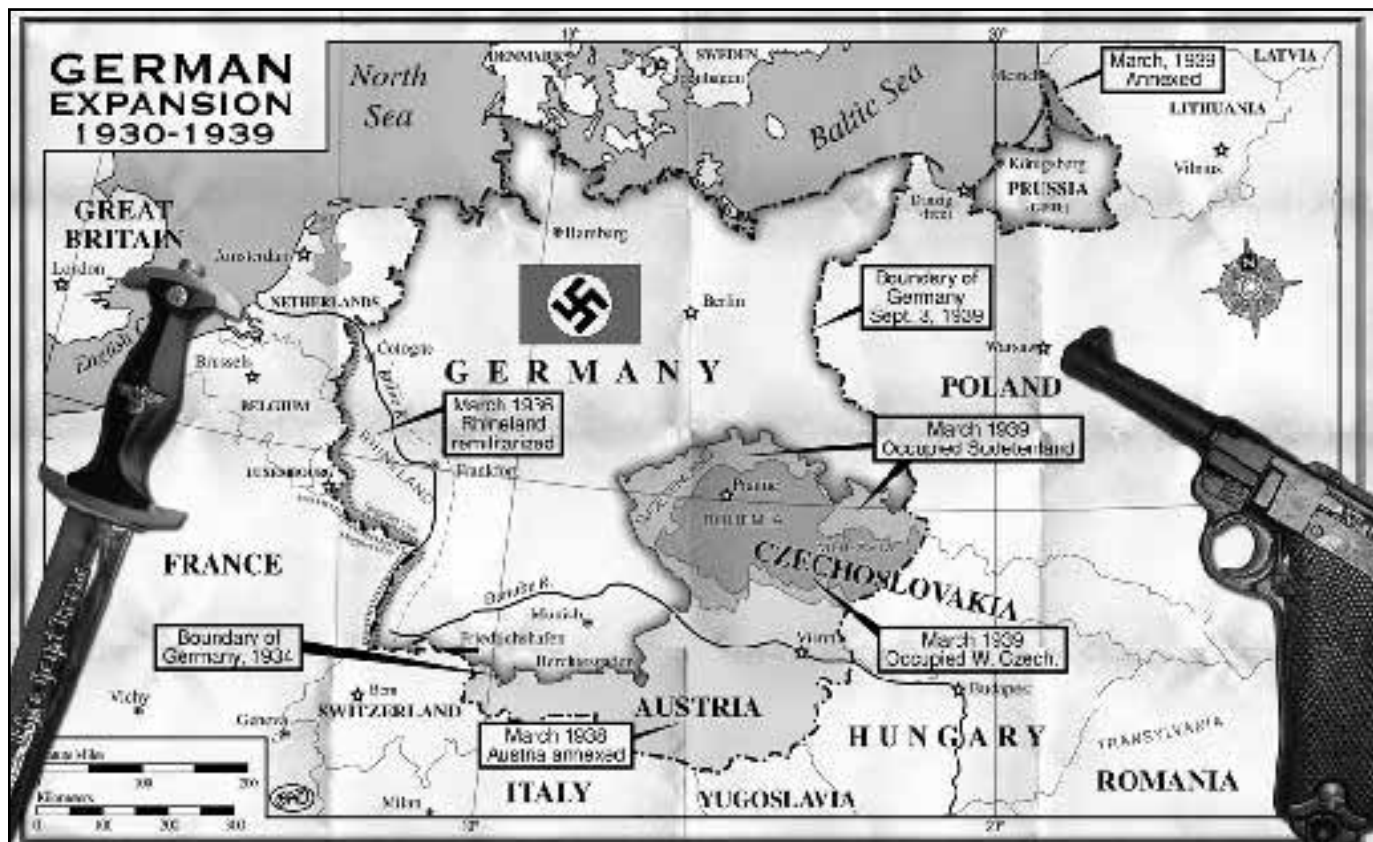
—Lee Server, *Danger Is My Business*

The heart of France, and some would say of human culture, is the glittering city of Paris. Home to such famed attractions and monuments as the Champs Elysees, the Eiffel Tower, the Cathedral of Notre Dame, and the Arc de Triomphe, it has a romance and glamor unequaled by any other city. Pulp heroes visiting Paris might find themselves trying to prevent the theft of the *Mona Lisa* from the Louvre, in a car chase after German spies, pursuing the fiendish creations of mad scientists through the city's catacombs, romancing a mysterious and exotic woman in some nightclub, shopping for gourmet food in the enormous Les Halles market, or simply enjoying a glass of fine French wine in a sidewalk café.

The Lost Generation

The delights and dissipations of Paris are particularly attractive to many young American authors and artists searching for something more than what they think America can offer them. Characters visiting the city in the early Twenties might run into such future literary luminaries as Ernest Hemingway, John Dos Passos, F. Scott Fitzgerald, and Sherwood Anderson.





The 1937 Exposition

Characters in Paris in 1937 can visit the International Exposition celebrating the arts and sciences. The 240 pavilions along the Seine provided, according to the organizers, “an inventory of the civilization of today and tomorrow.” Over forty nations had their own pavilions, including the massive displays of Italy, Germany, and the USSR intended to exalt their respective cultures and political systems. Scientists, Gadgeteers, Professors, and many other types of PCs will find much to interest them here... and perhaps a few opportunities for adventure.

Apaches

The Shadow glimpsed the challengers; he knew them for Apaches, the sort who frequented this section. As the rogues opened fire with revolvers, The Shadow stabbed answering shots from his automatic.

—Maxwell Grant, *Zemba*, in *The Shadow Magazine*, December 1935

Lest characters become too enraptured with the City of Lights, they shouldn't forget that it has a particularly active underworld. Its many thieves, thugs, toughs, and ruffians are often known as *apaches* (this is distinct from the apache dancers of the Folies Bergere, mentioned above). Apaches are brutal, violent, and cruel. They often team up to commit scams and robberies, and congregate in hideouts known as *caveau*. Most of them carry at least one concealed weapon (a knife, small pistol, or set of brass knuckles), if not more.

GERMANY

Government:	Nazi state
Ruler:	Chancellor Adolf Hitler, the <i>Führer</i>
Capital:	Berlin
Population:	65,000,000
Language(s):	German
Currency:	Reichsmark
Resources:	Agriculture, manufacturing, mining
Religion(s):	Christianity
Military:	100,500

Germany is one of the dominant forces in the world of the 1930s. It seems vital and strong, and its philosophy of Nazism is attractive to many people. While some wisely regard it as a terrible threat to world peace and security, others blindly praise Hitler, looking past his bluntly-stated intentions in the hopes of seeing a peaceful future that simply doesn't exist.

In the pulps, Germany and Germans were usually portrayed poorly. Animosity harking back to the Great War led authors to portray Germans as warlike, brutal, vicious, and oppressive (as Robert Sampson puts it, “Germans customarily were rendered as bull-necked sadists wearing monocles”). Her soldiers, though sometimes honorable, were as ruthless as they were strong; her scientists, though brilliant, were as cold and cruel as an Arctic blizzard, willing to inflict any sort of torture or horror on their victims in the name of Science.

HISTORY

The history of Germany during the Pulp era is a sad chronicle of the rise of the Nazis and the build-up to the Second World War. After Germany's defeat in the Great War, it was stripped of much of its territory and re-constituted as the Weimar Republic. Unfortunately, the Weimar government was largely impotent due to the restrictions and reparations imposed upon it by the victorious Allies and the economic problems that crippled Germany during the Twenties. Inflation was so bad that in late 1923 it took *four trillion* marks to equal a single US dollar; Germans needed wheelbarrows full of cash to buy a loaf of bread, and often found paper money most useful as fuel for hearthfires.

In such an environment, extremism can easily raise its ugly head. Among the many groups claiming it had the solution to Germany's woes was the German Workers' Party, whose propaganda chief Adolf Hitler promulgated its anti-Semitic, anti-capitalist message. He soon became president of the renamed National Socialist German Workers' Party, or Nazis. The popularity of the party increased to the point where Hitler attempted the Beer Hall Putsch in November, 1923. It failed, and he was imprisoned for a few months. He continued his political activities, gaining increased power and influence.

In 1932, the Nazis made Hitler their candidate for president. He lost to Hindenburg in a run-off election, but in 1933 was named chancellor. A few weeks later the Reichstag gave him dictatorial powers. Now in a position to do as he wished, Hitler and the Nazis cracked down on their enemies (as well as perceived enemies within the Party), oppressed the Jews, and abrogated the Versailles Treaty by re-arming Germany. Germany soon re-occupied the Rhineland and the Saar, but Hitler's territorial ambitions were far from sated.

In March 1938, Germany invaded and conquered Austria, completing the *Anschluss* ("union"). Hitler then turned his attentions to Czechoslovakia and its German peoples. In September 1938, the great powers "appeased" him by partitioning Czechoslovakia and giving Germany the Sudetenland to ensure "peace in our time." Convinced Great Britain and France lacked the will to go to war with him, a year later Hitler ordered the invasion of Poland, precipitating World War II.

POLITICS AND ECONOMY

Germany in the Thirties is firmly in the grip of Adolf Hitler, the *Führer*. He's both chancellor and president, and the military has sworn allegiance to him personally as its Supreme Commander. Serving him is the entire Nazi Party, with its well-organized legions of thugs, spies, informers, and propagandists. Intent on military adventure, he has begun to rebuild the German military, equipping it with some of the most advanced vehicles and equipment in the world (some of which the Wehrmacht and Luftwaffe get to test when Germany provides aid to Franco during the Spanish Civil War). As of March 1936, a plebiscite gives him a 99% approval rating among the German people. Thanks to military

spending, the German economy is in much better shape in the Thirties than it was in the Twenties, even allowing for the effects of the Depression.

The Gestapo

The Gestapo (*Geheime Staatspolizei*, "secret state police") is the brutal state police of Nazi Germany. Created on April 26, 1933 from the Prussian Secret Police, it was first led by Rudolf Diels, then Hermann Goering (though in 1934 Goering, under pressure from Himmler, granted ultimate control of the Gestapo to Himmler's SS). Its purpose was to investigate espionage, treason, sabotage, and similar incidents against Germany (no doubt including many of the activities that anti-Nazi *Pulp Hero* PCs might engage in while visiting the Third Reich...). Its actions were not subject to judicial review, and thus most of the people it arrested were thrown into concentration camps, brutalized, or killed. In 1936 it was made responsible for the operation of the camps.

The Gestapo maintained offices in cities and towns throughout Germany. (See the accompanying sidebar for a brief breakdown of Gestapo organization.) Its officers are usually depicted in fiction and movies as wearing black trenchcoats and hats, giving them a justifiably sinister appearance.

BERLIN

The capital of this dark empire is Berlin, a city of over four million people. During the Twenties, Berlin was often considered almost the equal of Paris as a city of depravity and sin. Dancing while their society crumbled under the crushing weight of inflation, the Berliners visited exotic nightclubs and partook of all sorts of strange pleasures. Characters who visit the city during this period may find themselves caught up in this unusual demimonde.

As the Nazis rose to prominence, Joseph Goebbels was made *gauleiter* (leader) of the Nazi Party of Berlin, and used his gift for propaganda to swell the membership roster and get people talking about the organization. After Hitler took power, Berlin became a center of political and military power once more. Heroes who journey to Berlin during the mid- to late Thirties will find policemen, spies, and informers keeping a careful watch on them, Jewish businesses prominently marked, and an atmosphere combining the jubilation felt by Germans with the fear of those they oppress.

The 1936 Olympics

In August 1936, the Olympics were held in Berlin. The Nazis used it as a platform from which to broadcast their agenda and showcase the glory of German society and culture. To this end they made grandiloquent preparations, including building the new 100,000-seat Grunewald stadium and giving Berlin a thorough cleaning and polishing. But all the pageantry didn't work out quite as planned. Hitler believed the Games would prove the superiority of the Aryan race, and while Germany did win more medals than any other nation (in part because of state-funded training), he was furious when Jesse Owens triumphed in several events.

GESTAPO ORGANIZATION

The Gestapo was divided into several departments:

Department A (Enemies)

Department B (Sects and Churches)

Department C (Administration and Party Affairs)

Department D (Occupied Territories)

Department E (Counterintelligence)

Department F (Frontier and Border Police)

THE SIEGFRIED LINE

Germany's answer to the Maginot Line was the *Siegfried Line*, which the Germans called the Westwall. Built from 1938 to 1940, it was over 600 km (nearly 400 miles) long and stretched from Kleve to Weil am Rhein (i.e., from the border with the Netherlands to the border with Switzerland). It consisted of 18,000 tank traps, tunnels, and bunkers.

GERMANY IN YOUR GAME

It's easy to view Pulp-era Germany as a dark land run by evil men — as nothing but a source of sadistic Nazis for the PCs to oppose and kill. But you can do more than that with Germany if you want to.

First, Germany is a world leader in their fields of science and technology. While the Nazis ultimately drove away many prominent scientists (such as Freud), Germans remain at the forefront of electronics, medicine, physics, engineering, aviation, and many other fields. They excel in the soft sciences as well; thousands of Germans are involved in anthropological, archaeological, and sociological work all over the world, and some of Germany's museums are among the best in the world. Thus, characters in search of the latest technological developments, or the most accurate information about a particular archaeological site, may only be able to find what they're looking for in Germany.

Second, not every German was an ardent Nazi. While Hitler and his regime enjoyed massive public support, it wasn't universal. In campaigns where the GM's willing to alter history, having the PCs help (and perhaps even start) an underground revolution to overthrow the Nazi government would make for a great military/espionage-style Pulp Hero campaign.

FRIEDRICHSHAFEN

Characters who travel by airship may become familiar with the city of Friedrichshafen, located far to the south on the north shore of Lake Constance. The home of the Dornier aviation plant and the Zeppelin airship industries, it's where the German dirigibles depart from and arrive in Germany. From there travelers can take roads or rails north into the heart of the Third Reich, head west into France, or go south into Switzerland or Austria.

THE AUTOBAHN

Determined that the German people should be able to move about freely, and that his armies and official vehicles should be able to cross the nation quickly, Hitler ordained the building of the first modern highway system: the *autobahn*, an expansion of an earlier, smaller, Weimar road network. Led by Fritz Todt, a hundred thousand workers labored to build the roads and supporting infrastructure beginning in 1933. The first stretch, Frankfurt to Darmstadt, opened in 1935.

While not as extensive in the Thirties as it is today, the autobahn still contains hundreds of miles of top-class paved highways. Many people, including Dwight Eisenhower, were immensely impressed by the autobahn, which inspired highway projects in other nations. *Pulp Hero* characters may be, too, when they get involved in high-speed car chases that don't involve the risk of cross traffic or stop signals.

GREAT BRITAIN

Government:	Constitutional monarchy/parliamentary republic
Ruler:	King George V (dies January 1936, succeeded by Edward VIII); Prime Minister Stanley Baldwin
Capital:	London
Population:	45,000,000
Language(s):	English
Currency:	Pound
Resources:	Agriculture, manufacturing, mining
Religion(s):	Christianity
Military:	200,000 (total throughout British Empire: 396,000)

Great Britain is the most prominent and important nation on Earth during the Pulp era. Ruler of the largest empire in the world, one "on which the sun never sets," it's a military and economic powerhouse as well as a source of great art and literature.

British characters are common in the pulps. Not only are many early Pulp stories reprinted mysteries and other tales from Great Britain, but British characters are as acceptable as heroes as Americans, and the British Empire and people are typically portrayed as benevolent and right-thinking. Great Britain's history of exploring and colonizing the world means its people live and are well-known around the world, so *Pulp Hero* adventurers could easily encounter them just about anywhere. Similarly, the archives and museums of London contain many

unique documents and treasures that characters may need to study before embarking on an adventure.

POLITICS AND ECONOMY

"Don't abdicate."

—Statement said to have been made by Wallis Simpson to Edward VIII shortly before his abdication

"Don't abdicate, you fool!"

—Simpson's actual statement, according to some sources

Although nominally ruled by a king, Great Britain is a parliamentary democracy in which the real power resides in the legislature, which has two houses: the House of Lords (with hereditary seats held by members of the nobility) and the House of Commons (to which members are elected). Roughly speaking, the party (or coalition) that controls a majority of the votes in Commons is asked to form a government; its leader becomes Prime Minister. As of 1935, Labour politician Ramsay MacDonald has been replaced as prime minister by Stanley Baldwin, a Conservative (the two spent most of the Twenties and Thirties trading the office back and forth). Baldwin will, in turn, lose the office to Neville Chamberlain in 1937.

Temporary matters like the Edward VIII abdication crisis in late 1936 aside, perhaps the most important issues in Pulp-era Great Britain are the economy and labor unrest. The poor state of many sectors of the British economy even prior to the Depression, particularly mining, led to numerous strikes, many of them massive ones that bedeviled the country for weeks or months. Some politicians, most prominently Winston Churchill, regarded the strikers as a dangerous threat to be dealt with much like a wartime enemy; others were more sympathetic to or even supportive of them. Even the massive Silver Jubilee celebration for King George V in 1935 did little to dispel the economic gloom.

The British Empire

The mighty British Empire includes significant portions of Africa, the Americas, the Near East, and Asia (see the table on pages 144 and 145, and later sections of this chapter). However, under the Statute of Westminster (1931), the major components of the Empire, including India, Canada, the Irish Free State, and Australia, were granted *dominion* status. This makes them "autonomous communities" within the Empire, subordinate to no one, and able to maintain their own domestic and foreign policy, although they remain "united by a common allegiance to the Crown." In short, the dominions are more like allies of the Empire than its subjects — albeit allies very strongly tied to, and often dominated by, Great Britain.

MILITARY

Although it remains strong compared to most, the British military suffers from some severe problems in the Thirties. Concerned about the Depression, the government frequently withheld funds from the army and navy, leaving them weak. Many Britons dreaded the thought of war, stating openly that they preferred fascism to fighting. Concern about maintaining parity with Germany finally prompted some expansion of the Royal Air Force (RAF), but that was all. Britain's ships mostly remained of Great War vintage, most of her aircraft were biplanes, and cavalry officers struggled to reduce spending for tanks and other motorized vehicles instead of horses and mules.

Nor was Great Britain's Secret Intelligence Service much better. It had virtually no espionage assets in, among other places, Germany. Even worse, it had such a small budget that it could not even afford to buy wireless sets for its operatives!

LONDON

London, the capital of the British Empire, is also the capital of the world. While its prestige may have dimmed a little since Victorian days, it remains the largest city on Earth, with a population of over 8,200,000. Its cultural attractions, including the famed British Museum and Westminster Abbey, rank as high as any in the world. Getting around the city is relatively easy, thanks to its subway (the oldest and most extensive in the world) and fleet of omnibuses.

Scotland Yard

"Briefly," [the senator] declared, "the matter concerns war secrets. Various governments have been cooperating to prevent the theft of important inventions. Mr. Wesdren, as head of a large syndicate of manufacturers, has custody of valuable models and plans which pertain to devices useful in case of war."

"All these are protected in my vault at Washington," put in Wesdren. "But Senator Releston has informed me that international spies may be after them."

"We received information from England," explained Releston, "that involved thefts accomplished there. One of Scotland Yard's undercover men is coming to New York on the Steamship Doranic."

—Maxwell Grant, *The Man From Scotland Yard*, in *The Shadow Magazine*, August 1935

The most famous police agency in the world is Scotland Yard, for which more than one Pulp character worked as an employee or "consultant." Technically the name refers to the headquarters of the London Metropolitan Police, but people speaking of "Scotland Yard" usually mean the Criminal Investigation Department (CID) branch of the Police. During the Pulp era it's headquartered in New Scotland Yard, an 1890 building on the Thames Embankment.

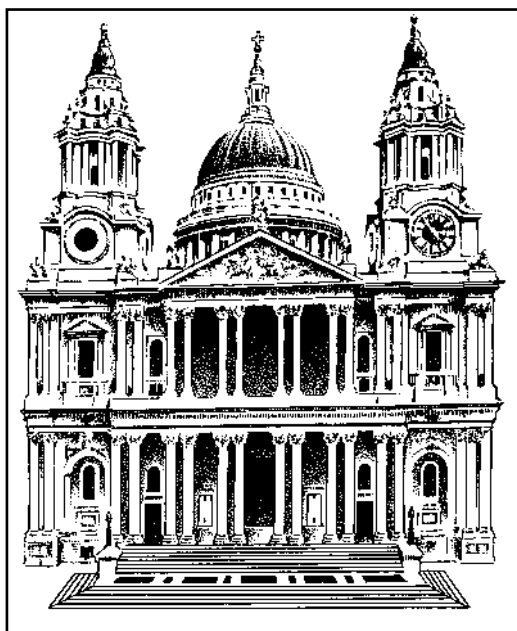
Scotland Yard has for years enjoyed a well-deserved reputation for the dedication of its men and the advanced state of its techniques. It pioneered many criminalistic tools and procedures, giving it a prestige no other police agency can match. One of its most recent additions is the *Flying Squad*, a group of elite operatives formed in 1919-20 as a "mobile patrol experiment." Using special vehicles — converted Crossley tenders equipped with experimental radio antennae — the Squad's members have jurisdiction throughout all of London and can easily stay in contact with headquarters.

Characters who visit the London Metropolitan Police headquarters should take time to see the *Black Museum*, Scotland Yard's collection of criminal relics and memorabilia. It includes criminals' tools and weapons, the death masks of executed criminals, and other items that might interest both the PCs and their enemies.

Typically Scotland Yard officers aren't armed with anything more than a truncheon. CID officers sometimes carry .32 revolvers.

Occult London

London may be of most interest to many *Pulp Hero* characters for its influence in occult and psychic circles. The remnants of the Hermetic Order of the Golden Dawn and the Theosophical Society still exist in the Pulp era, and characters who need to research mystical matters can visit such institutions as the Psychic Museum, the College of Psychic Studies, and the Society for Psychical Research. From 1929 on they might be able to wrangle an audience with notorious occultist Aleister Crowley. And no doubt more than a few of the relics in the unparalleled British Museum have arcane properties....



GREAT BRITAIN IN YOUR GAME

Besides simply serving as a stand-in for the United States — as a homeland for player characters, nation to fight for, and font of ideals and morality, in other words — Great Britain has plenty to offer a Pulp Hero campaign.

For one thing, many pulps published stories from Britain, especially in the early years of the period (and the British had plenty of home-grown pulp magazines). Primarily these were mystery stories — sometimes it seems as if every "peaceful" English town, village, or parish is rife with poisoners, murderous fiends, and passion-driven criminals. Pulp heroes venturing into the "green and pleasant land" could easily find themselves embroiled in a murder plot... or perhaps even framed for the killing!

Britain is also an island of great mystic significance. It has a long, deep history of magical practices and events ranging all the way back to the Celts and King Arthur. Amid its stone circles, sacred pools, and dark forests the PCs might encounter human-sacrificing druidic cults, faerie-folk who possess terrifying magical powers, or wicked sorcerers.

ITALY IN YOUR GAME

Italy of the Pulp era is a land with many attractions for heroes and adventurers. First and foremost, Italy was considered a major military power — even its poor showing against the Ethiopians didn't entirely dispel this notion. Its army is nearly as large as France's, and its air force larger than that of France, Great Britain, Germany, or America. As such it might attract Spies who want to learn its secrets, Scientists and Gadgeteers who want to sell it their latest inventions, Aviators to test-fly new planes, and the like.

Hand in hand with Italy's military prowess is its scientific standing. During the Pulp era, a lot of cutting-edge research and technological development went on in Italy, attracting many renowned scientists. That, too, might draw the attention of various PCs... or their enemies.

For Explorers and archaeologists, Italy is a treasure-trove of relics, tombs, and monuments. It's filled with Classical-era objects and buildings (as is Greece, of course), but also contains thousands of pieces of art from medieval and Renaissance times. Pulp heroes might get involved in an adventure to prevent someone from stealing some of these art treasures (or to recover them after they've been stolen), or have to go hunting among the museums and libraries to find the clues to discover some long-lost relic.

THE IRISH FREE STATE

The Irish Free State, roughly that part of Ireland south of Ulster, is a dominion of the British Empire. It has a population of three million and its capital at Dublin. Donal Buckley is Governor-General, and Eamon de Valera is President.

The Irish Free State was created by treaty in December, 1921. The Irish Civil War (1922-23) followed, pitting pro-treaty Irish against the Sinn Féin party of Eamon de Valera (with the support of the Irish Republican Army terrorist organization), which opposed partition. When the pro-treaty forces prevailed, de Valera and his allies took seats in the legislature as leaders of the opposition party. But in time de Valera and his forces gained influence, and in 1932 he became president. In 1937 he promulgated a new constitution that described his nation's territory as the entire island of Ireland, and which embodied various Catholic social concepts. Ireland remains a volatile place, with two governments implacably opposed to one another.

GREECE

Government:	Democratic republic (but see text)
Ruler:	King George II; President Alexander Zaimis
Capital:	Athens
Population:	6,500,000
Language(s):	Greek
Currency:	Drachma
Resources:	Agriculture, livestock, mining
Religion(s):	Orthodox Christianity
Military:	85,875

The cradle of Western civilization and the home of an advanced culture at a time when most Europeans were barbarians, Greece is a chaotic and uncertain land during the Pulp era. The early Twenties saw it at war with Turkey, from whom it won several territories (as acknowledged by the August 1920 Treaty of Sèvres) only to effectively lose them via subsequent military defeats and the July 1923 Treaty of Lausanne. Under the Lausanne accord, the two countries resettled their respective ethnic populations, resulting in Greece's population rising by 1.1 million people. Greece also fought with Italy and Bulgaria in minor disputes during the early Twenties.

Nor were times good for the Greek monarchy. In October 1920, King Alexander I died after being bitten by a pet monkey; two months later, Constantine returned to Greece and was crowned king. Following the disastrous loss of Smyrna to the Turks in September 1922, King Constantine abdicated in favor of his son, King George II. But in December 1923 the military exiled him, and in March 1924 Greece declared itself a republic.

Further upheavals marked Greek politics for the next ten years, during which time the most important national figure was Eleutherios Venizelos, who became premier in 1928. In 1935, following a period of disorder that began with a 1933 attempt

to assassinate him, Venizelos tried to spark a republican revolt to quell rising royalist sentiment. General George Kondylis stopped the revolt, restoring the monarchy. A plebiscite later that year put George II back on the throne. On August 4, 1936, General John Metaxas became premier; he soon transformed Greece into a fascist state and significantly increased military expenditures.

MOUNT ATHOS

Greece is a land filled with ruins, archaeological treasures, vacation paradises, and many other things of interest to Pulp adventurers (not to mention the plot possibilities resulting from the political situation). One of the most intriguing sites in the country is Mt. Athos, a small peninsula off of Thessalonica. Located amid its rocks and crags are twenty enormous Greek Orthodox monasteries, ranging in age from 500 to 1,100 years. Each of the monasteries is virtually a republic of its own under the terms of agreements with the Greek government. Nearly five thousand monks live on the island, all men — women are not allowed to enter the territory at all. The monks even ban female animals! The monasteries also outlaw dancing, the cutting of hair or beards, singing, fighting, and sometimes bathing. Many of the monks live lives of rigid asceticism, but others are more easygoing.

The icons, religious artifacts, and manuscripts possessed by the monasteries are priceless. Sadly, some of the best of them, the Byzantine collection of the Megaspelaeon monastery, were destroyed in a July 17, 1934 fire. *Pulp Hero* characters who need to research ancient Greece, the Balkans, or the Near East might find that only the libraries of Athos have the books and scrolls they need to consult. To visit Athos, they must first get permission from Athonian officials in Athens or Istanbul, then journey to the Athonian capital of Karyes to obtain travel papers.

ITALY

Government:	Technically a kingdom, but in reality a fascist state
Ruler:	King Victor Emmanuel III; Premier Benito Mussolini
Capital:	Rome
Population:	42,000,000
Language(s):	Italian
Currency:	Lira
Resources:	Agriculture, manufacturing
Religion(s):	Christianity
Military:	610,539

In the Pulp era, Italy was respected as a powerful and influential nation. It had a large military, was at the forefront of science and culture, and had a seat at the table with other great nations. But this facade masked a number of weaknesses.

HISTORY

The history of Italy in the Pulp era begins in 1922, when the Fascists led by Benito Mussolini marched on Rome. The blackshirted protesters seemed strong and proud, and so the weak King Victor Emmanuel III

made Mussolini his premier. Within a few years Mussolini ruled Italy as a Fascist dictator. Seeing himself as a latter-day Caesar, Mussolini set out to “restore Italy to greatness” and make the Italian people into a race of strong warriors.

While Mussolini did have some triumphs — notably the signing of the 1929 Lateran Accords that recognized the Vatican as a sovereign entity, thus ending decades of political stalemate between the pontiff and Rome — he was more of a pompous blowhard than a skilled leader. Given to grandiose gestures and enormous building projects, he distracted the Italian people from their economic problems with pageantry and exhortations to nationalistic pride. Still, the fact that he “made the trains run on time” and dispelled some of the usual chaos of Italian politics was admired in many circles. Another popular innovation was the *Dopolavoro*, a group of centers and clubs that provided libraries, sporting facilities, dances, bars, and other sources of recreation for the Italian people.

The Invasion Of Ethiopia

“It is us today. It will be you tomorrow.”

—Emperor Haile Selassie of Ethiopia,
speaking before the League of Nations
in 1936

In October 1935, eager for adventure and conquest, Mussolini invaded Ethiopia. Following various brutal successes against the poorly-equipped Ethiopians, and some embarrassing losses and setbacks, Mussolini declared the conquest complete in May 1936. But Italy never truly pacified the country, and had to deal with rebels for the rest of the Pulp era while Haile Selassie remained in exile in Great Britain. And the rest of the world saw just how disorganized and weak the vaunted Italian military really was.

THE MAFIA

After coming to power, Mussolini struggled to eradicate the Mafia in Sicily, and similar organized crime groups in Naples and Calabria. He gave the prefect of Sicily a free hand against the mobsters, and used cruel and brutal tactics in his crusade to destroy the Mafia (including restoration of the death penalty). But he never succeeded; the power of the Mafia was too entrenched, the corruption it created too pervasive. It's possible that *Pulp Hero* PCs visiting Italy could be hired, enticed, or tricked into helping the government attack the Mafia.

Naturally, Mussolini's anti-Mafia campaign made mobsters his bitter enemies. This gave them common cause with his other foes — Communists, Socialists, capitalists, democrats, and just about anyone else opposed to the Fascist philosophy. Pulp heroes might find themselves reluctantly allied with organized crime in an effort to oust Italy's brutal dictator.

ROME

Rome, the capital of Italy as it was of the Roman Empire, has a population of just over a million. Already filled with many monuments from Roman times, it now has even more thanks to Mussolini. Its galleries and museums contain thousands of art and archaeological treasures from ancient days, the Renaissance, and other periods. These objects and books are most likely what attracts Pulp heroes to Italy; who knows what clues to even greater treasures may be concealed among them?

Vatican City

Surrounded entirely by Rome is the smallest country in the world — Vatican City, a mere 108.7 acres (roughly the size of an 18-hole golf course). Under the terms of the 1929 Lateran Accord and other treaties, it's recognized as an independent nation. Technically a sovereignty ruled by the Pope (see accompanying sidebar), it's administered on a daily basis by his appointed Governor of Vatican City and various other officials. It has a population of slightly under a thousand, mostly resident cardinals and other Church officials and employees.

While Vatican City is generally a quiet and peaceful place, it has several security forces to ensure the Pope's safety. These include the Pontifical Gendarmerie, the Guardia Nobile, the Guardia d'Onore, and the famed Swiss Guard. The latter is an elite force of 120 men established in 1303. Only native Swiss may join the Guard; they live in their own barracks and speak German among themselves.

Vatican City is a curious blend of the ancient and the modern. It has no electric signs, no shopping district, and no traffic problems. A phone system was only installed in 1930. A powerful broadcasting station was installed by Marconi himself in 1930-31, and on February 12, 1931 Pius XI became the first pope to speak via radio.

The Vatican is a repository of art treasures and relics. The Vatican Library has about 50,000 volumes, and the Vatican Archives another 60,000 volumes plus about 120,000 paper and parchment documents. The Vatican also has a Secret Archive containing books and documents the public isn't allowed access to. Most of these supposedly involve reports on Church heresies, forbidden books, and the like dating back to the fourth century A.D., but conspiracy theorists and occultists are quick to wonder what other valuable information may be hidden away there. *Pulp Hero* characters on the trail of evil cultists or occult horrors may find that only the Secret Archives can provide the clues they need to defeat their foes.

FOR AND AGAINST

Not everyone in Italy supported Fascism or Mussolini. His political opponents were collectively known as *Forusciti* (“outlaws” or “exiles”). Many of them had to leave Italy to escape Fascist oppression.

One of the instruments of that oppression was the *Ceka*, a group created by Mussolini. Composed mostly of criminals and lower-class thugs, it pressured voters to vote for the Fascists, intimidated Mussolini's political opponents, and through its brutality and terror tactics forced many enemies of the regime to flee the country.

POPES OF THE PULP ERA

During the Pulp era, the Roman Catholic Church was led by three different popes:

Benedict XV (1914-22)
Pius XI (1922-39)
Pius XII (1939-58)

MONACO

Government:	Constitutional monarchy
Ruler:	Prince Louis II
Capital:	Monaco-Ville
Population:	22,000
Language(s):	French, English, Italian, Monegasque
Currency:	French franc
Resources:	Tourism
Religion(s):	Christianity
Military:	N/A

Located on the Mediterranean coast, the Principality of Monaco is surrounded by the French department of Alpes Maritimes. At 0.58 square miles in size, it's the second-smallest nation in the world (after only Vatican City) and one of the most densely populated. A constitutional monarchy, it's ruled by Prince Louis II of the House of Grimaldi and a National Council. Under the terms of a 1918 treaty, its economic, political, and military policies mirror those of France.

Monaco's chief source of revenue is the casino at Monte Carlo. One and a half million tourists come to Monte Carlo each year to gamble at the casino, visit Monte Carlo's elegant clubs, sample its wines, and see and be seen. The casino is not open to the Monegasque people; only foreigners may gamble.

The other major tourist attraction is the Grand Prix of Monaco, an automobile race begun in 1929 and held annually through 1937 during the Pulp era. It takes place over the streets of Monte Carlo and La Condamine, shutting down the cities for the day. The Monte Carlo Rally, begun in 1911, also brings racing enthusiasts to Monaco.

Other than wanting to visit the casino (and the many opportunities for socializing, espionage, and other adventures that it provides), *Pulp Hero* characters might go to Monaco for the Oceanographic Museum and laboratory established by Prince Albert, Louis II's father. If they've come across an unusual sea-beast in their travels or need to estimate the currents around some mysterious island, the Oceanographic Museum may be the best place for them to find the information they need.

THE NETHERLANDS

Government:	Constitutional monarchy
Ruler:	Queen Wilhelmina; Premier Hendrik Colijn
Capital:	The Hague (seat of the royal court); Amsterdam (legislative)
Population:	8,100,000
Language(s):	Dutch
Currency:	Guilder
Resources:	Agriculture, manufacturing, shipping
Religion(s):	Christianity
Military:	29,500

The Netherlands, also known as Holland, is a constitutional monarchy with a king (or, throughout the Pulp era, a queen) as the executive, and a bicameral legislature called the States-General. The queen's authority runs through a Council of Ministers, whose president serves as premier. Queen Wilhelmina maintains her court at the Hague, but the States-General meets in Amsterdam, a city famed for its museums, universities, and red-light district. Amsterdam hosted the 1928 Olympics.

The Netherlands was a major commercial power for centuries, and even in the Pulp era Rotterdam was one of the largest ports in the world. Holland had the third largest colonial empire in Europe; its holdings included the Dutch East Indies, Dutch Guiana, and Curacao.

Holland is a low-lying land where the extensive canals are often as important for travel and communication as the roads. Much land has been reclaimed from the sea by the use of dikes. From 1918 to 1932 the Afsluitdijk was built across the mouth of the shallow Zuider Zee ("Southern Sea"), transforming it into the freshwater IJssel Meer ("Lake Issel") and allowing the reclamation of even more land.

ROMANIA

Government:	Constitutional monarchy
Ruler:	Carol II; Premier George Tatarascu
Capital:	Bucharest
Population:	18,000,000
Language(s):	Romanian
Currency:	Leu
Resources:	Agriculture, livestock, oil, timber, manufacturing
Religion(s):	Orthodox Christianity
Military:	296,000

Romania (also spelled Roumania and Rumania) is a small Balkan country between Bulgaria, Hungary, Poland, and the USSR. It's a mostly agricultural nation (approximately 80% of populace is involved in agriculture or raising livestock), but also produces the fourth largest amount of oil in the world.

In recent years Romanian politics have been a little turbulent. In the early Twenties some Communist uprisings occurred; Soviet Russia even described the Romanian province of Bessarabia

as being in a “state of war.” In 1925 Crown Prince Carol renounced his right to the throne and removed himself to Paris; in July 1927 his son Michael became king. Carol protested this by naming himself king in Paris, and later plotted to regain the throne. In early June, 1930, he was welcomed back into the country and crowned Carol II; Michael became “Grand Voyvoda of Alba Julia.” In 1938 Carol II dissolved the constitutional government and re-established an absolute monarchy, but on March 7, 1939 a new government was formed by Armand Calinescu; in 1940 Carol II abdicated.

THE IRON GUARD

During the Thirties, fascism became increasingly popular in Romania. In 1927, Corneliu Zelea Codreanu founded a fascist and anti-Semitic political party called the Legion of the Archangel Michael, but the group as a whole soon became known as the *Iron Guard* after its paramilitary branch. Charismatic and clever, Codreanu used propaganda and promotion techniques similar to those of Goebbels to advance his cause. By 1933 the Iron Guard had become popular enough for Premier Ion Duca to ban it; in response the Guard assassinated him on December 29 of that year. In 1936, the Iron Guard came in third in national elections, but Carol II used his power and influence to keep the group out of the government.

In April 1938, the Romanian government arrested Codreanu. He and several other Legionnaires were killed on November 29-30 of that year in an alleged escape attempt (later proven to be false; they were executed in revenge for a Guard killing of a relative of Calinescu's). Calinescu himself was assassinated by the Guard on September 21, 1939. During World War II, the Legion became a part of the government.

Characters adventuring in Romania during the Thirties, particularly those known to be Jewish or to have expressed anti-fascist sentiments, should beware of the Iron Guard. As the record above shows, it has no qualms about using violence against its enemies.

TRANSYLVANIA

Pulp heroes are most likely to find Romania of interest because the northwestern part of the kingdom is the province of Transylvania. Legend and fiction make it the home of Count Dracula — a vampire- and werewolf-haunted land, a place of ancient curses and ghosts that can challenge even the toughest adventurer. The fifteenth century ruler Vlad III Dracula (also known as Vlad Tepes [“Vlad the Impaler”], and the inspiration for Count Dracula) is popularly associated with Transylvania, where he was born, though he actually ruled Wallachia, a region in southern Romania.

GYPSIES

Also associated with Romania (as well as Hungary, and Eastern Europe in general) are the *Gypsies* (or Gipsies), a nomadic people thought to come from Egypt (hence the name) but whose origins probably lie in northern India around the

year 1000. They call themselves *Roma* or *Romany*, though the name has no connection to Romania or Rome; they speak their own language, Romany. They're said to be generous among themselves but suspicious of strangers, hot-tempered, quick-witted, boastful, passionate, and prone to thievery; many people don't trust them at all. They favor brightly-colored clothing.

Gypsies typically work as traveling smiths and tinkers, horse-traders, and the like. They're also renowned as musicians whose wild songs can set even the soberest feet to dancing. Pulp heroes are mostly likely to seek them out because of their reputation as fortunetellers, psychics, and mystics. Supposedly Gypsy women have the ability to foresee the future using crystal balls or cards, and perhaps possess even stranger psychic powers. Who knows what witchcraft an old Gypsy crone may command?

SPAIN

Government:	Democratic republic
Ruler:	President Niceto Alcala Zamora
Capital:	Madrid
Population:	29,000,000
Language(s):	Spanish
Currency:	Peseta
Resources:	Agriculture, manufacturing
Religion(s):	Christianity
Military:	203,000

Spain of the Pulp era is alternately a peaceful, and in some ways backward, nation and a land wracked by a bloody civil war used as a military testing ground by more powerful countries. From 1923, when he came to power in a bloodless coup, Miguel Primo de Rivera ruled Spain even though it was nominally still a kingdom. His regime accomplished little but causing inflation, and he resigned in 1930 when he lost the support of the military. In 1931 King Alfonso XIII left the country, and Spain was proclaimed a republic with Niceto Alcala Zamora as its president.

The Zamora regime did not enjoy any peace. Various Communist and anarchist revolts sprang up throughout the country, disputes with the Catholic Church over new laws banning the Jesuit Order and confiscating Church property festered, and the grant of self-rule to the fractious province of Catalonia only led to further difficulties. In April 1934 the government declared martial law.

In July 1936, a revolt broke out among the Spanish army in Morocco, and soon spread to Spain. The leader of the revolt, Francisco Franco, returned to Spain. By month's end the civil war was in full bloom, with Franco's Nationalists pitted against the Spanish loyalists (also called Republicans). Franco soon declared himself *Generalissimo*.

The war lasted for nearly three years. It was marked by a slow but steady series of victories by Franco's forces beginning in the north and gradually spreading south. The Germans and Italians sent men and vehicles to aid him, less because they wanted to support his fascist movement than because they wanted to test new equipment and

RASPUTIN

In 1911, a degenerate Siberian *starets* (holy man) and mystic named Grigory Yefimovich Rasputin arrived in St. Petersburg. An adherent of the obscure Skoptsy (or Khlysty) sect, which held that only through sin could one be redeemed, he was an inveterate womanizer and drinker.

As a holy man, he gained access to the upper crust of czarist society. Said even by his enemies to have an oddly hypnotic and compelling personality, he soon exerted great influence over the Czarina Alexandra herself, who believed he had healing powers that kept the young czarovich's haemophilia in check. Denounced by the Church, he was sent back to Siberia in 1912 but returned in 1914. By the next year, he had even more influence, and at his behest ministers were dismissed and other significant decisions made as he directed.

According to witnesses, Rasputin possessed strange powers. For example, he supposedly brought back to life the Czarina's friend Anya Vyubova as she lay near-dead after a train accident. The Czarina unquestionably believed in his abilities, considering him divinely sent to save the realm.

In December 1916, fearing Rasputin's growing authority, a group of noblemen led by Prince Yusupov (or Yusupovsky) and Grand Duke Dmitri Romanov decided he had to be removed. They lured him to Yusupov's palace, where he was fed cyanide-laced cakes and

methods under actual battlefield conditions. Many atrocities, in particular the savage bombing of the Basque capital of Guernica, were committed.

On March 28, 1939, Franco's forces captured Madrid, ending the war. He had previously proclaimed his party, the Falange, as the only legal party, and within two days his new regime arrested over 100,000 political opponents.

THE CONDOR LEGION

The most important assistance Germany provided Franco was the Condor Legion, a Luftwaffe detachment of 150 planes and 5,600 men commanded by Gen. Hugo Sperrle. Although they wore Spanish insignia, the men of Condor were there to test new German planes, such as the Junker 52, the Messerschmitt BF 109 fighter, and the Stuka bomber. It was with these that they obliterated Guernica.

THE INTERNATIONAL BRIGADES

Seeking to stem the tide of fascism in Spain, the Soviet Union and the Comintern (page 184) organized the *International Brigades*, groups of volunteers who went to Spain to fight on behalf of the Republicans. Nearly 60,000 volunteers from 55 countries responded to the call to arms. These included 3,000 Americans, mostly Communists and Socialists defying President Roosevelt's orders that Americans were not to fight in Spain. They were organized into the Lincoln Battalion and Washington Battalion, and suffered heavy casualties. France and Poland also sent large contingents, and there were even some anti-fascist Italian and German volunteers. One of the volunteers from Britain was author George Orwell; perhaps *Pulp Hero* characters who join the Brigades or somehow get sucked into the war will meet him.

THE UNION OF SOVIET SOCIALIST REPUBLICS

Government:	Communist state
Ruler:	Joseph Stalin, General Secretary of the Communist Party
Capital:	Moscow
Population:	168,000,000
Language(s):	Russian, various other local languages
Currency:	Ruble
Resources:	Manufacturing, mining, timber
Religion(s):	Technically none, since religion is illegal under Communism, but Orthodox Christianity and Islam both flourish covertly
Military:	830,000

The largest nation on Earth, overlapping both Europe and Asia, the Soviet Union (known as Soviet Russia from 1917-1922, and simply Russia before that) is a nation wracked by turmoil and fear. Possessing a large population and copious natural resources, it should be wealthy and even more powerful than it is, but the policies and practices of the Communists, particularly Joseph Stalin, have prevented that.

HISTORY

The early history of the Soviet Union involves struggles for power among the Communist Party elite. After Lenin's death in January, 1924, Joseph Stalin, Leon Trotsky, Grigory Zinoviev, Nikolai Bukharin, and Lev Kamenev all led factions of the Party. Zinoviev and Kamenev eventually allied with Stalin to keep Trotsky from succeeding Lenin and convince the Central Committee not to follow Lenin's dying advice to oust Stalin as General Secretary. But in 1925, fear of Stalin convinced them both to switch allegiance to Trotsky. Stalin joined forces with Bukharin and gained enough authority and influence to have Trotsky, Zinoviev, Kamenev expelled from the Party in 1927. In 1929 Stalin turned on his allies and had Bukharin and others removed from the Politburo. He now wielded unquestioned power.

Collectivization And Starvation

"EATING DEAD CHILDREN IS BARBARISM."

—from a poster issued in the Ukraine in an effort to stem rampant cannibalism during the famine of the early Thirties

In December 1929, Stalin began a program to accelerate the pace of farm collectivization by destroying the *kulak* (rich peasant) class. Using the kulaks (cynically described as "any peasant with enough to eat") as a scapegoat, he robbed and deported five million of them over the next three years. Most of them died in the process, either at the hands of the murderous cadres sent to round them up, or of starvation and disease later. The uprisings this caused were brutally put down; other peasants fought back by smashing farm tools and slaughtering livestock rather than let it be collectivized.

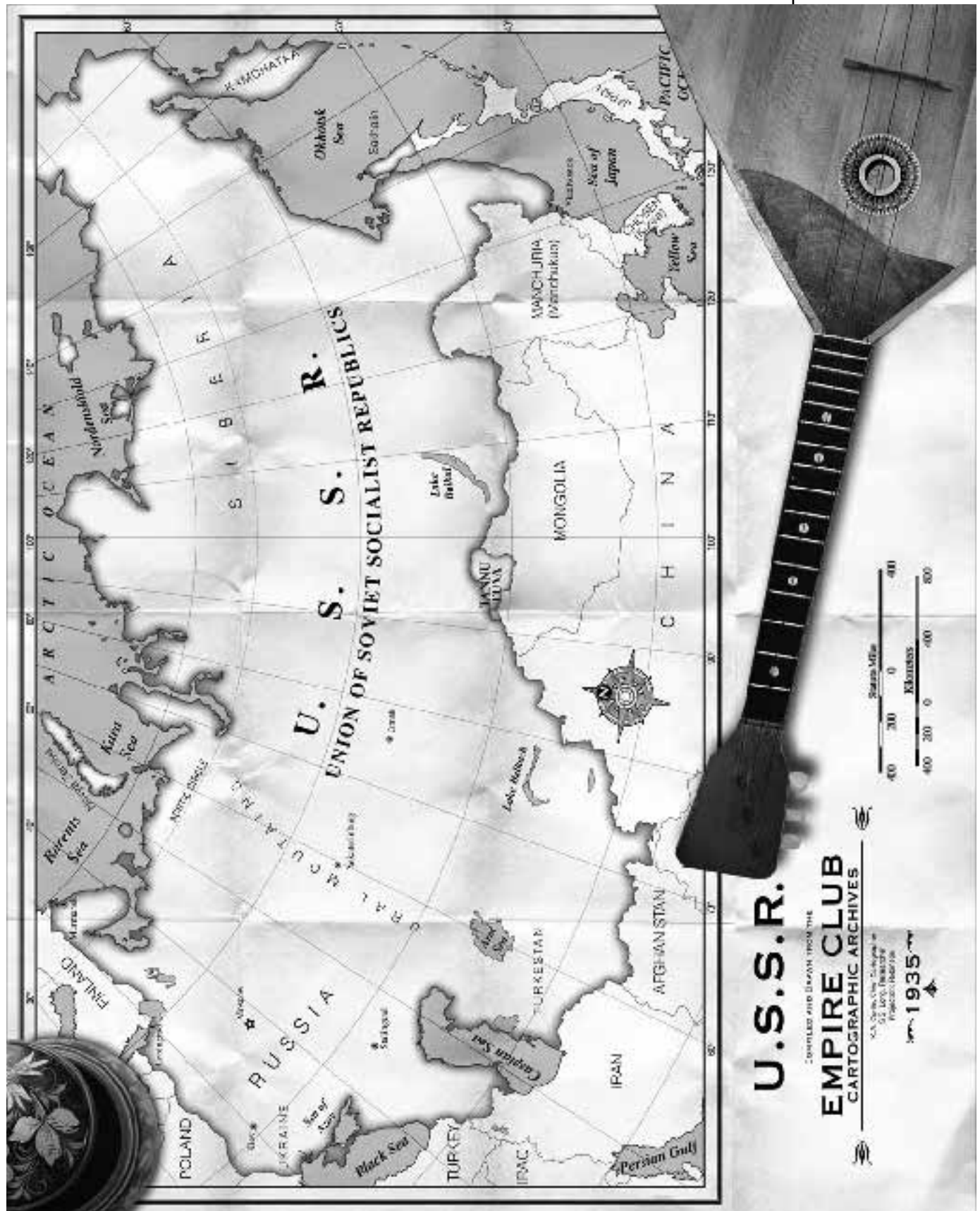
The result of the collectivization program, combined with the government's annual seizure of much (if not most) of the harvest, was massive starvation. In Kazakhstan, for example, nearly two million died when Stalin tried to make them farmers instead of herders. But the worst-hit region was the Ukraine, once the breadbasket of Russia. From 1930-33 an estimated five million Ukrainians died from starvation, disease, or in mass shootings.

Yezhovschina: The Great Purge

"Full conformity of views can be achieved only at a cemetery."

—Joseph Stalin

But Stalin wasn't done yet. He soon began seeing enemies in the Communist Party and Red Army. In December 1934, when he had his aide Sergei Kirov murdered in Leningrad, he used the incident as an excuse to eliminate over 100 of his political enemies. Having seen how effective this could be, in September 1936 he appointed Nikolai Yezhov to head the NKVD (see below), with instructions to seek out and destroy enemies of the state. The resulting *Yezhovschina*, or Great Purge, lasted



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wine. When he complained only of a pain in his stomach, Yusupov shot him point-blank in the chest. After leaving the corpse for a time, Yusupov returned — only to have Rasputin sit up and try to strangle him! Yusupov stabbed him and fled. Rasputin, still not dead, tried to escape the palace. The conspirators caught him, then shot him, beat him, tied him up, and threw him into a freezing cold river.

And so Rasputin died... or did he? Rumors and legends told throughout the Pulp era claimed he survived, and some Pulp stories use that idea as the basis for their plots. If he did survive, it's possible that your *Pulp Hero* characters might encounter him in Russia (or elsewhere). Even if he did not survive, he may have left the secret of his powers with Skoptsy monks, a surviving Grand Duchess Anastasia (see below), or in some other mysterious place.

ANASTASIA

According to the Communists, the Grand Duchess Anastasia, youngest daughter of Czar Nicholas II, was slain along with the rest of her family at Yekaterinburg on July 16, 1918. But is it true... or are they just trying to cover up the fact that an heir to the Romanov throne survives?

Rumors persisted throughout the Twenties that Anastasia had somehow survived. In 1929, a German woman named Anna Anderson claimed that she was, in fact, Anastasia. Many people, including some distant members of the Russian royal family,

through 1938 and resulted in the deaths of four to ten million of Stalin's "enemies." This left the Red Army and many other institutions devastated and without experienced leadership, which came back to haunt Stalin when Nazi Germany attacked the USSR in World War II.

MOSCOW

For the capital of one of the great powers, Moscow is a bland and unremarkable city in the Pulp era. Described by historian Piers Brendon as "an Asiatic sprawl of zigzag streets, squat wooden houses, and multicoloured cupolas," and possessing an awful smell compounded of various fetid odors, it makes a poor impression even on Russians. Thanks to the Communists, most of the color and colorful people have gone, replaced with a sad drabness. And there's little in the way of entertainment to relieve that drabness — no nightclubs, dance halls, clubs, or the like, and just a few restaurants and theaters.

Worse than the smell is the overcrowding, since it had a population of three million crammed into a city built for only one. The Soviet government began tearing up streets and building new apartment buildings almost as soon as it came to power, but the population grew faster than the number of apartments — and the clouds of dust and piles of rubble from all the construction work gave some visitors the impression the city'd been bombed. The unemployed and homeless infested the city streets in countless numbers.

By the mid-Thirties the city improved somewhat. It had a new subway. The never-ending construction projects replaced the slums and narrow, twisting streets with new buildings and paved roads. The Party destroyed churches and erected industrial facilities or cinemas in their place. The Moscow Hotel and other new structures replaced the dirty, tavern-filled city market. Accessways to Red Square were improved for better parading. While it's still no paradise, the Moscow of 1935 is much better than it was in years previous.

SIBERIA

Sometimes referred to as Russia's "Wild East," Siberia is the Soviet Union's least developed, most desolate region. It's said to have two seasons, July and winter; temperatures of seventy degrees below zero occur in some areas. These conditions prevented the Soviet Union from exploiting Siberia's vast mineral wealth (though in June 1923, a rich strike near Aldan touched off a gold rush).

Since it lies firmly within Asia, Siberia is a land where many peoples, not just Russians, live. Mongols, Chinese, and others come there from the south, mingling with both Russians and the various native peoples. Siberian residents tend to be tough, hardy, and adaptable. Since modern amenities are rare, they often rely on old methods and technologies (such as camels and sampans) as much as new ones like cars.

The most important city in Siberia is Vladivostok, a port on the Sea of Japan (and thus within easy reach of Japan, China, and Chosen). A city of 60,000 whose ranks have swollen to nearly 500,000 thanks to influxes of refugees, it's a tough, well-defended city. Crime and violence are rampant. Amidst the Russian, Chinese, Japanese, and other ethnic sections of the city's large marketplace, there's a "Thieves' Market" where one can be sure any goods for sale are stolen.

The Far Eastern Republic

On April 6, 1920 Soviet Russia created the Far Eastern Republic in southern Siberia in the region east of Lake Baikal, with a capital at Chita. After the Japanese evacuated Vladivostok on October 24, 1922, it became part of the FER, which was a "buffer state" between Russia and Japan. Although supposedly independent, the FER was controlled by Russia, and not long after the Japanese withdrawal it was absorbed into the USSR.

THE SECRET POLICE

Long before the KGB existed, the Soviets had cruel and efficient espionage organizations. The first of these was the *Cheka*, the Extraordinary Commission for Combating Counterrevolution and Sabotage, which existed from 1917 to 1922 under

THE COMINTERN

The *Comintern*, or Third Communist International, was founded in 1919 by Vladimir Lenin and the Russian Communist Party. Its goals were to promote the Communist revolution in other lands by any means necessary, and to ensure that the Russian Communists controlled the various Communist movements and parties throughout the world.

The Comintern's rules were contained within the "Twenty-One Conditions" its founders set forth. The Conditions dictated that to become a member, a Communist organization must participate in truly Communist (as opposed to just Socialist) activities and uphold Communist ideals, remove reformers and centrists from positions of responsibility, and establish an illegal organization to conduct subversive work in support of the Communist revolution. In 1935, having failed to accomplish much, the Comintern abandoned the Twenty-One Conditions so it could form alliances with non-Communist groups.

While Western and capitalist nations reacted to the Comintern with loathing and fear, it had little actual impact. Its activities were thought to range from propagandizing to murder, terrorism, and sabotage, but reliable evidence of its work was scant. According to some reports, in the late Twenties and Thirties the Comintern attempted to foment Communist revolution among the Indians of the Andes, and perhaps among blacks in the United States.

Regardless of the historical record, you can make the Comintern a major force for evil and turmoil in your campaign. In games focused on espionage, the Comintern may be one of the heroes' chief foes; in Globetrotting Adventure campaigns, the PCs may encounter the Comintern's insidious agents all over the world.

Continued on next page

the command of Felix Dzerzhinsky. Its main tasks were to prevent and investigate incidents of sabotage, counterrevolutionary activity, and the like. Brutal and efficient, its over a quarter of a million employees rooted out many supposed state enemies; its activities led to hundreds of executions.

In 1922 the organization was renamed the GPU (General Political Administration), and in 1923 renamed again to the OGPU (Unified State Political Administration). Dzerzhinsky headed the OGPU until his death in 1926; by that time it is thought to have caused the execution of over 250,000 enemies of the Bolsheviks, and kept over 1.3 million prisoners in a system of over 6,000 jails. Stalin made heavy use of the OGPU, which in 1930 formally established its Gulag prison network. During the late Twenties the organization perfected many tricks, including the use of “Lubyanka Ladies” at Moscow’s Metropole Hotel to seduce foreigners.

In 1934, the OGPU was absorbed into the new NKVD (*Narodnyy Komisariat Vnutrennikh Del*, or People’s Commissariat for Internal Affairs), Stalin’s internal security and foreign intelligence agency. Under the leadership of Genrikh Yagoda (1934–36), Nikolai Yezhov (1936–38), and Lavrenti Beria, the NKVD reached heights of terror, power, and cruelty far beyond those of the OGPU. Its agents, known as “bluecaps” for their distinctive hats and collar tabs, were among the Soviet Union’s most privileged and powerful citizens, and were Stalin’s main functionaries in conducting the Great Purge. As his foreign intelligence apparatus, the NKVD was also responsible for infiltrating Great Britain, the United States, and other intelligence targets. *Pulp Hero* characters who come up against it will have their work cut out for them if they want to defeat its clever, ruthless agents.

YUGOSLAVIA

Government:	Constitutional monarchy
Ruler:	King Peter II (regency); Premier Nikola Uzunovic
Capital:	Belgrade
Population:	14,000,000
Language(s):	Serbo-Croatian, Slovenian, other Slavic languages, German, Romanian, Hungarian
Currency:	Dinar
Resources:	Ariculture, livestock, mining, timber
Religion(s):	Christianity, Islam, Orthodox Christianity
Military:	136,990

Yugoslavia (also spelled Yugo-slavia and Jugoslavia) arose in the aftermath of the Great War when Croatia and Slovenia proclaimed their independence from Hungary. They soon admitted other Slav states, such as Bosnia and Herzegovina, and formed a union with Serbia. In 1918 the new nation named itself the Kingdom of Serbs, Croats, and Slovenes.

Despite this, the various peoples of the kingdom, separated by religion, language, culture, and tradition, often quarrelled and fought, creating great unrest. Following the October 1928 assassination of Croatian leader Stefan Raditch, on January 6, 1929 King Alexander dissolved the legislature, abolished political parties, and proclaimed himself the sole source of power and authority. On October 3, 1929 he changed the kingdom’s name to Yugoslavia. On September 3, 1931 he promulgated a new constitution, but in effect continued to rule autocratically.

While visiting Marseilles on October 9, 1934, King Alexander was assassinated by Macedonian nationalistic terrorists belonging to an organization called the IMRO. His 11 year-old son Peter became king, with a regency council of three dominated by Alexander’s cousin, Prince Paul.

Continued from last page

believed her; others did not, labeling her a skilled actress. The claim remained controversial throughout the *Pulp Hero* era and for decades thereafter. In the 1990s, DNA evidence finally proved that Anderson was not Anastasia, and that the Grand Duchess had in fact been murdered at Yekaterinburg.

But don’t let that interfere with your *Pulp Hero* campaign! The idea that Anastasia might have survived is a compelling one that you could construct all sorts of plots and character backgrounds around. Even if Anderson isn’t Anastasia, that doesn’t mean the last daughter of the Romanovs might not still be alive somewhere....

AFRICA

The usual [African] story tells how a member of our culture faced Africa, that dark and deadly place, and opened such secrets as he was able, and acquitted himself finely or not in the face of the ancient, the primitive, and the terrible. This form of the African story, then, is an adventure moving along two levels.

On the first level, an individual travels across physical Africa, marveling at its contours and evading its frequent dangers. On the second level, the individual confronting Africa also confronts himself. He finds his soul floating among the thorn trees; it is his face that glowers beneath the savage's paint.

—Robert Sampson, *Yesterday's Faces*, Vol. 5

Africa of the Twenties and Thirties is a land still very much a mystery to Western civilization. Despite the ongoing tide of commerce, railroad building, and improved communications, a lot of the Dark Continent remains just that — dark, unknown to the civilized world. Vast stretches of jungle and savannah are largely unexplored by Europeans. Who knows what wonders they may hold?

In the pulps Africa is home to countless lost civilizations, Wild Men, hostile tribes, witch doctors, and fierce animals. It's tailor-made for adventuring, with danger around every corner and countless wondrous mysteries just waiting for explorers, archaeologists, and mystics to uncover. If your *Pulp Hero* campaign involves any amount of world travel, it's a sure bet the heroes will visit Africa at least once, if not frequently.

THE COLONIAL SYSTEM

Except for Ethiopia and a semi-independent South Africa and Egypt, Africa is a continent of colonies. The French and British control the lion's share, but Spain, Belgium, Portugal, and Italy have a few colonies as well.

The colonizers take different approaches to their possessions. The British policy is one of "self-development," meaning allowing each colony to develop in its own way rather than according to some overall British plan (though British influence inevitably affects such development). The other four nations all follow, to one extent or another, a policy of "assimilation." This means they want to make the natives conduct themselves like Frenchmen, Italians, and so forth, and to think of themselves as citizens of a greater France or greater Italy.

By the early Thirties, the white population of Africa south of the Sahara and north of the Limpopo River is a mere 60,000 — and most whites who migrate to Africa go to Algeria or South Africa. Throughout the rest of the Dark Continent, Europeans are few and far between (in part because the heat and disease make the region "unsuitable" for them), and tend to cluster around cities or trading posts. Enormous swaths of country remain effectively under the control of the native population.

Trade

In theory, colonies (in Africa or elsewhere) were self-supporting through what they produced and the fact that they offered their possessor a captive market. In practice, most of them cost money to maintain. The result was that they were often poorly developed — they were already expensive, so the nations that controlled them tried not to pour more money into them. Africa has vast natural resources, but during the Pulp era they remained largely untapped.

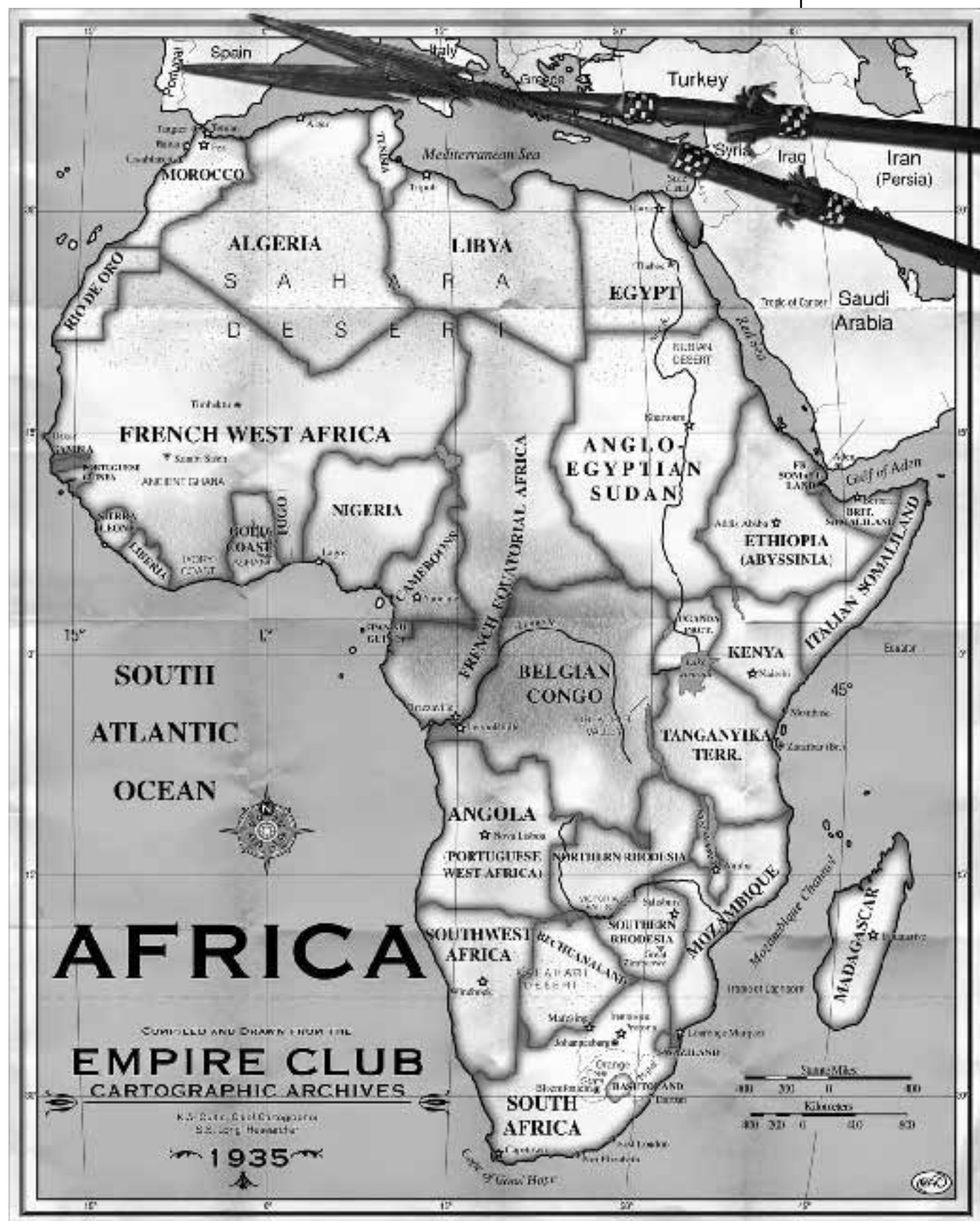
By the mid-Thirties, South Africa alone was responsible for half of Africa's trade. The rest of the Western-settled continent was mainly given over to plantation agriculture, but few plantation crops succeeded. Examples of some that did include tobacco in Southern Rhodesia, sisal in Tanganyika, and tea in Nyasaland. In general, there was little African natives could produce on their own that Europeans wanted; the main exception was mining for diamonds and gold.

Travel

Despite a relative lack of investment by the European powers, by the early Pulp era Africa had a fairly well-developed network of railroads. However, few rail systems penetrated deep into the interior. Overland travel usually involved cars (where there were roads) or riding and walking. Large areas of the continent, including the Sahara Desert, are mostly impassable on foot; the only way to cross them is by plane. Even then, the limited range of Pulp-era planes required frequent stops for refueling, which in turn usually meant staying close to the coasts and cities.

NATIVES

Millions of native peoples inhabit Africa, outnumbering their colonial masters by tremendous amounts. The fiercest and most warlike of them have long since been pacified by the defeats inflicted upon them by colonial armies and the civilizing influence of European missionaries and settlers. Despite this, Pulp stories often depicted African tribesmen more as they were in the nineteenth century than the twentieth, arming them



BRITISH COLONIES

The main British colonies in Africa are:

The Anglo-Egyptian Sudan
 Basutoland
 Bechuanaland
 British Somaliland
 Gambia
 Gold Coast
 Kenya
 Nigeria
 Northern Rhodesia
 Nyasaland
 Sierra Leone
 South West Africa (mandate)
 Southern Rhodesia
 Swaziland
 The Tanganyika Territory (mandate)
 Uganda
 Zanzibar

FRENCH COLONIES

The main French colonies in Africa are:

Algeria
 Cameroons (mandate shared with Great Britain)
 French Equatorial Africa
 French Somaliland
 French West Africa
 Madagascar
 Morocco
 Togo (mandate)
 Tunisia

with spears and shields and sending them forth to attack white settlements, threaten explorers, and provide just the right touch of danger and excitement for an African adventure.

Some of the major African tribes that *Pulp Hero* adventurers might encounter include:

Bushmen

The Bushmen, or *San* people, have lived in the Kalahari Desert of southern Africa for approximately 20,000 years. A hunter-gatherer people, they make temporary homes from wood they gather, but keep moving as necessary to follow game and find new sources of food. They're experts at scrub/desert survival, and are known for their cave paintings.

Fang

A West African people who live in the Gabon region of French Equatorial Africa, the Fang are an aggressive tribe feared by other peoples for their warriors' skill. At one time they practiced cannibalism, but that supposedly stopped centuries ago. Today they live through slash-and-burn agriculture and ivory hunting. They're known for placing the bones of their ancestors in specially-made wooden boxes that have guardian figures attached; the bones supposedly have the same power the deceased had when alive.

Fulani

This nomadic West African tribe, also known as the Fulah, lives primarily by herding cattle; it's said to be the largest wandering tribe on the continent. They often spread news from market to market along their ancient trade routes. Originally of North African origin, they're Moslems with lighter skin, straighter hair, and thinner lips than most sub-Saharan tribes. Fulani of both genders often have extensive tattooing.

Kikuyu

The Kikuyu are an agricultural tribe found in Kenya and other parts of East Africa. With the coming of white men to Africa, many have gone into business or other non-traditional pursuits. They're considered hard workers and skilled managers of money.

Masai

The Masai (or Maasai) are a nomadic East African tribe of herders and warriors. According to their folklore, their god gave them all the cattle in the world, and therefore other people who have cattle must have stolen them from the Masai — a belief that often leads to bad blood between the aggressive Masai and other tribes.

Yoruba

Residents of the British colony of Nigeria and the Dahomey region of French West Africa, the Yoruba are an advanced agricultural tribe known for the quality of their art and craftworks. Unlike most tribes, they have a tendency to form large towns or cities, rather than just villages. Their religion includes a rich body of mythology, with tales about gods such as Shango and Ogun; much Yoruba lore found its way into Voodoo in one form or another. They've long been enemies of the Fulani.

Zulu

The largest tribe of southern Africa, the Zulu have long had a reputation as fierce warriors, thanks in part to the conquests and military culture instituted by the great chief Shaka in the early nineteenth century, and to their political organization (which gave chiefs absolute power). In 1879 they revolted against the British, and at first defeated them at battles such as Isandhlwana, but within six months the British crushed the rebellion. So fiercely and bravely did the Zulu fight that the British erected a monument to them at Ulundi alongside the monument to the British dead. The Zulu rose again in 1906, and were again defeated.

About half of the Zulus are engaged in agriculture, while the other half live in cities. Their religion and beliefs emphasize spirits and divination. Accidents, bad luck, and other misfortunes are caused by evil (or unplaced) spirits or sorcery; nothing happens by chance.

THE SAHARA

While most people (and pulp authors) tend to think of jungles and savannahs when they think of Africa, the vast Sahara Desert in the north dominates more of the continent than any single other geographic feature. Its 3.5 million square miles feature trackless fields of immense sand dunes, craggy areas, rocky peaks, and barren plateaus. Besides starvation and dehydration, its threats include temperature (which can range from 71° Celsius [160° F] in the day to freezing at night) and sandstorms. Particularly during the spring, when the hot winds (called *khamisin* in Arabic, and *sirocco* in Italian) can reach nearly 100 miles per hour, sandstorms pose a special danger. In short, characters who travel in the Sahara can expect their *Survival (Desert)* Skill to be tested to the utmost!

Merchants and tribesmen can cross the desert using camel caravans and well-honed survival skills. There are five primary trans-Sahara routes. Caravans typically run from the north coast down to the southern edge of the desert, where they exchange Mediterranean trade-goods for the ivory, gold, and other resources of the Congo region. Caravans start early in the day, stop (preferably at an oasis) between 10:00 AM and 3:00 PM to avoid the worst of the heat, then continue on until early evening.

Native Saharans

A few tribes have found ways to survive in the desert. To the east are Bedouins (page 195) and Tibbu; to the west Berbers; and in the central desert the Tuareg.

Perhaps the most feared of these peoples are the Tuareg. Although many of them have settled down in towns since the French conquest of 1905, even in the Pulp era some of them prey on caravans and travelers. Woe to the caravaneer who encounters the Tuareg — if he does not pay a toll (carefully negotiated at the time) to pass through their lands, they may kill him and all his laborers and take everything he owns. Even worse, it's not unknown for the Tuareg to mutilate or cripple a captive, and

possibly cut off his eyelids as well, and leave him to die in the desert sun. And despite the fact that the French have outlawed the slave trade, some Tuareg still traffic in human flesh.

Tall, fine-featured, comparatively light-skinned, and arrogantly proud, the Tuareg (Arabic for “abandoned of God”) are said by some to be the descendants of a lost Roman legion (though they’re more likely of Berber stock). They wear loose-fitting shirt- and pant-like garments, or robes. The men, who control trade and war, wear blue veils (even when among family); the women, who control the home and social life, go unveiled. They dominate many of the desert villages and towns, such as Timbuktu. Their society tends to be closed and hostile; they speak their own language, rarely deal with or help outsiders, and may respond to violations of their customs violently. They are ruled by a high chief, or *Amenokal*, who’s elected by the chiefs of the various tribes to oversee all Tuaregs.

The Tuareg are nominally Moslems of the Maliki sect. However, they ignore or scant most religious observances, and believe in djinn and other spirits (against whom they wear amulets containing verses from the Koran).

The Balbia

Italy controls the part of the Sahara known as Libya, consisting of the regions of Tripolitania, Cyrenaica, and the Fezzan. In the mid-Thirties it built the Balbia, a 1,132 mile-long road all the way from its western border to its eastern, to improve commerce and the ability to move military units across Libya quickly. It was dedicated in March 1937 in an elaborate ceremony attended by Mussolini himself.

BELGIAN CONGO

Government:	Belgian colony
Ruler:	Governor-General Pierre Ryckmans
Capital:	Leopoldville (Kinshasa)
Population:	9,500,000
Language(s):	Flemish, French, various native tongues
Currency:	Belga
Resources:	Agriculture, mining (especially copper), rubber
Religion(s):	Various native faiths, Christianity
Military:	N/A

Established as the Congo Free State in the late nineteenth century by King Leopold II of Belgium, who hoped to exploit the economic resources of the region, the Belgian Congo is Belgium’s only colony (aside from tiny Ruanda-Urundi, a League of Nations mandate). Of the nearly 10 million people in the Belgian Congo, only about 25,000 of them are white, and most of them cluster around the cities and towns. In addition to the main capital at Leopoldville, there are provincial capitals at Elizabethville (Katanga), Coquilhatville, and Stanleyville.

The Belgian Congo (technically) controls most of the mighty Congo River, one of the chief high-

ways into central Africa. It’s navigable for over 3,800 miles, though travelers must use a railroad to portage from Matadi (95 miles upriver from the coast) to Leopoldville to avoid rapids.

Much of the Belgian Congo is covered by dense jungle — over 25,000 square miles of it. Travel through the jungle is difficult and dangerous at best, but no doubt Pulp adventurers will make the effort and brave the dangers in hope of finding long-lost jungle cities, capturing rare wild animals, or exploring ancient ruins. Travel elsewhere in the Belgian Congo isn’t much easier, though there’s a motor road from Stanleyville to Khartum (the terminus of the navigable Nile; the trip by car takes five days), and in 1931 a railroad was completed from Benguela on the Atlantic coast of Angola to the south Belgian Congo town of Tenke (a line from Elizabethville connects to this railway). Other railroads run between important towns, or connect to main lines in other colonies.

In addition to copper mining and palm nut/oil agriculture, rubber is one of the Belgian Congo’s main industries, but it has something of a notorious reputation. Reports from early in the twentieth century documented shocking abuses at the King’s slave-worked rubber plantations: exploitation, forced labor via hostage-taking, torture, mutilation, and the murder of slaves. Supposedly the slavery and abuses have ended by the main Pulp era, but more than one pulp story used the scandal as a plot element.

EGYPT

Government:	Kingdom
Ruler:	King Fuad I (d. April 1936, succeeded by Farouk); Premier Abdul Fattah Pasha
Capital:	Cairo
Population:	15,000,000
Language(s):	Arabic, English
Currency:	Pound
Resources:	Agriculture, cotton, textiles, tourism
Religion(s):	Islam, Coptic Christianity
Military:	13,600

The home of one of the earliest and greatest human civilizations, Egypt has only recently become an independent country after centuries of being controlled by various other powers. On March 16, 1922 the British ended their protectorate, though it retained discretion in certain matters (such as national defense and foreign policy). In 1936 Britain abandoned even that privilege, though it retained special rights over the Suez Canal for twenty years. Despite this, ties between Egypt and Britain remain strong. Throughout the Pulp era, it’s likely that British authorities will investigate or become involved with any unusual or noteworthy activities or occurrences.

Three different races inhabit Egypt. The numerically largest are the Hamito-Semitic Egyptians, sometimes known as *fellahin*. Second are the Bedouins, the Arabic nomads who roam the

EGYPT IN YOUR GAME

The obvious use for Egypt is, of course, as a place where archaeological ruins and relics abound. The discovery of King Tut’s tomb amply demonstrates that many treasures still lie hidden beneath Egypt’s shifting sands, just waiting for intelligent, clever, and daring explorers to find them. Any number of Globetrotting Adventure, Occult Investigation, or Weird Menace plots could begin or end in Egypt, or require travel there at some point.

But there’s more to Egypt than pyramids, temples, and tombs. It’s also a land of intrigue. Since it’s located right next to the Suez Canal, it possesses great strategic importance. It’s a place where spies may come to learn about (or sabotage) shipping, regional air travel, or the like. For a truly Pulp sort of story, perhaps some descendant of the pharaohs tries to expel all foreigners, establish a new dynasty, and revive the worship of the ancient Egyptian gods!

GURNAH

On the west bank of the River Nile, near the pharaonic city of Thebes, lies the village of Gurnah. Built on (and even in!) parts of the ancient Theban necropolis, Gurnah is a city of tomb-robbers. Its people have long made a living breaking into tombs, stealing valuable objects, and selling them to tourists (or anyone else willing to buy them). It's a profession passed down from father to son. Adventurers who need to break into some pharaoh's long-lost tomb, or a similar structure elsewhere in the world, might want to hire some help from the experts at Gurnah.

desert regions, sometimes coming to towns and cities to trade. Last are the dark-skinned Nubians of the southern Nile Valley, who mix black and Arab blood.

GEOGRAPHY AND CLIMATE

Life in Egypt largely depends on the Nile, along which human habitations and fields cluster. During the spring the river reaches its lowest point, then increases through the summer to flood in September or October. This dictates when farmers plant and harvest, the extent of traffic along the river, and many other aspects of existence.

Away from the Nile, Egypt is desert. See *The Sahara Desert*, above, for information. To cope with the desert heat, natives and visitors alike wear loose, light-colored clothing and head covering (for Westerners, hats or helmets; for natives, a fez [*tarboosh*] or cloth turban). The typical Egyptian garment is a sort of robe called a *djellaba*.

PYRAMIDS AND TOMBS

Egypt is of great interest to Pulp adventurers thanks to its plethora of ruins and artifacts from the ancient Egyptian civilization (including such prominent ones as the Great Pyramids, the Sphinx, and the temples at Karnak). Since the discovery of King Tutankhamen's tomb in the Valley of the Kings in 1922, Egyptian themes and motifs have been popular in fashion and decor, and Egyptology a subject of interest for many Westerners.

Explorers, Archaeologists, and Two-Fisted Heroes may easily find themselves drawn to Egypt as part of an expedition that hopes to uncover a tomb as rich or intriguing as those of Tutankhamen or Sneferu (discovered in May, 1925). The potential for riches and fame is strong, but they'll need a lot of rigorous scholarship and difficult labor, not to mention a little luck, to find what they seek. Even if they do make a major find, their troubles may not be over. Legend has it that Egyptian pharaohs and priests protected their tombs with curses; allegedly, Lord Carnarvon and others associated with the Tutankhamen find died of one such curse. And in the world of the Pulps, a curse might take second place to the dangers of a mummy coming to life and implacably pursuing those who violated its eternal sleep....

Egypt's well-documented history and culture make it a wellspring of arcane lore. Mystics may journey there to study the "grimoires" secretly etched into temple walls, search for occult artifacts buried for thousands of years, or conduct rituals that can only be performed in the land where they originated.

The Great Pyramids And The Sphinx

The Great Pyramids is a group of three pyramids at Giza, near Cairo. The first is the Great Pyramid of Cheops, built about 2690 B.C. with 2.5 million tons of stone. Its original height was 481 feet, and its base covered 13 acres; today it's somewhat smaller than that. However, it remains the largest and most massive stone structure in the world. According to some sources, the base of the Great Pyramid is large enough to hold St. Paul's Cathedral, Westminster Abbey, St. Peter's Cathedral, and

the cathedrals of Florence and Milan all at once. Napoleon calculated that there was enough stone in it to build a wall ten feet high and a foot thick around France. Yet to this day the stones fit together so tightly that a razor blade cannot be slid between them. The interior of the pyramid has several corridors and funerary chambers. The second pyramid, that of Cheops's son Kheophren, is slightly smaller and was built about 2650 B.C. The third pyramid was built about 2600 B.C. by Menkaru.

The Sphinx is 500 feet southeast of the Great Pyramid. Carved from natural rock *in situ* by Kheophren, it's 190 feet long and 66 feet tall. It faces east to greet the rising sun each morning.

CAIRO

Located on the East Bank of the Nile not far from the great river's mouth, this city of approximately 1.3 million people is Egypt's political, economic, and cultural capital. It has a history stretching back over 5,000 years; it began as On, a city so ancient archaeologists don't know exactly when it was built, or by whom. The Greeks called On "Heliopolis," for it was a center of worship of the sun god, Ra.

The older, eastern, section of Cairo grew without central planning over the centuries, and as a result is chaotic, crowded, and difficult to find one's way around in; its many mosques serve as important landmarks. The western section, built in the mid-1800s by Ismail the Magnificent, was patterned on Paris and has wide, straight boulevards, many government buildings and other structures built with modern architecture, and open public areas.

Near Cairo is the "suburb" of Heliopolis (sometimes called New Heliopolis), which was established in 1905 by the Heliopolis Oasis Company on land bought cheaply from the colonial government. Connected to Cairo by a commuter rail line, it's mostly a city of residences for foreigners (and some Egyptian Christians). Its features include broad streets, luxurious private homes, a large hotel, and an airport.

The Casino Opera

Cairo has a thriving nightlife that may prove attractive to many *Pulp Hero* adventurers (or their adversaries...). The queen of Cairo's nights is dancer Badia Masabni, who owns the Casino Opera. Opened in 1926, the Casino is modeled on European and Middle Eastern clubs to attract foreign patrons; it offers such diversions as dancing, singing, and comedy acts. Based on innovations pioneered by Badia herself, the Casino's dancers wear special costumes and gossamer veils, rather than dancing in everyday clothes the way traditional dancers do. Its shows include a women-only matinee that's extremely popular.

Although the Casino and other nightclubs are successful (Badia even moved to a new club, the Casino Badia in Giza, in the late Thirties), Egyptian authorities tried to clean them up during the Thirties by enforcing laws against belly-dancing and other "scandalous acts in public." The owners of *salas* (clubs) have to find clever ways to avoid the police, much like speakeasy owners during Pro-

hibition in the United States. Heroes looking for more sedate entertainment might try the theaters or musicians of Mohammed Ali Street, the local equivalent of Broadway.

The City Of The Dead

Located along the southern and eastern edges of Cairo is an enormous cemetery known as the City of the Dead. Full of the tombs, mausoleums, shrines, and graves of caliphs, rulers, officials, holy men, and common folk, it dates from the earliest days of the city. The most beautiful and elaborate of its graves is the Mausoleum of Qait Bey, a Mamluk sultan, built in 1474. But not only the dead dwell there — tens of thousands of living Cairenes do, too. They have shops, mosques, and stores, but little in the way of utilities or city services.

The Egyptian Museum

Also known as the Egyptian Antiquities Museum, the Egyptian Museum (housed in a new building built in 1900) boasts one of the largest and most spectacular collection of Egyptian artifacts in the world. There's enough to see here to occupy a character for days. On the ground floor, the collections include the jewelry of Queen Ah-hotep; the mummies of Tuthmosis I-III, Seti I, and Ramses II and III; funerary equipment from the tomb of a noble, Sennedjem; mummies and coffins of the priests of Amen; and objects from various Middle Kingdom tombs.

The second floor holds even more treasures: objects from the tomb of Prince Maherperi of the Eighteenth Dynasty; artifacts from the tomb of Amenophis II, including 14 royal mummies; finds from the tomb of Hetep-here; funerary items from the tomb of Akhenaten, the pharaoh who tried to convert Egypt to monotheism; and monuments and artifacts from several other tombs. Any of them would be a rich prize for an evil collector or clever thief....

THE SUEZ CANAL

Egypt controls the Suez Canal, a 104.5-mile long waterway running from Port Said on the Mediterranean to Suez on the Red Sea (via Ismailia and the Great Bitter Lake). Unlike the Panama Canal, it has no locks. Steamers travel it at a rate of 6.21 miles per hour (unless the wind makes them exceed that limit), so the average trip through the Canal takes about 17 hours. Two pilots accompany each ship, one for each half of the journey. It's one of the most important maritime routes in the world; an average of 25-30 million tons of shipping pass through it every year during the Pulp era.

Port Said, at the Mediterranean end of the Canal, is a city where goods from all over the world are bought and sold. Before the Great War it was an open city, a rough and potentially dangerous place. Afterwards it was cleaned up; now it's a nicer, safer place where one may take women and children.

ETHIOPIA (ABYSSINIA)

Government:	Empire
Ruler:	Emperor Haile Selassie
Capital:	Addis Ababa
Population:	10,000,000
Language(s):	Amharic
Currency:	Maria Theresa dollars imported from Austria
Resources:	Agriculture, tobacco, cattle, hides
Religion(s):	Coptic Christianity
Military:	N/A

Ethiopia — sometimes still known by its older name, Abyssinia — is the only truly independent nation in Africa, beholden to no colonial power. Unfortunately, its independence came to an end beginning in October 1935, when Italy launched an invasion. The brave Ethiopians attempted to fend off the much better armed and equipped Italian military, but by May 1936 the conquest was complete.

EMPEROR HAILE SELASSIE

The ruler of Ethiopia until the Italian victory is Emperor Haile Selassie, the "Lion of Judah," who claims descent from Menelek, son of King Solomon and Queen Sheba. (He's also known by his pre-coronation name, Ras [Chief] Tafari Makonnen.) Formerly regent to Empress Zauditu, he's a short (5'4"), handsome man who conducts himself with a dignity, pride, and tranquility that impresses all who meet him. He received some Western education from his tutor (including learning French), impressed Europe with a well-publicized 1924 tour, and attracted many Western representatives to his 1930 coronation. He rules with unquestioned power, keeping control of even minor decisions. When the fall of his government became inevitable, he fled the country, eventually taking up residence in exile in Great Britain.

ADDIS ABABA

Ethiopia's capital, Addis Ababa, is a small city of about 70,000 people. Located in the uplands near Mount Entoto, it's a ramshackle shantytown that mixes corrugated iron-roofed buildings with brown, conical *tukuls* (thatched huts). The streets are mostly unpaved, and all of them are crowded with camels, debtors chained to their creditors, mule trains, packs of dogs, beggars, mule caravans, herds of sheep, and loungers. The traffic police (distinctive in pith helmets, blue tunics, white knee breeches, and khaki puttees) can't even keep things moving in an orderly fashion despite liberal use of their hippopotamus-hide whips. Few buildings (not even the Imperial Hotel), have running water, and electricity's only slightly more common (and erratic). The lack of a sewer system means people simply throw garbage and waste into the street, where wild animals and beggars pick over it. The Great Gebbi, the traditional palace, sits mostly empty, since the Emperor moved out and built his own, the Little Gebbi.

THE KING'S AFRICAN RIFLES

Characters in British east Africa who need some help from the colonial government to quell native revolts or explore long-lost ruins may get assistance from the King's African Rifles.

Formed in 1902 by the merging of several other colonial regiments, the King's African Rifles (KAR) consists of several battalions of native soldiers (*askaris*) commanded by British officers. KAR soldiers saw action against Mohammed Abdullah (the "Mad Mullah") in Somaliland in the early 1900s, and fought against General Paul Erich von Lettow-Vorbeck's native troops during the Great War.

The most prominent sections of the KAR during the Pulp era are the 5th (Kenya) Battalion and 6th (Tanganyika Territory) Battalion. Other battalions were based in Uganda and Nyasaland. They patrol various parts of the British east African possessions to keep the peace, enforce the law, and protect the citizenry.

BEYOND THE CAPITAL

The rest of Ethiopia is far more primitive; it's mostly a land of tribes ruled by chieftains and overlords (many of whom claim to be of Semitic rather than black descent). Many of the natives are fierce and dangerous. For example, the fierce (and not entirely pacified) Danakil tribesmen have a custom of killing unwary visitors, castrating the corpses, and wearing the testicles as wrist decorations. Slavery and the slave trade remain common, despite allegedly being forbidden in the early Twenties so Ethiopia could join the League of Nations.

Ethiopia has only one railroad: the "Rhino Express," so called because people often transport all kinds of animals on it. It runs from Addis Ababa to Jibuti on the Red Sea coast of French Somaliland. The full trip of 487 miles typically takes three days. However, Galla and Danakil tribesmen are prone to tearing up the rails to make spears and telegraph wires to make jewelry, so the train's often several days late. As if that weren't enough, the crewmembers often stop the train to go hunting when they spot some of Ethiopia's abundant game.

KENYA

Government:	British crown colony and protectorate
Ruler:	Brigadier-General Sir Joseph A. Byrne
Capital:	Nairobi
Population:	3,024,911
Language(s):	English, Swahili
Currency:	British pound, native currencies
Resources:	Agriculture, ranching, rubber, cotton, big game hunting
Religion(s):	Various native faiths, Christianity
Military:	N/A

The most important colony in British East Africa is Kenya. The capital is Nairobi, a city known as a center of the big game hunting trade. Baron Blixen once compared the somewhat ramshackle capital to "a can of anchovies" because of its many corrugated tin roofs. The main port is Mombasa. A railroad connects the two, then runs on past Nairobi to Lake Victoria Nyanza and Uganda.

The northeastern part of Kenya is a large elevated plateau with a climate sometimes said to resemble California's. Not only does this make it healthier than most places in Africa for Europeans, it also makes possible the cultivation of rubber and cotton. By law, only whites can settle there; settlers from India, the Near East, and Asia must remain in the lowlands.

THE MUTHAIGA CLUB

The center of social life in Nairobi, and thus Kenya, is the Muthaiga Club, founded in 1913 by Barkley Cole. Painted a distinctive shade of pink, it includes a hotel, a garden, a racetrack, a ballroom, a lavish bar, and many other amenities. Sometimes called "the Moulin Rouge of Africa," it's got a reputa-

tion that anything goes within its walls. Rumors say all sorts of behavior is committed and tolerated there by the club's jaded, dissolute members, and scandal often seems to dog one member or another. Members sometimes use duels to resolve their differences and settle affairs of honor. Many of the Club's members are well-known not just in Africa but the world; aviatrix Beryl Markham held both her weddings there, and it was at the Muthaiga that Karen Blixen (Isek Dinesen) met Sir Denys Finch Hatton.

MOROCCO

Government:	French and Spanish protectorate
Ruler:	Sultan Sidi Mohammed; Resident General Auguste Henri Ponsot; Gen. Augustin Gomez Morato
Capital:	Fez; seat of government of the French Zone, Rabat; seat of government of the Spanish Zone, Tetuan
Population:	22,000
Language(s):	Arabic
Currency:	French franc; Spanish peseta
Resources:	Agriculture, textiles, mining
Religion(s):	Islam
Military:	N/A

Located on the northwest coast of Africa, west of Algeria and across the Straits of Gibraltar from Spain, Morocco is a colony controlled mostly by France but partly by Spain. The Spanish portion is the *er Rif*, a hilly region along the Mediterranean coast.

In the early Twenties, Morocco was the scene of a bitter colonial war. Rif tribesmen led by Abdel Krim began fighting against their Spanish overlords, defeating them at the Battle of Anual in July 1921. In September of that year el Krim announced the formation of the Rif Republic, and by late 1924 he forced the Spanish out of Morocco. Not content to let the matter rest there, he made the fatal mistake of entering French Morocco in April 1925. Within little more than a year, French and Spanish forces captured his strongholds, leading to his surrender on May 26, 1926. Since then Morocco has been at peace.

TANGIER

The city of Tangier, a Gibraltar port of 60,000 people, is an "international zone" jointly administered by France, Spain, and Great Britain. In 1926 Spain requested total authority over the city, but was denied. A newly-negotiated accord gives Spain control of the police, and establishes as the city's government a "committee of control" (whose members are eight consular officials) and a 26-person legislature.

Thanks to its neutrality and strategic location, Tangier is a prime location for all sorts of espionage activities (to a lesser extent, so is the Moroccan coastal city of Casablanca, and the interior city of Marrakesh). *Pulp Hero* characters with some connection to the three governing powers, major

Mediterranean nations such as Italy, or any group, people, or organization interested in North Africa might easily get involved in all sorts of adventures and intrigue on Tangier's dusty streets.

FEZ

Fez, the capital of the sultans of Morocco for centuries, is a city built in three distinct sections on a slope. Lowest is Fez El Bali (Fez the Old), where most of the people live. Its often-narrow and crowded streets generally don't have room for vehicle traffic, but there's a carriage road leading from Bab Hadid (the Iron Gate) around the edge of the city to Bou Jeloud, where Fez El Bali abuts Fez Djedid (see below). Many of the streets are devoted to specific trades — perfumers, silk merchants, copersmiths, tailors, and so on — and are often roofed by vine-covered trellises to create shade. Its drab outer buildings often mask luxurious interiors and gardens. It also boasts the Karouline Mosque, said to be the largest in Africa, which is also the seat of Fez Mohammedan University.

A little higher up the slope is Fez Djedid (Fez the New), which mostly consists of the *Mellah*, or Jewish district of the city. It has one main street that ends in an open area, the Place da Commerce; things there are more European, with some cafés and hotels. The Dar El Makhzen, a large palace where the Sultan stays on his yearly visits, is in this part of the city. Slightly further up the hill is La Ville Nouvelle, a French-style community created since the occupation. About 9,600 Westerners live in Fez, most of them here.

Running through the city as a whole is the River Fez, a small but tumultuous watercourse. Some of the bridges over it are so covered with shops and merchants that a person on the street might not even know he's walking on a bridge!

Thanks to the many roads and railroads the French have built in Morocco, getting to Fez is relatively easy. Railroad lines connect it to Tangier, Algiers, and Tunis.

THE INTERIOR

The interior of Morocco is a dangerous place, where rebels still lurk in their strongholds in the Atlas Mountains, bandits still attack travelers, and Berber chieftains rule without acknowledging French control very often (if at all). Old French and Spanish forts, many still in use, dot the landscape, and visitors who travel beyond their walls usually must go in caravans or with a military escort — otherwise, tribesmen may rob or kill them.

The most common route into the countryside is the *Route Imperiale*, which runs from Meknes (a town west of Fez) through the Middle Atlas via the valleys of the Muluya and Sis rivers to the Oasis of Tafilelt. Along the way it passes through many villages and fortresses where travelers can stop to rest.

RHODESIA

Government:	British crown colony
Ruler:	Governor Sir Cecil H. Rodwell; Premier G.M. Huggins
Capital:	Salisbury
Population:	2,500,000
Language(s):	English, various native languages
Currency:	British pound
Resources:	Agriculture, mining
Religion(s):	Christianity, various native faiths
Military:	N/A

The crown colony of Rhodesia, in southern Africa, consists of two parts: Southern Rhodesia, the area between the Zambezi and Limpopo Rivers traditionally known as Matabeleland for its native inhabitants; and Northern Rhodesia, the area north of the Zambezi which is wedged in between Angola, the Belgian Congo, and Mozambique. Together the two are nearly as large as the United States east of the Mississippi River and south of Pennsylvania.

The two Rhodesias were first settled by Europeans in 1890, when Cecil Rhodes and his British South Africa Company led an "Occupation Column" of settlers into Matabeleland. In 1923-24 the BSAC's ownership of the area ended and it became a crown colony. The colonial government rules through a modified system of adherence to the traditional control of the tribal chieftains, though it has divided the land into areas for settlers and natives. Of the total population, only about 61,000 are Europeans.

Rhodesia is a rich colony. The climate is more temperate and healthful for Westerners than many places in Africa. The soil is rich, allowing farmers to grow corn, wheat, fruit, tobacco, and many other crops. It also possesses vast mineral wealth, including deposits of gold, copper, lead, zinc, coal, asbestos, and chrome; mining is one of the chief industries.

GREAT ZIMBABWE

In Southern Rhodesia, not far from the town of Morgenster, is a spectacular ruin known as Great Zimbabwe. As of the Pulp era, its precise origin and history remains mostly a mystery. Many authorities have speculated that it must have been built by Arabs or Hebrews; some even believe it to have been the Sheba or Ophir of the Bible. However, excavations conducted by Gertrude Caton-Thompson in the 1928-32 period established that the site is of African origin and less than a millennia old.

The Portuguese explorers who discovered Great Zimbabwe found gold jewelry and objects there. Perhaps other treasures lie in secret vaults, just waiting for your *Pulp Hero* characters to uncover them!

For Pulp adventurers not interested in Great Zimbabwe, there are other intriguing sites in the Rhodesias. For example, the Khami ruins cover almost two square miles near the town of Bulawayo; no one knows who built them, or why.

SOUTH AFRICAN ADVENTURE

Besides the story potential in gold and diamond mining, South Africa has much to offer *Pulp Hero* adventurers.

The city of Port Elizabeth is famed for its Snake Park, which has 2,000 or more reptilian residents at any given time. Included among its population are some of the world's deadliest serpents, such as cobras and the black mamba. The keepers of the park often milk the snakes for venom that's used in various antivenins and medicines.

Legends say that decades ago, a Hottentot guide named "Eva" tricked the Boers with stories of a trans-Drakenstein civilization of light-skinned people who possessed vast hoards of gold, gems, and pearls. The eager Dutchmen never found it, of course... but who's to say your *Pulp* heroes might not track it down in some forgotten part of the country?

In the Zwartbergen (Black Mountain) range, characters can explore the Cango caves — long series of stalactite-filled caverns renowned for their beauty. Perhaps they lead to a long-lost underground city, or even a hollow earth!

VICTORIA FALLS

On the Zambezi River near the western border of Rhodesia stands one of the world's most spectacular natural sites: Victoria Falls. Roughly a mile wide and 420 feet (65") high (two and a half times as tall as Niagara Falls), they're known to the natives as *Mosi-oa-Tunya*, "the Smoke that Thunders." The roar of the falling water can be heard 10 miles away, and the mists created by the Falls rise a mile into the air and can be seen 40 miles away.

THE UNION OF SOUTH AFRICA

Government:	Parliamentary democracy; dominion of the British Empire
Ruler:	Governor-General the Earl of Clarendon; Premier Gen. J.B.M. Hertzog; High Commissioner for South Africa Sir Herbert Stanley
Capitals:	Cape Town (legislative); Pretoria (administrative)
Population:	8,250,000
Language(s):	Afrikaans, English, Dutch
Currency:	Pound
Resources:	Agriculture, livestock, mining
Religion(s):	Christianity; various native faiths
Military:	1,510

The Union of South Africa is a confederation of several provinces: Cape Province (or Cape of Good Hope); Natal; the Orange Free State; and the Transvaal. (South West Africa, a former German colony that's now a British mandate, is also administered together with South Africa.) It has a system of government modeled after Great Britain's, with a Parliament (the House of Assembly and the Senate) that chooses a prime minister (Premier).

South Africa was originally settled largely by the Dutch, who founded Cape Colony but ceded it to Britain in 1814. Later, Dutch Boers founded settlements in Natal (formerly part of the great Zulu kingdom of the chieftain Shaka), and emigrated northward from British territories to establish colonies in the Orange Free State and the Transvaal (which they had to wrest from the natives by force). When gold was discovered in the new territories, tensions arose between the Dutch Boers and the British government, leading to the Boer War (1899-1902). Initial Boer successes evaporated with the arrival of British reinforcements in 1900, and after two more years of bitter fighting a peace treaty was signed recognizing British sovereignty.

While South Africans raise crops and breed livestock, the industry for which the nation is best known is diamond and gold mining. Mines out-putting millions of carats' worth of diamonds are being worked in the Thirties... and no doubt offer plenty of temptation to villains and crooks that *Pulp Hero* adventurers must defeat! While no diamond has yet been discovered to equal the Cullinan of 1905 (3,204.75 carats), large stones still await discovery. In 1934, a man named J.J. Jonker found a 726-carat diamond (the size of a hen's egg), which he sold for ^61,000.

Besides its two capitals, Cape Town and Pretoria, the Union has many other notable cities, including Johannesburg, Durban, Port Elizabeth, East London, and Bloemfontein. Compared to the rest of sub-Saharan Africa, it's a well-settled, Europeanized place. Nearly two million people, or almost one-fourth of the population, are white.

THE NEAR EAST

The Near East, the cradle of civilization, is a region of mostly deserts and wastelands. Despite this, it's heavily populated in many places. Tensions between tribes and peoples, and between adherents of Islam, Judaism, and Christianity, often leads to strife and turmoil. Between the countless ruins of great civilizations, the exotic peoples, and the warring tribes, there's plenty to keep a *Pulp Hero* adventurer occupied.

THE BEDOUIN

Many of the inhabitants of the Near East are *Bedouins*, members of a nomadic (sometimes semi-nomadic) race that most people mean when they refer to "Arabs." They have a well-deserved reputation for violence and ruthlessness. One of their favorite "games" is *ghrazzu*, the raiding of other tribes to steal livestock and women, and acts of banditry against caravans and travelers are common in some places. However, they're not fools; they understand their limits. For example, they might rob *farengi* (Europeans, foreigners), but most of them would never kill one, particularly when they're close to outposts or cities — they realize that would bring down on them the wrath of the great powers, which they cannot withstand. A traveler who knows the proper route to take, or who has the assistance of a Bedouin friend, is usually safe.

The typical Bedouin male garb is the *abba*, a cloak of black or white, worn over the *gumbaz* (under-robe). On his head he wears the *kafieh*, or headcloth, wrapped with an *agal* (head coil); the *agal* is sometimes made of fine materials to denote wealth or status. Bedouin women wear black robes that cover them from head to toe, though they do not go veiled.

Desert Hospitality

While Bedouins may be dangerous opponents out in the desert, they can also be among the most friendly people an adventurer could encounter. Among them, the laws of hospitality are sacrosanct. One who is *dhaif* (a guest protected by the laws of Arab sanctuary) is *dackhile* (safe from attack) from all Bedouins (or at least those who acknowledge the power of the person with whom the potential victim claims friendship). If a Bedouin harms a protected person, counterattacks by or a blood feud with the victim's protector will result. Furthermore, one who is *dackhile* enjoys the respect and courtesy of the tribe. They do not inquire after his personal affairs or circumstances, nor ask questions that might embarrass him.

Even if a person hasn't been accepted as *dhaif*, Arabian hospitality dictates that anyone who comes in peace may demand shelter at any tent.

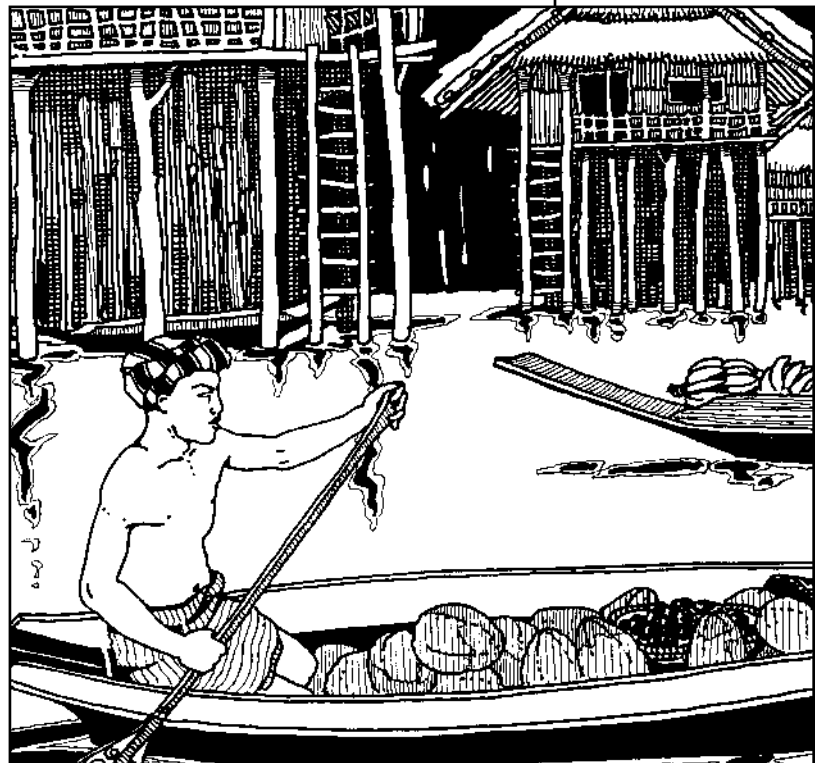
Arabian Honor

The Bedouin subscribe to a code of honor (which Bedouin characters, or those who "go native" among them, can take as a Psychological Limitation, *Arabian Honor*). They revere generosity, and expect it of their leaders. They respect honesty and wisdom, and while prone to exaggeration in storytelling often tell the truth even if it's to their harm. In battle they give quarter freely if asked, treat prisoners with dignity until they are returned to their tribes for ransom, and do not attack warriors who have fallen from their mounts (unless those warriors attack first). If a feud occurs, the participants cannot attack from surprise; only "clean" fighting is allowed. If a man comes to them in pursuit of another person, and asks about that person, they may not lie or refuse to tell what they know. And they have a deep and abiding hatred of the Jews, and kill any of them they can.

Dervishes

Bedouins are Moslems, though the level and nature of their devotion varies. Some, like the Wahabi of Saudi Arabia, are harsh fundamentalists; others, like the northern Bedouin, are more easygoing, though just as pious in their own way.

One group of Moslems that may attract the special attention of Pulp adventurers is the *Dervishes*, a term applied to over 30 mystic sects (in



THE YEZIDEES

Still stranger peoples and sects than the Dervishes exist in the Near East. One such is the *Yezidees*, a group feared by Moslems and Christians alike, for they worship the Devil (*Shaitan*). Many eerie and disturbing tales are told of their customs and rituals, and their priests supposedly possess great magical power. Their holy city, Sheik-Adi in North Arabia, can only be reached by a determined traveler, for no roads go to it.

In truth, the Yezidees are as hospitable and trustworthy as other Arabs, provided one does not violate their taboos. First, one must not wear blue clothing or carry blue objects, since under Moslem belief blue helps to protect against Shaitan. Second, one must not name Shaitan, nor use words that sound like his name. To make sure they obey this stricture of the *Khitab al Aswad* (the Black Book, their holy writ), they worship him under the name Melek Taos in the form of a brass peacock. Third, fire is sacred and must be respected (for example, they do not step on matches to extinguish them).

much the same way as Christians use the term “monk” for the members of many different religious orders). These sects vary. Some include ascetics who deny and even torture their own bodies; others do not. The Melewi (“whirling dervishes”) dance and whirl. The Bektashi swear vows of poverty and live as beggars. The Rufai (“howling dervishes”) burn themselves with red-hot irons and cut themselves with knives. The Sadee consume red-hot coals and bite the heads off venomous snakes. Others are much less unpleasant. But through their practices and rituals they all seek understanding of, and oneness with, Allah.

While occult powers aren't necessarily attributed to all Dervishes, a period of study with a Dervish sect might explain how a *Pulp Hero* character gained psychic powers (or the like). Rather than go all the way to the Far East to spend time in a Tibetan or Chinese temple, he can stop in the Near East and learn the mystic ways of the desert!

AFGHANISTAN

Government:	Kingdom
Ruler:	King Mohammed Zahir Shah
Capital:	Kabul
Population:	6,300,000
Language(s):	Pashto, Farsi
Currency:	N/A
Resources:	Horses, wool, timber, dried fruit, hides
Religion(s):	Islam
Military:	70,000

Afghanistan is a rugged, mountainous, sparsely-settled country west of Iran and north of India. A king (sometimes referred to as an amir) rules, but the laws are the laws of Islam; the mullahs hold great authority and resist change. It's divided into five major provinces — Kabul, Afghan Turkestan, Kandahar, Herat, and Badakshan — and several minor ones. The mountainous northeastern region includes the great Hindu Kush range; trade between India and Turkestan flows through here along winding mountain trails.

The Afghans are a private people who dislike visitors. Afghanistan has no ambassadors, and railroads heading toward it stop at the border. (In fact, there are no railroads or telegraph lines within the country.) They group themselves into tribes made up of clans, or *khels*, and live mostly by herding and a little farming. The tribes constantly quarrel and fight; intermarriage is rare.

Though the primary race in the country are the Afghanis (Pathans), and the primary languages Pashto and Farsi, Afghanistan is actually a crazy-quilt of peoples and tongues. Over half the people aren't Pathan; they include Tadjiks, Uzbegs, Turkomans, and Hazarachs.

Afghanistan in effect serves as a buffer between the Soviet Union and Great Britain in west Asia. The “great game” of espionage between the two of them may play itself out among the mountains and hills of this wild country... perhaps with your PCs taking a part!

THE KHYBER PASS

The great Khyber Pass, which the British control and have fortified, leads from the Northwest Frontier of India into Afghanistan — but still doesn't breach Afghan isolation. The Afghans only allow caravans and travelers to come through on Tuesdays and Fridays (or just Fridays in bad weather). During the morning, caravans only enter; in the afternoon they only leave; after dark the pass is closed. Once a caravan enters the pass, Afghans take over, sending the original drivers home to India.

IRAN (PERSIA)

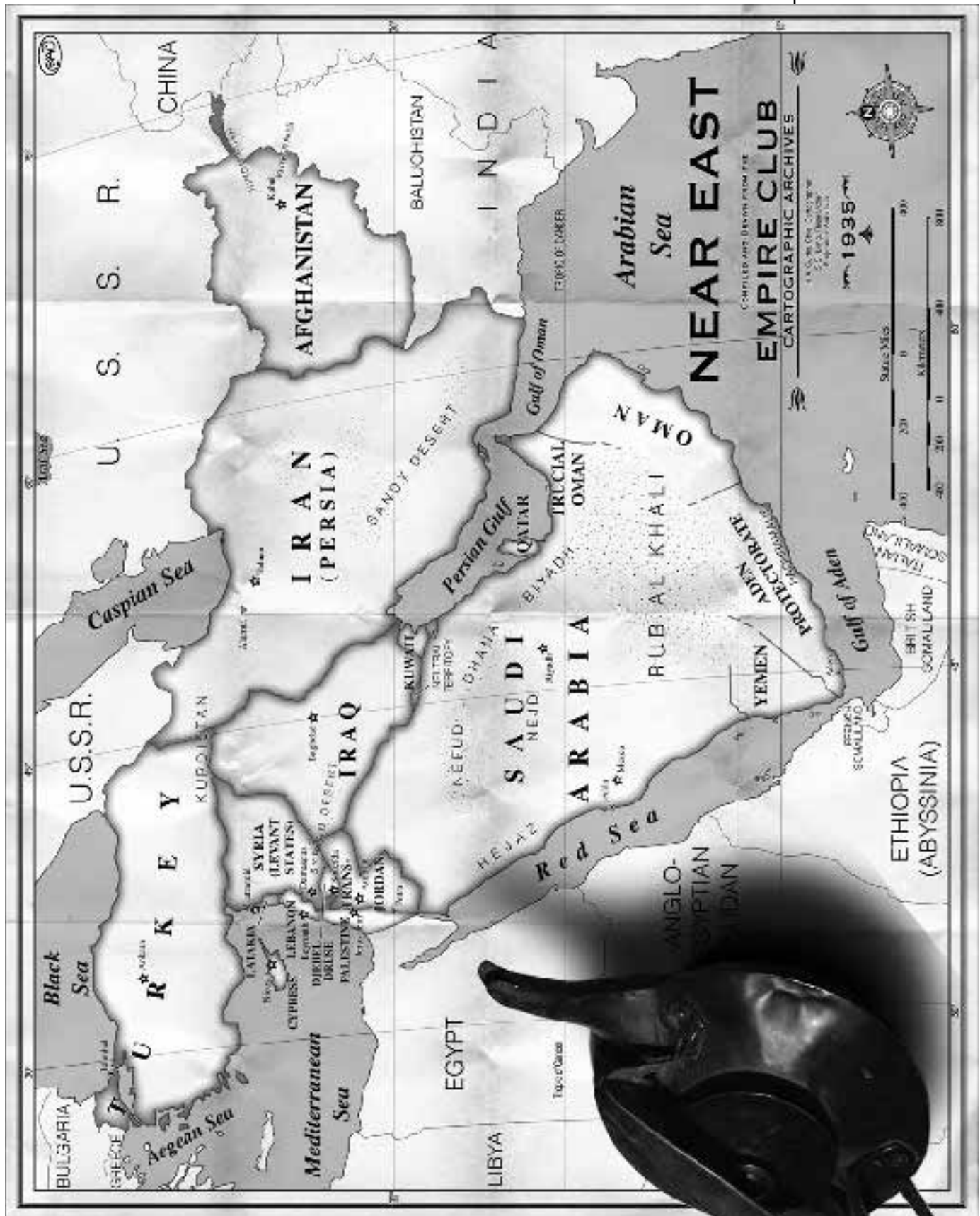
Government:	Kingdom
Ruler:	Shah Mirza Reza Pahlevi
Capital:	Tehran (Teheran)
Population:	9,000,000
Language(s):	Farsi (Persian)
Currency:	Rial
Resources:	Agriculture, oil
Religion(s):	Islam
Military:	N/A

Iran (often known by the name Persia, which it changed on March 22, 1935) is a large kingdom bordering several other nations, including Turkey, the USSR, and India. It's mostly a desert plateau, with some tropical regions in Azerbaijan province and between the Elburz Mountains and Caspian Sea. More than half of it remains uninhabited; some parts have never been explored.

In 1921, rebel General Reza Khan occupied Tehran, the capital of the ruling Qadjar dynasty, and ousted the largely absentee government as the first step in his attempt to take over Persia. It took years of fighting, but by 1924 he established his control over the kingdom, having defeated Shah Khazal of Mohammerah (whom Great Britain supported) and the fierce Bakhtiari tribes of the southwest. In October 1925, he deposed the Qadjar, proclaiming himself shah under the name Mirza Reza Pahlevi. Having weathered a revolt in the southeast, fighting with the Ghashgais and Bakhtiaris, and other difficulties since then, he appears secure on his throne... especially with wealth from Iran's vast oil reserves pouring in.

Even with the oil money, much of Iran remains backward and impoverished. There are few roads or railroads (though by the end of the Thirties that situation has improved somewhat). The Shah and his nobles rule most of the country in a quasi-feudal fashion, but some tribes, such as the Kurds, live semi-independently, and banditry remains a problem (though again, by the late Thirties the Shah has made some progress at quelling the more rebellious tribes and modernizing the government). The vast majority of Iranians are Shi'ite Moslems, giving the clerics great power and influence.

In the mid-Thirties, Iran passed a law requiring that only Farsi be used in signs, food labels, and the like. This may cause characters visiting the land some difficulty.

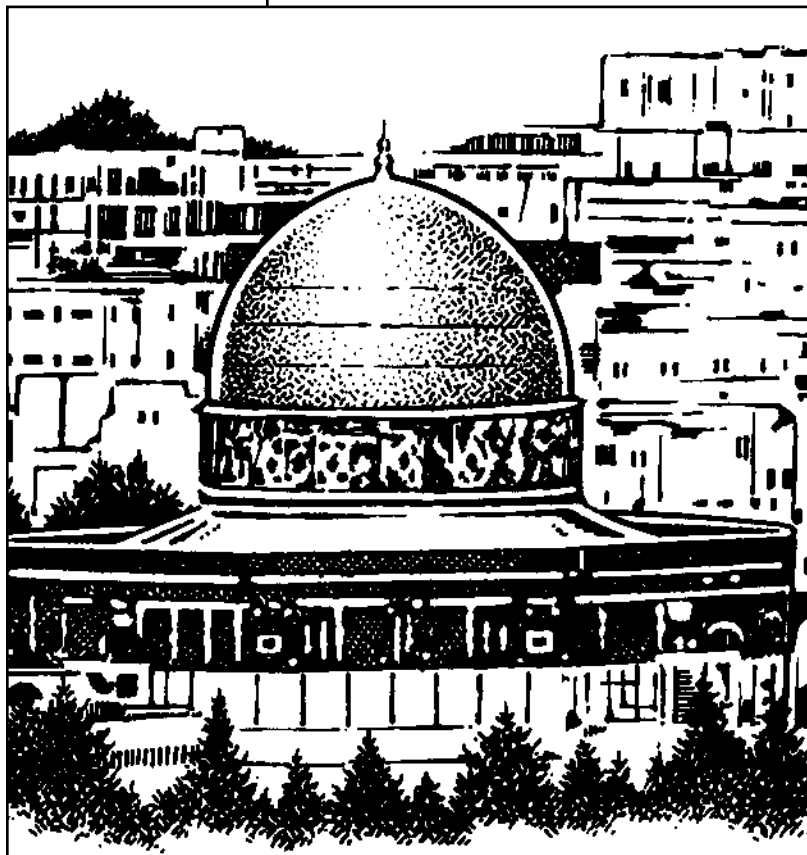


TEHRAN

The capital of Iran is Tehran, a city of 320,000 known as “the Foot of the Throne.” Most travelers reach it via the Caspian port of Baku, a mish-mash of many Caucasian peoples. Tehran itself is a city of wide, shaded avenues bordered by high earthen walls that protect gardens, compounds, houses, and apartment buildings from the noise and bustle of the street. Most buildings have one or two stories, flat roofs, and sometimes projecting balconies. Many are left their natural earthen color, but some are plastered in white or another hue. A few of the better buildings are made of brick.

The northern, newer, part of the city is the most Westernized; it has electricity and some European-style facilities. Foreign visitors and legations usually stay there. The southern part of the city is older, and more reflective of old Persia with its narrow, twisting streets. Its most prominent feature is the bazaar. This shoppers’ paradise occupies a “building” of low, vaulted brick and mud roofs (with regularly-spaced holes to admit some light) that covers many acres. It has more than 25 miles of passageways, thousands of shops, and even some manufacturing areas. Merchants selling different types of commodities group themselves together, and each of them has his own space.

Most people in Tehran live in apartment buildings, but the wealthy have large, airy dwellings. Their mansions and palaces often consist of a *berun* (the abode of the males, which dominates the compound) and *anderun* (the womens’ building, or, more crudely, the harem). Women rarely appear in public; if they do, they wear black robes that cover their entire bodies.

**IRAQ**

Government:	Kingdom
Ruler:	King Ghazi ibn Feisal
Capital:	Baghdad
Population:	3,000,000
Language(s):	Arabic
Currency:	Dinar
Resources:	Agriculture, oil, livestock
Religion(s):	Islam
Military:	20,000

Iraq (also spelled Irak, and sometimes known by its old name of Mesopotamia) was a British mandatory state through 1927. After King Feisal came to the throne in 1921, the British gradually reduced their presence in the country as he showed he could rule properly. Upon his death in 1933, his son Ghazi became king. He held the throne for only six years. He died in an auto accident in 1939, and was succeeded by his son Feisal II; the Iraqi people, believing the British engineered the crash, rioted and stoned the British consul to death.

The climate in Iraq can best be described as uncomfortable, with high temperatures of 49° C (120° F) in the warm seasons but severe frosts in winter, and an average annual rainfall of only about seven inches. Diseases such as malaria, dysentery, bubonic plague, cholera, and typhus are common.

BAGHDAD

The city that was the setting for the tales of the *Arabian Nights* has a romantic image in the minds of Westerners, and in many ways it lives up to it. The native part of the city, on the west bank of the Tigris, is picturesque. The main thoroughfare is a broad, palm tree-lined road. Along most of the streets are coffee houses with divans in front where Arabs sit, sipping coffee and eating. The domes and minarets of mosques can be seen everywhere. But on the other side of the river, the British and Iraqis have built a more modern city, with simple frame buildings (often with false fronts), billboards, and signs in English and French.

PALESTINE

Government:	British mandate
Ruler:	High Commissioner Lt. Gen. A.G. Wauchope
Capital:	Jerusalem
Population:	1,100,000
Language(s):	Arabic, Hebrew
Currency:	Pound
Resources:	Agriculture
Religion(s):	Islam, Judaism
Military:	N/A

One of the world’s holiest lands, Palestine is also one of its most torn, conflicted, and violence-prone. A British mandate since September 11, 1922, it’s been wracked by fighting between Palestinian Arabs (the majority) and Jews (a minority), both of whom claim the land as theirs. In addition to fighting each other, both fight the British — the Arabs

because Great Britain lets Jews immigrate and gives them access to the Wailing Wall; the Jews because the British won't expel the Arabs and give the Holy Land to them.

Palestine's history during the Pulp era is mostly a series of revolts, bombings, and other fighting between Jew and Arab, as detailed in the timeline in Chapter Two. By 1937 the situation worsened to the point where Great Britain considered the Peel plan for partitioning Palestine between the two races. Both the Arabs and the Jews reacted violently to this suggestion, and by 1938 Great Britain declared that partitioning was unfeasible. Fighting, ambushes, sniping, terrorism, and other forms of unrest between the two people continued unabated.

JERUSALEM

A holy city for three of the world's great religions, Jerusalem is the scene of some of the worst fighting in Palestine (including a virtual siege of the city by Arabs in October 1938), as well as many of the bombings and other terrorist attacks. But it's also home to countless sites of deep religious significance for many religions, such as the Dome of the Rock and the Wailing Wall. Thus, despite the uncertain state of affairs and possible danger, many people visit Jerusalem each year. *Pulp Hero* characters might go there for reasons other than religious pilgrimage, though — such as finding out if the rumor that Solomon's treasures and the Ark of the Covenant are hidden below the Dome of the Rock are true....

TEL AVIV

The Holy Land's newest city is also its only wholly Jewish city. Founded in 1909 by David Ben Gurion and other prominent Jews as a "suburb" of Jaffa, it gained its own central business district in the early Twenties after unrest between Jews and Arabs in Jaffa caused many Jews to flee that city for Tel Aviv. It soon attracted thousands of Jewish immigrants, and by the mid-Thirties has a population approaching 100,000. It features many modern amenities: cinemas; nightclubs; factories; art galleries.

THE TRANSJORDAN

Separated from Palestine by the Jordan River and Wadi el-Araba, the Transjordan is an Arab state administered by Great Britain as part of the Palestine Mandate, even though it's separate from Palestine itself. Its population of approximately 300,000 are mostly nomadic Arabs. Their leader, Amir Abdullah, rules from the busy capital of Amman, which features a palace and many other new buildings constructed by the British (including an aerodrome).

The Arab Legion

Formed in 1921, the Arab Legion is the police force/army of the Transjordan. Its primary purposes are to maintain the peace among the various tribes of the region, pursue and capture renegades and lawbreakers, and keep the Jerusalem-Amman road safe for travelers. In 1939 John Bagot Glubb, later known as Glubb Pasha, became the commander of the Legion and developed it into a highly disciplined, well-trained army.

TEGART'S WALL

In an effort to stem gunrunning, raiding, and banditry from Syria and the Transjordan into Palestine, in 1938 the British built Tegar's Wall, a 50-mile long barricade named for the officer who conceived it. Consisting of two (or sometimes three) parallel barbed-wire fences, with more barbed wire in the space between them, it was patrolled from police posts along the frontier road, and monitored from pillboxes placed in strategic locations. Generally speaking it was a dismal failure; Arab raiders simply cut through it (or even steamrollered over it), and sometimes stole wire from it.

SAUDI ARABIA

Government:	Kingdom
Ruler:	King Abdul-Aziz Ibn Saud
Capitals:	Mecca and Riyadh
Population:	13,000,000
Language(s):	Arabic
Currency:	Piatre miri
Resources:	Oil (see text), hides, coffee
Religion(s):	Islam
Military:	45,000

Often referred to simply as Arabia, the kingdom of Saudi Arabia was formed over the course of the Twenties by Abdul-Aziz Ibn Saud, a leader and warlord of the fundamentalist Wahabi sect of Islam. In October 1924 he began a holy war against Hejaz (a kingdom on the Red Sea coast) when its king, Hussein, proclaimed himself Caliph of Islam. His attacks forced Hussein to abdicate, and by December Ibn Saud had occupied Medina. Within about a year he'd also gained control of the Nejd (the northern part of the Arabian Peninsula).

Ibn Saud's wars were not done. In 1926, the principality of Asir (a realm south of the Hejaz) accepted Ibn Saud's rule. In March 1928 his threats to the Transjordan and Iraq caused Great Britain to mobilize its colonial troops. After renaming his kingdom Saudi Arabia in 1932, he put down a brief uprising in the Asir, formally conquering it. This did not sit well with the Imamate of Yemen (the southernmost Red Sea realm in Arabia), which invaded Asir in 1933. In May 1934 Ibn Saud attacked Yemen using modern weapons. A month later a peace treaty was signed that nominally maintained Yemen's independence, but in reality gave control of it to Ibn Saud's son Feisal, thus making it part of Saudi Arabia. Saudi Arabia also exerts great influence over the Sultanate of Kuwait, the Sultanate of Oman, the Bahrain islands, the Hadhramaut (a region in southern Arabia controlled by various sultans and tribes, and often plagued by fighting and banditry), and the Trucial States (six minor principalities along the "Pirate Coast" of the Persian Gulf and Gulf of Oman, so called because they have signed truces with Great Britain designed to curb piracy and slavery).

Most of Saudi Arabia is desert, though there are oases here and there and some of the coastal regions are quite fertile. The worst part of the land

PETRA

In the southwestern Transjordan, not far from the Wadi el-Araba, there's an area of deep gorges and towering rocks. In this place the ancient Nabataeans built their capital city, Petra. Well-defended and with its own water supply, it was a major trading center in Biblical times. But what most impresses visitors today are the buildings, some of which — including the magnificent "Treasury" and the "Monastery" — are carved out of the solid rock of the gorge face. There are also many rock-cut tombs in the shape of towers.

The ruins of Petra were largely unknown in modern times until the archaeologists Brünnow and Domszewscki published *Die Provincia Arabia* in 1904. Their book provided a detailed survey and description of the area. *Pulp Hero* adventurers seeking adventure in the Near East might want to follow up on their work in the hopes of finding long-lost artifacts or treasures.

NAIRN TRANSPORT

Characters who need to cross the northern Arabian desert but don't want to resort to camels may find themselves riding on the renowned Nairn Transport Company bus route.

Begun by the Nairn brothers in 1919 as a taxi service between Beyrouth and Haifa, Nairn Transport overcame various logistical challenges and soon expanded, adding a route to Damascus. In 1923, with the permission of French and British authorities and the encouragement of a Bedouin sheik who wanted to transport goods more quickly and safely, it opened a Damascus to Baghdad route. This helped to cut the time to transport mail from India to Great Britain from six weeks to about ten days.

Nairn Transport became so popular it replaced its touring cars with 16-passenger Safeway buses (and later upgraded to even larger, more comfortable models). Despite occasional trouble from camel-mounted bandits and rebellious desert tribes, Nairn Transport prospered. By the mid-Thirties, with oil attracting more Westerners than ever to the region, the company had a large fleet of vehicles running on many routes.

The price of a Nairn ride depends on the route taken and the quality of the coach, but usually isn't cheap. William Seabrook reports prices as high as \$125 in the late Twenties.

is the *Rub' al Khali* (the Great Southern Desert or "Empty Quarter"), a totally barren region. It was first crossed by a Westerner (Bertram Thomas) in 1930-31, but Westerners and non-Moslems aren't welcome in many parts of the country. The holy city of Mecca is barred to them entirely, and the political capital of Riyadh tolerates only a few of them. Even landing at the port of Jeddah requires special permission, and those who do land suffer restrictions on where they can go and what they can do (the city's entire "foreign quarter" consists of only a couple dozen people).

Oil is Saudi Arabia's most important resource in the late Thirties. However, major petroleum discoveries aren't made until March 1938, so for most of the Pulp era Arabia enjoys little in the way of oil revenue.

IBN SAUD

The conqueror and ruler of Saudi Arabia, Abdul-Aziz Ibn Saud, is a powerful and imposing man. Standing 6'6" tall and weighing 220 pounds of muscle and flesh hardened by desert living, he intimidates even most Westerners. A devout Moslem, he's been married 160 times (always taking care to have no more than three wives, so if necessary he can marry again, then divorce one of his existing wives to free himself for a future marriage). As of 1935 he has nearly thirty surviving sons (some of whom serve him as emirs of the provinces of Saudi Arabia). He sleeps only five hours a day, and spends most of his waking time overseeing the details of his kingdom.

ADEN

An' 'umped above the sea appears
Old Aden, like a barrick-stove
That no one's lit for years an' years!
—Rudyard Kipling, "For To Admire"

At the southwestern tip of the Arabian Peninsula sits the city of Aden, the most important port of Arabia. Built on the rocky promontory formed by an extinct volcano called Jebel Shamshan, it's sometimes known as the "Gibraltar of the East." It, the lands surrounding it, and a strip of land running hundreds of miles up the Arabian Sea coast are protectorates of Great Britain. Since it's a free port, and a major commercial shipping center and coaling station, it's likely the route by which *Pulp Hero* characters looking to enter Arabia begin their journey.

Life in Aden is hot, dusty, and dry, getting only about three inches of rainfall a year. The only sources of water are the Aden Tanks (a chain of reservoirs dating to about 600 AD, partly restored in 1856 by the British) and water boiled down from seawater (delivered to houses and businesses each day by vendors driving special camel carts).

A British-Indian garrison protects the 51,000 inhabitants of the city. Beyond its influence, the traveler must fend for himself; Bedouin raiders often ambush people, killing them and taking whatever they possess. The local Arab chieftains sometimes grant protection, but one needs a letter of introduction to approach them to ask for it.

SYRIA

Government:	French mandate
Ruler:	High Commissioner Damien, Count de Martel
Capital:	Beyrouth (Beirut)
Population:	2,700,000
Language(s):	Arabic, French
Currency:	Syrian pound
Resources:	Agriculture, cotton, tobacco
Religion(s):	Islam, Druse Christianity
Military:	N/A

Syria (sometimes known as the Levant States) encompasses the modern nations of Syria and Lebanon, as well as the regions of Latakia and the Jebel Druse, and the Sanjak of Alexandretta which is financially autonomous (and which, in 1939, is transferred to Turkey). A French mandate, it's a mostly desert region whose inhabitants are Arabs and Druse Christians (see below).

Political conditions in Syria during the Twenties were tumultuous. In March 1920 the Syrians proclaimed their independence. But since the League of Nations had granted France the mandate over the region, French troops took over Damascus a few months later, forcing King Feisal to flee. A few years later, in 1925, the Druse Christians of the south revolted against the French. The fighting lasted for year, during which the Druse scored some victories and the French used artillery on Damascus, before the rebellion was stopped. Since the Twenties, Syria has remained at an uneasy peace with itself.

BEYROUTH

Also spelled Beyrouth and Beirut, this city on the Mediterranean coast is the administrative capital of the Syrian mandate and the capital of the Republic of Lebanon. It has a population of 135,000 and is a bustling seaport where ships from all over the Mediterranean and the world dock. It's a cosmopolitan city where Moslem and Christian, European and Arab, mingle freely. It's also known for its places of learning, including the American University.

DAMASCUS

The capital of Syria proper is the ancient city of Damascus (*Esh Sham*), said to be the oldest continuously-inhabited city in the world with a history stretching back four millennia. It occupies a fertile plain along the Barada River at the edge of the Syrian desert, and is considered by Arabs one of the most beautiful cities in the world. Up close it seems grimy and dingy, with crooked, narrow streets, but many of its drab buildings conceal lavishly-decorated courtyards and interiors.

Damascus is a major trading center. Business goes on day and night in the *khans* (walled caravan compounds) and bazaars, where nearly anything one might wish to buy can be found if one looks long enough. The largest and busiest of the bazaars is the "Street Called Straight," a roofed "roadway" a mile and a half long. Damascene merchants and craftsmen are particularly known for their metal-working, silk, spices, and cotton goods.

THE DRUSE

The Druses of southern Syria are a sect of Christians. A proud, fierce people, they hold themselves aloof and do not truly accept the French rule. They even sentence to death any Druse woman who marries outside her people. Their “capital” is Souieda (Es Suweida) in the Jebel Druse region.

The Druse divide their men into two classes, *akils* (elders) and *jahils* (warriors). The two groups have different customs and rarely spend much time together outside family. The warriors fight the Druse’s many battles, while the elders lead the people. Any man may become an *akil* at age 26 or older, if he passes the series of tests set to any candidate and can abide by the vows and restrictions that bind elders.

Stories told about the Druse claim they worship a golden calf, practice black magic, and have other abominable customs. While some of the men are considered sorcerers (for many Druse are superstitious), for the most part these rumors are lies or gross exaggerations of innocent traditions.

TURKEY

Government:	Democratic republic
Ruler:	President Mustafa Kemal
Capital:	Ankara
Population:	14,000,000
Language(s):	Turkish
Currency:	Piaster
Resources:	Agriculture, cotton, tobacco, textiles
Religion(s):	Islam
Military:	133,000

Turkey is a land in the midst of transition during the Pulp era. A country of devout Moslems, it was the heart of the Ottoman Empire just a few years ago. Today it’s a secular democratic republic under the leadership of its inspiring transformer, Mustafa Kemal.

In the early Twenties, Turkey was a war-torn land. Fighting with the Greeks, the Armenians, and the British led to thousands of deaths. In July, 1923, the Turks, Greeks, and several European nations signed the Treaty of Lausanne. It made peace between Turkey and Greece and settled border disputes between the various countries that had received parts of the territory of the dismantled Ottoman Empire.

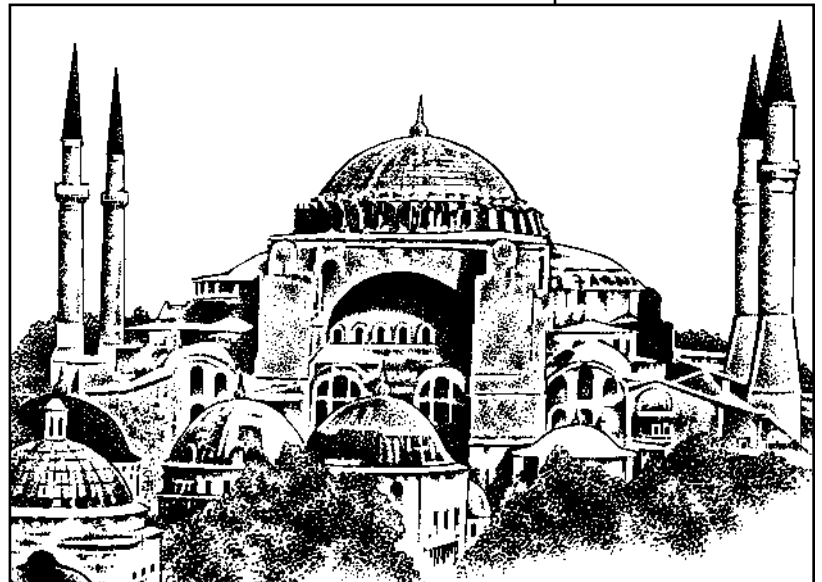
In October 1923, Turkey formed a new republic, naming Mustafa Kemal, a brilliant soldier and gifted politician, as president. A man of vision and wisdom, Kemal recognized that the old religious, social, and political customs were holding Turkey back, so he began programs to replace them with more Western ones. Under his rule, Turkey adopted the Gregorian calendar, civil marriage and divorce (along with other civil legal codes, mostly borrowed from various European nations almost verbatim), the 24-hour clock, suffrage based on a literacy test, women’s right to vote and hold office, the metric system, Western modes of dress (including no

longer requiring women to wear veils in public), and Latin script with a slightly altered alphabet (to make it easier to teach writing). In April 1928 Turkey changed its constitution to remove Islam as its official state religion. But not all Western ways were deemed appropriate; in March 1930 the Turkish names of Istanbul and Ankara were substituted for Constantinople and Angora, respectively; many other city names were also changed. Kemal remained president until his death in 1938. In honor of his accomplishments, in 1934 his countrymen bestowed upon him the title *Ataturk* (“Father of the Turks”).

ISTANBUL

Although Ankara is Turkey’s capital, its most important city is Istanbul, which bridges Europe and Asia and is sometimes known by its older names of Constantinople or Stamboul. The latter name also applies to the oldest section of the city, its Moslem quarter south of the Golden Horn on the European side. Across the Golden Horn are Pera and Galata, the two foreign quarters (and, in the case of Galata, the business district) — some people claim the American “colony” here is the largest between Rome and Manila. The famed Galata Bridge crosses the famous Golden Horn harbor to connect Galata and Stamboul; it has the reputation that someone from every nationality cross it every hour. The third section of the city, Scutari, lies on the Asian side of the Bosphorus; ferries cross the water between it and the European parts of the city all day long.

Whatever one desires, from a cup of strong Turkish coffee to stolen artifacts, can be found for sale among Istanbul’s markets and shops. Pera’s bazaar occupies the middle of Step Street (which



leads up from Galata). The Manchester Market in Stamboul is even larger (it sells many cotton goods from England) — some estimates say it does \$5,000,000 in business every day. However, the bazaar between Stamboul's second and third hills is the biggest and most famous in the city. Its enormous arched-roof stone building has a hundred entrances and houses 4,000 shops amid the columns, squares, and fountains. If your Pulp adventurers don't care to shop for rugs or silks, other Istanbul attractions include the Hagia Sophia (a famed church, now a museum), many other ornate mosques, and the Topkapi Palace (once the seat of sultans, now also a museum).

During the Thirties, Istanbul is a bustling city filled with the sounds of carpenters and masons at work. Under the republican government, a construction program focused primarily on creating houses for families (Istanbul has suffered a shortage of housing for decades, in part because fires often devastate parts of the city) keeps builders busy.

KURDISTAN

"Kurdistan" is the name given to a large swath of Near Eastern land inhabited by an Indo-Iranian people known as Kurds who are believed to have descended from the Medes. It includes large sections of eastern Turkey, northern Iraq, and western Iran, in addition to small portions of Syria and the USSR. For many years the Kurds have sought independence, to no avail. After the Great War the Kurds of eastern Turkey declared the nation of Kurdistan there, and the 1920 Treaty of Sèvres acknowledged it, but the Treaty of Lausanne didn't recognize their claims. In February 1925, the Kurds revolted against Turkey, but the Turkish govern-

THE HASHISHIM

From the eleventh to the fourteenth century, the Arab lands were terrorized by a group of trained killers known as the *Hashishim* (or Hashshashin, meaning "hashish-eaters"; they called themselves *fedayeen*, or "one who is ready to sacrifice his life for the cause"). The Hashishim were a mystic secret sect of assassins founded in 1090 by Hasan-i-Sabbah, the "Old Man of the Mountain," who established the group's stronghold at Alamut. (In fact, some people believe the word "assassin" derives from "Hashishim.")

Organized into a strict hierarchy based on their degree of initiation into the cult, the Hashishim were fanatics who followed orders without question and planned their killings meticulously. While they strove not to kill anyone other than their intended target, they were so efficient at murder that they inspired terror throughout the Moslem world. (They rarely attacked non-Moslems.) They often approached their target in disguise with hidden weapons, then after attacking and killing him allowed themselves to be slain by their enemies. Tales told of them claim they possessed amazing powers of stealth and a host of killing skills.

Although the Mongol warlord Hulagu Khan supposedly destroyed the Hashishim, legends and conspiracy theories have claimed ever since that the sect still exists... and still commits assassinations. *Pulp Hero* characters adventuring in the Near East just might have the opportunity to find out if that's true!

ment quashed the rebellion. They rose up again in the summer of 1930, but with the help of Persia Turkey again put an end to their dreams. The region remains a volatile one; the Kurds still hope to find a way to create a land for their people.

SOUTH ASIA

The southern part of Asia is, like Africa, almost entirely colonized by the European powers. A region of hundreds of millions of people, dozens of languages, several major religions, and a dizzying array of cultures and customs, it's got something of interest for any *Pulp Hero* adventurer.

BRITISH MALAYA

Government:	British colony/protectorate
Ruler:	Sir Cecil Clementi (Governor of Singapore, High Commissioner of the Federated Malay States, Unfederated Malay States, and Brunei, and British Agent for North Borneo and Sarawak)
Capital:	Singapore
Population:	5,200,000
Language(s):	Malay, Indonesian, English, Dutch, various others
Currency:	Straits dollars
Resources:	Agriculture, rubber, oil, tin, spices
Religion(s):	Islam, Buddhism
Military:	N/A

"British Malaya" is a collective name for several Malay Peninsula and Archipelago territories controlled by Great Britain: the Straits Settlements (a crown colony chiefly consisting of Singapore, Malacca, and Penang); the Federated Malay States (a protectorate of four peninsular states, including Pahang); the Unfederated Malay States (a protectorate of five peninsular states, each nominally ruled by a sultan with a British advisor); and three entities on the island of Borneo (Brunei, North Borneo, and Sarawak). In addition to the natives and a small number of British, many immigrants from India and China live in Malaya.

The Malay Peninsula itself is a long, narrow, swamp- and jungle-covered strip of land jutting into the Indian Ocean. The climate is always hot and humid; rain falls there more than 180 days a year. In most places travel is next to impossible; the only "roads" are the countless streams and rivers. Leeches, venomous snakes and insects, Indochinese tigers, and various diseases lie in wait for the unwary traveler.

The Malay people are a short, dark-skinned race with straight black hair and thick noses and lips. Most are Moslems, and both men and women wear the *sarong*, a brightly-colored skirt-like garment. Europeans often describe Malays as clever, lazy, proud, brave, suspicious, cleanly in person, loving

of honors and prestige, and extremely superstitious. Malay folklore and legend is rich and varied, full of tales of bizarre monsters and spirits.

SINGAPORE

Singapore is an island 27 miles long by 14 wide. When Sir Stamford Raffles bought it from the Sultan of Johore in 1819, it was nearly uninhabited. Today it's the site of a city of nearly 600,000 people (only 10,000 of whom are Westerners). A free port, it's one of the most active commercial centers in the world, since it dominates the main shipping route between China and India and also has rail access to Bangkok. The British have invested heavily in it and fortified it extensively.

In Singapore the populations of Asia, the South Seas, Africa, and Europe mingle in a bewildering diversity. While about half the residents are Chinese and forty percent are Malayan, it's possible to find people from just about anywhere on Earth walking Singapore's streets. The goods and services available in its bustling marketplaces and shops show just as much variation. What self-respecting *Pulp Hero* character could stay away from such a place?

SARAWAK

A large, little developed kingdom on the north shore of the island of Borneo, Sarawak is known as the "Land of the White Rajah" because it's ruled by a European. In 1842, adventurer James Brooke got the Sultan of Brunei to give it to him (some say he essentially took it by force, some that he received it largely as a gift). Today his great-nephew Charles Vyner Brooke rules from his capital at Kuching. His subjects, mostly Dyak headhunters, call him the Great White *Tuan*.

Though much less warlike than in days past, the often elaborately tattooed Dyaks remain fierce and potentially dangerous. In the old days Dyaks of one tribe or longhouse would attack enemy longhouses at dawn, setting fire to them and chopping off the heads of fleeing residents for trophies. (For more prosaic purposes, like hunting, they use blowguns.) But the rajah has put a stop to such activities as of the Pulp era... mostly. Despite their fearsome reputation, the Dyaks can be friendly and welcoming, and adore children.

The Malay Archipelago

Also referred to as the East Indies, the Malay Archipelago is the largest group of islands in the world. The largest islands include Borneo, Sumatra, Bali, Java, Celebes, and New Guinea. Major island groups include the Philippines, Moluccas, and the

RUNNING AMOK

Amok is a Malay word meaning to run out of control. Sometimes, seemingly for no reason, a Malay grabs a weapon, runs into the street, and begins attacking anyone he can see until he's subdued or killed. This is typically regarded as a form of insanity, or by the superstitious as the work of malign spirits; a modern psychoanalyst might look to causes such as depression, jealousy, or anxiety that make the person prone to suicide. Whatever the cause, a Malay running *amok* can be a real danger to other people — which means it may be time for a *Pulp Hero* to enter the fray, stop him, and save the day!

THE KRIS

The stereotypical Malay weapon, seen in many a Pulp illustration, is the *kris*, a wavy-bladed, double-edged, dagger (or sometimes sword). Mainly a thrusting weapon, it creates painful wounds that often bleed profusely.

Every part of a *kris* has its own designation and lore; the weapon's as important to Malay culture as the *katana* is to the Japanese. Among its magical abilities, or *tasawwaf*, are the power to warn its wearer of danger, *tuju* (the ability to kill someone just by pointing it at him), and the power to turn away wild beasts.

Every Malay male should possess a *kris*; a father must see to it that his son gets one. *Kris* from different areas of the Indonesian archipelago can be told by their distinctive styles or forms.

In *HERO System* terms, a *kris* does ½d6 to 1d6+1 Killing Damage, depending on its size. See *The Ultimate Martial Artist* for more information.

Sunda Islands. Some northern parts of Borneo, and the eastern half of New Guinea, are British colonies or possessions; the United States controls the Philippines; the rest constitutes the Dutch East Indies (also called the Netherlands Indies) and Dutch New Guinea.

Many of the islands in the Archipelago are volcanic. While many of the volcanoes are extinct, some are “live.” Pulp heroes adventuring among the islands may find themselves fighting against fierce natives in the midst of an eruption, or have to stop a mad scientist who's built a device to trigger one.

The Archipelago's resources include spices, rubber, sugar, tobacco, coffee, tea, tin, oil, copra, and various gums. Most of the larger islands are inhabited by a veritable zoo of animals, including tigers, rhinoceroses, elephants, crocodiles, enormous “flying fox” bats, cobras (and many other serpents), monkeys, and orangutans.

Typhoons

It's practically a Pulp genre convention that ships carrying characters into or through the South Seas — particularly the South China Sea that connects China with the Malay Archipelago and British Malaya — will get hit by a *typhoon*. A typhoon is the same thing as what Americans and inhabitants of the Caribbean islands call a tropical storm or a hurricane (depending on strength); it just occurs in the Pacific instead of the Atlantic. In Pulp terms, typhoons essentially serve as a plot device to get the characters wherever the GM wants them to go — it forces their ship off course to some uncharted island inhabited by cannibal tribesmen, a mad scientist, a monster, or dinosaurs and cavemen.

BORNEO

Borneo, the third largest island in the world, has a population of just slightly over 2,000,000 due to its rough terrain — dense (and generally unexplored) jungles broken up by four mountain chains. The inhabitants are mostly native tribes such as the Dyaks (see above), Lauts, Bajaus, and Punans. They travel by river using small boats called “prahus” or “proas,” and live in longhouses that are 600-700 feet (92”-108”) long.

The Dutch rule those parts of Borneo not controlled by the British, dividing the territory into west, south, and east divisions. The territory possesses much mineral wealth, but the climate and terrain make mining difficult; spices, camphor, rubber, sugar cane, cotton, tobacco, and rice are other major exports.

JAVA

Java, “the Pearl of the East Indies,” is a long, narrow island south and east of Sumatra and across the Java Sea from Borneo. The 42 million natives, mostly Javanese and Sundanese peoples, are about the same size as Malays, but have a lighter, yellowish-brown skin. They dress in cotton shorts and brightly-colored jacket-like tops.

The island's main city is Batavia, the capital of the Dutch East Indies, on the western end. It's a city of over 400,000 inhabitants and has some paved roads and other modern amenities. Its

resources include timber (especially teak), coffee (as in “Gimme a cuppa java”), tea, rice, sugar, spices, copra, oil, and cotton.

Located in the center of the island is the famed Borobudur Temple, the largest religious shrine of Mahayana Buddhism in the world. It's not a temple in the typical sense of the word, but more a terraced stone hill carved with thousands of reliefs. Despite the presence of this fabulous temple, a definite attraction for explorers and adventurers, most of the people are Moslems.

THE PHILIPPINES

A sub-archipelago of 7,000 islands stretching over more than a thousand miles, the Philippines is a dependency of the United States (efforts by the US government in the early Thirties to grant the islands their independence were rejected by the Philippines Legislature). Most of the population is Filipinos, who are predominantly Catholic and speak Tagalog, but there are many other peoples, cultures, customs, and tongues.

The capital of the Philippines is Manila. From there Governor-General Frank Murphy administers the dependency. Since it's the Asian terminus of the Pan Am Clipper flights from the United States (see accompanying sidebar), it could easily be the first South Seas city a group of *Pulp Hero* characters sees.

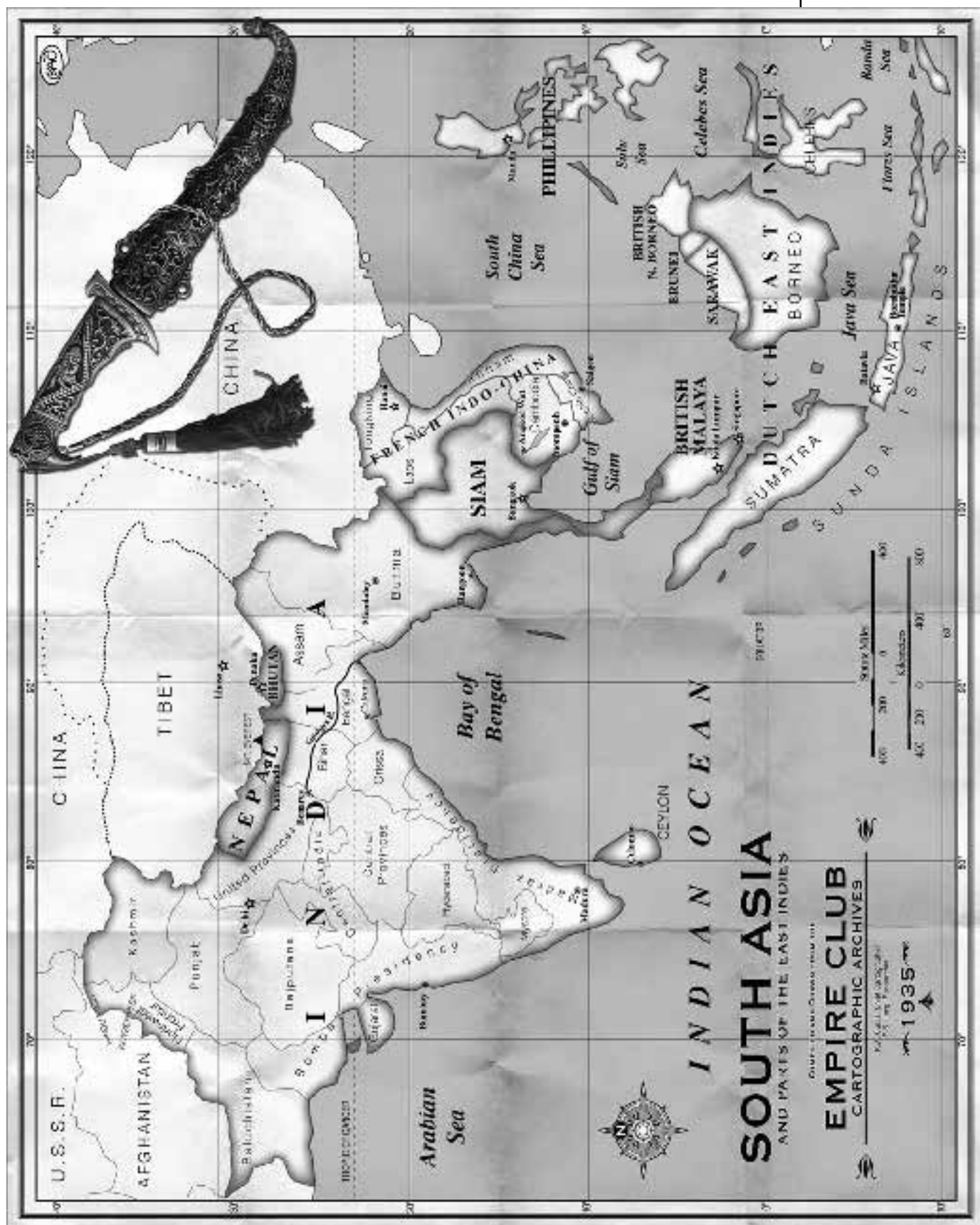
SUMATRA

Sumatra is a large island northwest of Java and south of the Malay Peninsula across the of Malacca Strait. It has a population of over eight million. The people wear sarongs like those of the Malays; women add jewelry of coral, jade, silver or gold, while the men also wear brown head-kerchiefs and short jacket-like garments.

Much of Sumatra's interior remains isolated and largely unexplored. The Dutch have (mostly) subdued the many tribes that live there, but tribal warfare remains common, particularly in the north. The Achinese are particularly fierce, and remain a thorn in the side of the Dutch. But perhaps the best-known tribe is the *Bataks*, who like the Dyaks of Borneo are headhunters. They also used to be cannibals (with cannibalism typically involving younger warriors eating older ones so the elder passes on his wisdom and achieves a sort of immortality). The *Bataks* claim to have given up cannibalism, though not all Europeans are convinced. They also say they're now Moslems or Christians, but in truth those are just more superstitions among their greater lore; many of them are essentially animistic pagans. They dress similarly to other Sumatrans, and both genders file their teeth.

PIRATES

Due to the volume of shipping moving through the South China Sea, Java Sea, Bay of Bengal, and other bodies of water in and around the Malay Archipelago, piracy is a major problem. The Malay pirates of the Pulp era perhaps aren't quite as feared as their fierce, vicious ancestors of centuries ago, but they're more than enough to cause trouble for



THE CHINA CLIPPER

In November, 1935, Pan Am launched regularly scheduled airmail service to the Far East via the *China Clipper*, a Martin 130 flying boat that can fly from San Francisco to Manila (2,500 miles) without having to refuel. Pan Am soon added the *Philippine Clipper* and *Hawaii Clipper* to its fleet, though the *Hawaii Clipper* was lost at sea in 1938. Regular passenger service began in October, 1936. In April, 1937, the Sikorsky S-42B *Hong Kong Clipper* lets Pan Am extend the flight to Hong Kong (and, later that year, to Auckland, New Zealand).

The Clippers' flight route begins in San Francisco (with the plane sometimes going *under* the Bay Bridge because its takeoff point doesn't always allow enough altitude to go over). It makes stops in Honolulu, Midway Island, Wake Island, and Guam before touching down in Manila; the overnight accommodations for pilots and passengers are minimal. The trip takes just under 60 hours. Tickets cost \$799 one way, \$1,438.20 round trip; most flights are at best half full.

A Clipper is approximately 90 feet long. It can take off with a maximum weight of 23,700 kg. It can sustain a maximum speed of about 160 miles per hour, and cruises at about 150 miles per hour at optimum altitude; its maximum altitude is 17,000 feet. It has a range of 3,200 miles on a single load of fuel. It has a crew of four to six, and can carry 32-48 passengers (though some of the planes have as few as 14 seats installed).

the average cargo ship or liner. It's a sure bet that *Pulp Hero* adventurers who spend a lot of time in the region will run into pirates sooner or later — maybe even a band led by a beautiful but deadly pirate queen!

FRENCH INDO-CHINA

Government:	French protectorate
Ruler:	Governor-General René Robin
Capital:	Hanoi
Population:	21,600,000
Language(s):	Cambodian, Laotian, Annamese (Vietnamese), French
Currency:	French franc
Resources:	Agriculture
Religion(s):	Buddhism
Military:	N/A

Occupying the eastern part of the southern Asia peninsula, with Siam to the west and China to the northeast, French Indo-China consists of five regions: Annam; Cambodia; Cochinchina; Laos; and Tong-King (Tonkin). Both Annam and Cambodia have native kings (Bao Dal and Monivong, respectively). Of its over 21 million inhabitants, only about 42,000 are Europeans. Its chief port, the southern city of Saigon (population 125,000), is a stop for many ships traveling from China to British Malaya or India.

During the late Twenties and Thirties, French Indo-China is a land in turmoil. Native rebels seeking independence from France have been committing terrorist acts in an effort to drive out the Europeans. The most active rebels are the Viet Nam Quoc Dan Dang (VNQDD), a group similar to the Kuomintang in structure, and the Indochina Communist Party (ICP, founded 1930). The latter is led by a Moscow-trained Comintern agent named Mguyn Sinh Cung, alias Nguyen That Thanh, alias Nguyen Ai Quoc, and later known by another alias — Ho Chi Minh. In February 1930, the VNQDD launched a rebellion, the Yen Bay Revolt, by stirring up unrest among Annamite soldiers in the French army. The French responded angrily, easily suppressing the revolt and effectively eliminating the VNQDD. The more cautious ICP remained active throughout the Thirties, in part by fomenting various Nghe Tinh Soviets peasant uprisings; its members often trained in China. French efforts to curtail the ICP only increased its popularity, so in 1936 the French released imprisoned ICP members and gave the group more freedom to act.

THE MANDARIN ROAD

Travel across French Indo-China is often difficult; the rough countryside doesn't make for easy going, and the rainy season only worsens things for the traveler. But in addition to various railroads, the French have maintained and updated the old Mandarin Road that has channeled the region's trade to and from China for countless years. Now called the Route Coloniale No. 1, the road runs from Aranya Prades on the Siamese border, east and south to Saigon, then north and east along the coast up to Tourane and Hué. Beyond Hué it goes north to Hanoi, then up to China at Porte de Chine, a stone archway and wall that marks the border. Along the way one can see ruins of the Cham and Khmer peoples.

ANGKOR WAT

While Soldiers and Two-Fisted Heroes may want to go to French Indo-China to help quell the Communist revolts, Explorers and treasure-seekers may find Angkor Wat, one of the most wondrous archaeological sites in the world, more enticing. Located deep in the Cambodian interior, a little north and west of Tonle Sap ("Great Lake"), Angkor Wat is a temple complex built by the Khmer (Khmer) people nearly a thousand years ago. It's located near a city of about 600 buildings (Angkor Thom), but many of the city's buildings are far older than the temple, and thus in far worse shape.

Getting to Angkor is almost an adventure in itself. First the traveler journeys to Pnompenh, capital of Cambodia, either overland or via the Mekong River. From there he takes another river up to Tonle Sap, then crosses the vast lake. This can only be done during the rainy season (roughly August to January), because in the dry season the lake's not deep enough for large boats (at the driest point it's little more than a mud flat). After one lands on the northern shore of the lake, Angkor is another 20 miles or so overland. The French are working on a road south to it from the Route Coloniale No. 1, but it's still "in progress" during the Thirties.

The temple consists of a large building with a tall central tower (250 feet [38"] high) and four lesser towers (one at each corner of the building). To reach it, one must ascend a series of steps and terraces. A square outer gallery over a half mile in "circumference" surrounds the temple itself. Fantastic carvings of gods, kings, dancers, seven-headed cobras, battling warriors, and much more cover nearly every vertical surface.

In the Pulp era, little is known of Angkor Wat. The French have cleared away the jungle growths obscuring it, though most of Angkor Thom remains covered. Animals — monkeys, serpents, birds, butterflies, millions of bats — live in and around it. Getting to it and staying there are not for the faint of heart, but who knows what treasures the verdant Cambodian jungle may conceal?

INDIA

Government:	British colony
Ruler:	Viceroy and Governor-General the Earl of Willingdon
Capital:	New Delhi (opened 1931; prior to then Delhi)
Population:	350,000,000
Language(s):	Hindustani, English, and dozens of other native tongues
Currency:	Rupee, British pound
Resources:	Agriculture, timber, textiles, mining
Religion(s):	Hinduism, Islam, Buddhism, Sikhism, Jainism
Military:	170,000

The largest and probably wealthiest colony in the world, India is a British possession that includes the modern-day countries of India, Pakistan, Bangladesh, and Burma. A patchwork of areas directly controlled by the British and "Native States" nominally led by native rulers (such as Hyderabad, Baluchistan, Rajputana, Kashmir, and Mysore), it's a cultural, political, and religious hodgepodge often bewildering to Westerners... even those who've lived there for decades.

India is mostly a tropical country, with extremes of heat and humidity that Europeans find extremely uncomfortable and which contribute to disease. During the monsoon season (late May to October) torrential rains are common, offering some relief from the heat and boosting the economy. Some parts of India receive an annual average of more than an inch of rain per day! As one goes inland and north, toward the Himalayas, the rise in elevation helps to reduce the heat; Europeans often move to "hill stations" (summer houses, so to speak) during the hottest times of the year.

POLITICS

India was the scene of political unrest throughout the Pulp era, as Indians eager for independence struggled violently and nonviolently against Great Britain. The most prominent of the rebels is Mohandas K. Gandhi, known as *Mahatma* ("Great Soul") to his millions of followers. His campaigns of "civil disobedience," including the famed 1930 "Salt March" to protest the British salt monopoly, inspired numerous British crackdowns and attracted worldwide attention to his cause. But not all Indians followed his peaceful example; riots occurred on several occasions in major cities, and extremist groups sometimes committed assassinations or kidnappings. The independence movement didn't succeed during the Pulp era, though the Indians did win some concessions.

To make the situation worse, India was also the scene of international political intrigue. For decades the Russians have coveted India, and their "great game" of espionage against the British led to some interesting... and dangerous... episodes. India had a large corps of spies and informers that included both British and Indian agents famed for their skill at disguise and undercover work. *Pulp*

Hero characters with connections to the Espionage World might get drawn into this high-stakes game of cat and mouse.

THE PEOPLE

Although it's as large as the United States east of the Rocky Mountains, India is inhabited by 350,000,000 people (nearly three times the US population). Overcrowding thus is almost endemic, especially in and around major cities like Bombay, Calcutta, and Delhi. Nearly 250 million of them are Hindus; the rest are Moslems, Buddhists, or followers of some other faith. As the home of two of the world's great religions, India is filled with temples, shrines, and holy places. Unfortunately, it's also filled with religious strife; Hindus and Moslems rarely get along, and neither do Hindus and Sikhs, so violence often breaks out between the different groups.

Caste

Hindus have an elaborate system of social organization known as the *caste system*. Each Hindu is born into a caste, and in that caste he remains for life. His caste dictates his general profession, his position within society, and many customs governing marriage, consumption of food, and other aspects of daily life. There are hundreds of castes and sub-castes, but the four main ones are Brahmins (priests and teachers), Kshatriyas (warriors and nobles), Vaishyas (merchants and craftsmen), and Sudras (farmers and laborers).

Below and outside the caste system are the *untouchables*, or outcasts. The untouchables are societal rejects who perform only the most menial, debasing, or disgusting jobs. They're considered so unclean that in some places they must sweep the ground behind them as they walk to remove the contamination caused by their feet touching the ground, and not even an untouchable's shadow can fall upon a Brahmin lest it render him impure.

Outsiders such as Europeans and Americans, while not part of the caste system, are not exactly outcasts. Conservative Hindus may consider them as such, but in most respects they've effectively made themselves into another social group outside the caste system. Typically Westerners in India remain aloof from Indians. More than one colonial official has lived and worked decades in India without seeing any Indian who wasn't a servant. Accommodations and transportation are segregated into European and Indian sections. Colonial society cares little for those who pay attention to the Indians or promote their causes, and may snub any PC who speaks in their favor.

CITIES

Indian cities are studies in contrast. First, there's a mix of Indian architecture and street design with British, since Europeans have been a part of Indian life for well over a century and have had plenty of time to construct buildings and redesign the "foreign quarters" where they live. Second, rich and poor mingle together more than they do in Western cities; from a district of the rich with large houses and clean, straight, broad roads it's often just a short walk to a centuries-old neighborhood with

SIKH POLICEMEN

Throughout India and the rest of the British Empire, it's not uncommon to see turbaned Sikhs serving as policemen, traffic controllers, and the like. The hardy, fierce, aggressive Sikhs make excellent law enforcement agents (typically after they spend time in the British army), though their officers are almost always Europeans. Characters visiting Hong Kong, Shanghai, Singapore, or other British possessions in Asia are likely to encounter badge-wearing Sikh police if they get into trouble with the law.

THE THUGGEE

Among the many unusual religious and mystic groups that India has spawned, the most infamous is the *Thuggee*, or Thugs, from whom the English word “thug” comes. Supposedly the British wiped out this cult of assassins in the early nineteenth century, but who’s to say what remnants might have survived to plague your *Pulp Hero* characters?

The Thugs, also known as *Phansigars* (“noose-operators”) or *Dacoits* (though the latter term may simply mean “bandit”), were a sect devoted to the worship of Kali, the Hindu goddess of destruction and the night. In groups of about 10-200 men they traveled throughout India as dictated by certain omens, joining other traveling groups and trying to become acquainted with wealthy people. At an opportune moment, a group of Thugs would attack a target — one of them held his hands while the other strangled him with a noose or twisted handkerchief (known as a *roomal*). When he was dead, they robbed and buried him. Every aspect of the job was performed according to specific customs and rules; for example, the pick for digging the grave must be specially consecrated. In short, they considered murder for gain a religious ritual. According to some sources, the cult may have been responsible for over two million killings, with one man alone, the leader Behram, personally committing 931 murders.

When a Thug became too infirm to participate in these rituals, he left the traveling groups to become a watcher, spy, or other assistant to the

cramped, twisting streets and tiny, dirty, decrepit houses and shops. The streets tend to be crowded with cars, trucks, wagons, carts, rickshaws, herds of livestock, beggars, bicycles, and cattle (whom the Hindus hold sacred and will not kill or inconvenience... even if one cow holds up an entire street of traffic).

Bombay

Bombay is an urbanized island on the central west coast of India. It’s India’s major western port, and the most common arrival point for persons sailing to India from Europe. From there a traveler can take India’s extensive railway system all over the subcontinent.

Bombay features a large bazaar that’s as diverse as any in the world, well-regarded universities, fine hotels, and many other features that make it attractive to Westerners. Most Europeans live in a neighborhood known as “the Fort.” On nearby Malabar Hill stand the Towers of Silence. There the Parsees, a sect of Zoroastrians who are rich and have great influence in the city, expose their dead to the vultures according to the customs of their religion.

Calcutta

With a population of nearly 1.5 million, Calcutta is almost half again as large as Bombay, making it India’s largest city. Located in the far east at the mouth of the Hooghly River, it’s the capital of Bengal Province and a major center of commerce — ships from parts east, natives transporting goods down the Ganges and Brahmaputra rivers, and passengers on three major railways all go there to trade. Known as the “City of Palaces” for its beautiful architecture, it’s as much influenced by Western styles as Indian — some streets look, architecturally, no different from streets in Europe. It’s also known for its fine parks. Its many museums and the National Library of India may attract Pulp explorers and archaeologists in search of clues to find long-lost relics.

Delhi And New Delhi

Since 1911 the administrative capital of India has been Delhi, a city in the United Provinces in the north-central region of the country. (Formerly it was Calcutta.) In 1912, the British began constructing an entirely new city just south of Delhi on “the Ridge,” the British base when the rebels captured Delhi during the 1857 Sepoy Mutiny. Completed in 1931, this “garden city” is technically known as New Delhi, and is intended for a population of no more than 65,000. However, many people continue to refer simply to “Delhi.” Due to the heat in Delhi, for about seven months out of the year much of the government actually lives and works at Simla, a Himalayan mountain town with a cooler climate.

Pulp characters visiting Delhi should stop by Chandni Chauck (“silver street”), Delhi’s marketplace. Open-faced shops line both sides of the road, and a sort of bazaar runs down the middle. Goods from all over India, as well as regions to the north and west, find their way here, looking for an eager buyer. For a character with a good enough *Trading Skill*, all sorts of bargains might be available.

Beyond The Cities

Most Indians don’t reside in cities — they live in the countless small towns or villages scattered throughout the subcontinent. Most are extremely primitive, with buildings made of mud and thatch and no running water, electricity, telegraph lines, telephones, or sewers. Larger towns along railroads or well-traveled roads may have some of these amenities, police stations, military garrisons, and the like.

BURMA

The easternmost part of the Indian Empire is Burma, which occupies the same subcontinent as Siam and French Indo-China rather than the Indian subcontinent. Racially and linguistically it’s separate from India: its people are Burmese, Shans, Karens, Kachins, and members of various other mountain and hill tribes; and they speak Burmese, Shan, Karen, and so on. For many years the Burmese have sought independence from India and from Great Britain, but recent elections have put the Anti-Separatists firmly in power, postponing any further discussions with the British.

The main cities of Burma are Rangoon (the seat of government, at the mouth of the Irrawaddy River on the Gulf of Martaban) and Mandalay (in the interior). Peoples from all over Asia mingle in the streets of both cities, particularly Mandalay where the hill tribes go to trade. The Irrawaddy is the main “road” through the country, since much of it is hilly, mountainous, and/or jungle-covered. Large “bazaar-boats” — floating marketplaces, essentially — travel up and down the river stopping at towns and villages to trade. Timber, gemstone and jade mining, rubber, and rice are the region’s main commodities; its jungles are also known as the home of many rare varieties of orchid.

NEPAL

Government:	Kingdom
Ruler:	Maharajah Tribhubana Bir Bikram, Prime Minister Gen. Joodha Shum Sheere Jung Bahadur Rana
Capital:	Kathmandu
Population:	5,600,000
Language(s):	Nepali
Currency:	Rupee
Resources:	Agriculture, livestock, timber
Religion(s):	Hinduism, Buddhism
Military:	44,500

Wedged in between India and Tibet, Nepal is a harsh and difficult land. Except for the Terai (the flat lands of the south before the foothills) and the Valley of Kathmandu (which holds that city, and the older capitals of Patan and Bhatgaon), it’s filled with mountains and hills that make travel hard and tiring at best. There are few roads (most of which are poor) and almost no railroads (the main one runs from Kathmandu to the city of Raxaul in India).

Nepal, a *de facto* British “protectorate” until 1923, is a closed society. While not openly hostile, it discourages visitors and only allows them to enter

with special permission. Persons admitted must travel along a specific route, cannot go further than the Valley of Kathmandu, and are usually accompanied by Gurkha “escorts.”

The capital of Nepal is Kathmandu (or Khatmandu), a city of 80,000 people. From its many-buildinged Durbar Palace the Maharajah rules with (supposed) absolute power; for example, in 1926 he issued a decree abolishing slavery. (Some say the true power rests with the prime minister, whose position is also hereditary.) An equally impressive structure is the Royal Temple to Taleja, patron goddess of the royal family, whose members are the only ones allowed to worship there.

The Nepalese are considered a warlike and aggressive people; their history is a chronicle of bloodshed, treachery, and rulers dying young. The fiercest and most dangerous Nepalese are the *Gurkhas*, who invaded in 1767 and are now the chief caste in the Nepalese social system. Many young Gurkha men leave their mountainous home to join the British army, which groups them into the 1st through 11th Gurkha Rifles regiments that have a reputation for being able to accomplish the most difficult of military tasks. They wield large, distinctive, inward-curving *kukri* knives in addition to modern weapons.

MOUNT EVEREST

The tallest mountain in the world, Everest, is mostly in Nepal. It remains unclimbed as of the Pulp era. During the Twenties and Thirties, several mountaineers die trying to attain the summit; no one even flies over it until 1933. The goal of climbing to the top intrigues many adventurers... perhaps your *Pulp Hero* characters among them.

SIAM

Government:	Constitutional monarchy
Ruler:	King Ananda Mahidol (see text); President Col. Phya Phahol Pholphayuha Sena
Capital:	Bangkok
Population:	11,500,000
Language(s):	Siamese
Currency:	Baht (known as the <i>tical</i> until 1928)
Resources:	Agriculture, timber, rubber, mining
Religion(s):	Buddhism
Military:	5,000

Siam enjoys the distinction of being the only country or territory in southern Asia never conquered or colonized by the Western powers. Located between Burma and French Indo-China, it acts as a “buffer state” between Great Britain and France in the region.

Geographically, Siam has four divisions. In the east, bordering French Indo-China, is a mountain-encircled plateau 300-500 feet above sea level that drains into the Mekong; it's arid in the dry season and often flooded in the rainy, making it the poorest region in the country. Recently-built railroads allow the residents to get crops to market and exploit the redwood forests of the mountains. This area also has lots of Khymer ruins. Second is South Siam, which includes roughly half of the Malay Peninsula; it's an area rich in minerals, tin, and rubber. Third are the vast alluvial plains east, west, and north from Bangkok — the heart of the kingdom and the rice basket of Siam. The mighty Me Nam Chao Bhaya River, the lifeblood of the country, flows through this region and Bangkok to the sea. Lastly there's North Siam, a land of mountain ridges and valleys inhabited by hill-tribes and possessing many a valuable teak forest. Chiangmai is the north's chief city.

Formerly an absolute monarchy, Siam has recently come through a time of turmoil. In June 1932, the conservative army overthrew the liberal king, Prajadhipok, in a bloodless coup. Five days later the king signed a new constitution limiting the monarchy and allowing for some popular elections. In March 1935, when asked to sign additional laws restricting his power over the life and death of his people, he abdicated, and his 11 year-old nephew Ananda Mahidol assumed the throne. King Ananda rules with the help of three regents and the President of the State Council.

BANGKOK

The capital of Siam is a busy, cosmopolitan port city of one million, located near the mouth of the Me Nam River on the Gulf of Siam. It's sometimes referred to as “the Venice of Asia” because so many of its people work on the water (and even live in houseboats, though that's rarer in the Pulp era than in decades past). Modernization has brought more (and wider) roads, additional bridges, some brick buildings, and even electric streetlamps and streetcars. Twenty miles away, at Don Muang, there's an aerodrome.

Bangkok is famed as a city where one can buy nearly anything. Amidst its dark waterways and dusty streets are countless markets, shops, and curbside merchants eager to sell... no matter what one may desire. *Pulp Hero* characters in search of strange and exotic objects may have to head to Bangkok to find them.

Although it's best known as a city of commerce, Bangkok is also a city of temples — it has around 500 Buddhist shrines, which occupy as much as twenty percent of the city's land area. Some of the most notable include Wat Phra Keo, the Royal Temple, which has the sacred Emerald Buddha sitting on a golden throne; Wat Arun (Temple of the Dawn), which towers over the surrounding buildings with its 242-foot (37”) tall spire; and Wat Benjamabopitr, resplendent with a golden roof atop marble walls.

Continued from last page

cult. All Thugs spoke a special jargon (*Ramasi*) and knew secret signs, both of which served to identify them to their fellows and hinder outsiders' ability to infiltrate the cult.

MADURA

Far in the south of India stands Madura, a Hindu holy city second only to Benares on the Ganges. Hundreds of years ago a Hindu ruler named Tirumala Nayak built there a vast temple, over a thousand feet (154”) long on each side and with ten *gopuras* — stucco pyramid-towers 200 feet (31”) tall. Carved in plaster on the walls and the towers are an estimated *thirty million* figures of gods, demons, monsters, animals, and men. Painted in red, blue, green, and other colors, they make a garish sight... but who knows what secrets they may hold for a *Pulp Hero* character with the right knowledge and clues to unravel? And if that's not enough to tempt your heroes, at the center of the temple is a treasure-room where pilgrims have brought gold, jewels, silver, and other valuables for hundreds of years....

THE FAR EAST

THE SOUTH CHINA AND YANGTZE PATROLS

During the Pulp era, American gunboats from the naval base in the Philippines patrol the South China Sea and the Yangtze River to ensure stability and protect US interests in China. (Other nations often maintained similar fleets.) These ships, and the sailors who manned them, fought bandits and pirates, escorted American merchant ships, and sometimes even provided rides to intrepid American travelers during the interior of the Middle Kingdom. Many American sailors enjoyed “China duty” — the pay was high for the region, and so was the level of action and excitement compared to most Navy assignments.

The Orient is a place of mystery and wonder in the pulps. The cultures, customs, and languages of the East were strange, even incomprehensible, to Westerners of the Pulp era (particularly since improved communications were just beginning to make many of them known, in any form, in places like the US and Europe). Pulp writers took advantage of that air of the exotic. China, Japan, and Tibet were perfect places to set stories in which the heroes encountered enigmatic adversaries with weird abilities and devilish plans. And with the “Yellow Peril” on the minds of many people, the Fiendish Oriental Mastermind, from Dr. Fu Manchu on down to his palest imitator, made the ideal villain.

CHINA

Government:	Nominally a democratic republic (see text)
Ruler:	Nominally President Lin Sen (see text)
Capital:	Nominally Nanking (see text)
Population:	475,000,000 (includes Manchuria)
Language(s):	Mandarin, Cantonese, Fukienese, Hakka, Wu, Min, and more
Currency:	Yuan
Resources:	Agriculture, livestock, porcelain, mining (esp. coal and iron)
Religion(s):	Buddhism, Taoism, Confucianism
Military:	2,000,000 (Nationalist government)

The largest nation in the world by population, and one of the largest in physical size, China in the Pulp era is a land beset by political and military chaos, leavened with the occasional natural disaster. The people are largely poor and ignorant, their leaders squabble among themselves as much as they try to fight off her enemies, and the Japanese have plans to conquer her.

CLIMATE AND TERRAIN

Thanks to its size, China is a land of great geographical diversity. Basically, it starts as lowlands in the coastal regions, gradually rising in elevation as one heads west (toward the Himalayas) or north (toward the mountains in Mongolia). The southeastern part of the country, the heart of old China, is a fertile land that supports a population density averaging 174 per square mile. Some areas in the south

are heavily forested or swampy. The northern and western parts of the country are harsher and more barren, but even there, in valleys between the hills and mountains, rich, verdant areas can be found.

The Rivers

China has several major rivers that provide irrigation and transportation throughout the land. The most important of them are the Yangtze, the Yellow, and Sikiang.

The Yangtze, one of the longest waterways in the world, starts in Tibet and runs over 3,000 miles past Hankow to pour into the East China Sea near Shanghai. From Hankow to its mouth it can support steamers; further west it's navigable only by smaller boats.

The Yellow River (the *Huang Ho*, known as “China's Sorrow” because of its frequent, devastating floods) is only a little shorter (2,700 miles). It runs back and forth through the northern half of the country. It takes its name from the *loess*, or yellow-brown soil of the region, which colors it. As the loess builds up, it causes the river to change its course — the Yellow River shifts its bed more often than any other major river in the world.

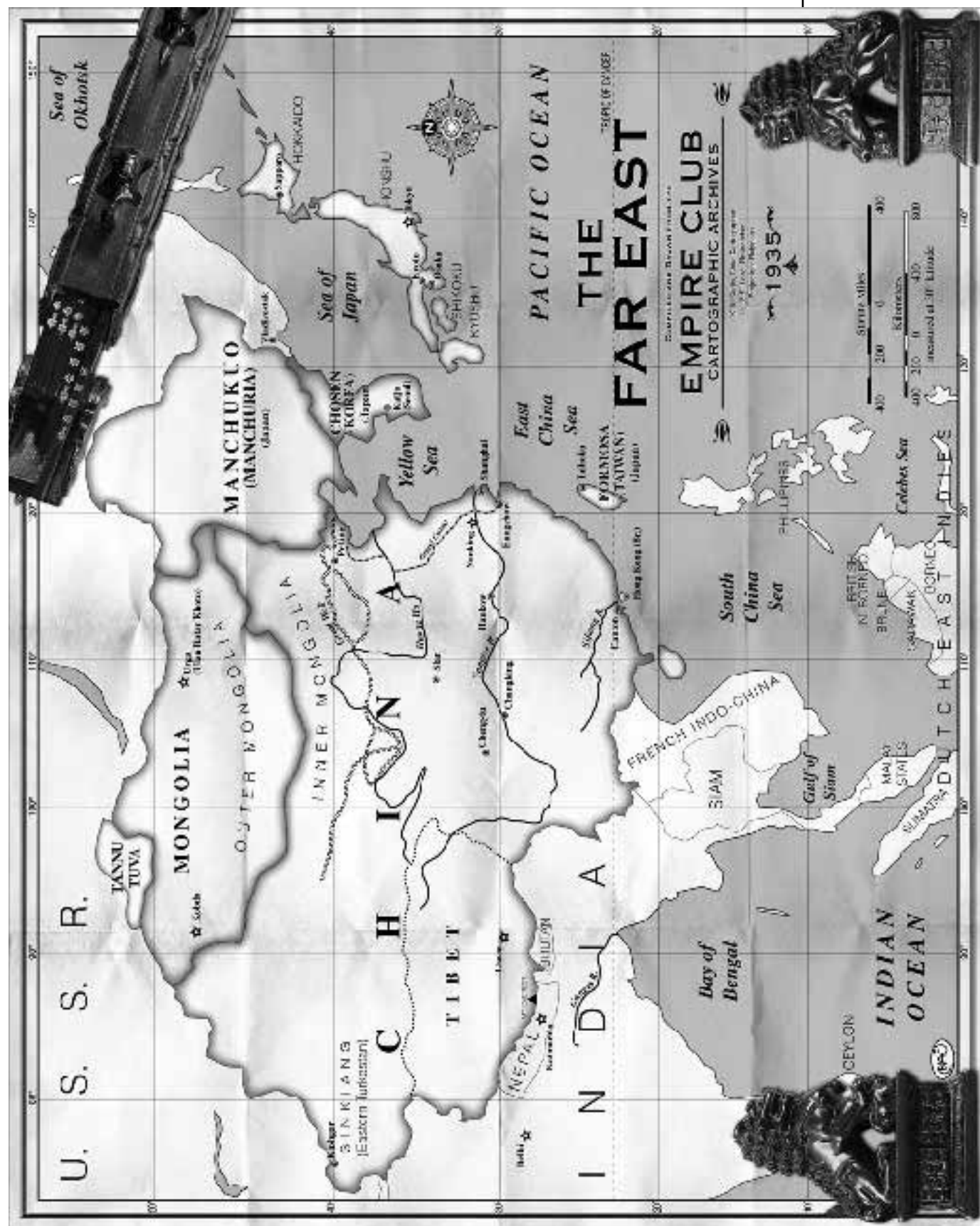
The 1,250 mile-long Sikiang waters southern China. It enters the South China Sea at Canton and Hong Kong. Steamers can travel upriver for 200 miles; beyond that travelers must switch to smaller vessels.

To safeguard commerce and travel along these rivers, guards patrol them in *p'ao Ch'uan*, or gunboats. They also collect taxes, making them a sometimes unwelcome sight.

In some places, canals connect significant natural waterways. The largest is the Grand Canal, a thousand mile-long canal linking Hangchow and Tientsin that took over 2,500 years to complete and can carry even large vessels.

Travel

Travel through or across China is difficult. As mentioned above, the rivers are the main “highways” for much of the country. Where there's no water route, land travel must suffice. Railroads link the major cities, particularly in the east. There are plenty of roads, but few are in good condition and outside major cities almost none are paved. Motorized vehicles are rare (and so is fuel); camels, horses, mules, oxen, and human feet provide the main means of getting from one place to another. There are few airfields, though away from the mountains it's usually possible to find a flat stretch of land to put down on; fuel, again, is scarce.



UNIT 731

As early as the occupation of Manchuria in 1931, the Imperial Japanese Army began using the Chinese, whom they despised as sub-human, for experiments to test physical and biological weapons. The medical unit in charge of this project was known primarily by the designation 731, and maintained its headquarters in prisons near Harbin.

The experiments conducted upon unwilling Chinese subjects (often known as *maruta*, or “logs”) ran the gamut of horror and cruelty. In addition to injecting victims with diseases (the plague, cholera, smallpox, and more) and then vivisectioning them alive to check the results, Unit 731 used living subjects for grenade, bomb, and flamethrower tests, starvation experiments, simulated stroke experiments, and more. Other gruesome tests included:

- cutting off limbs to determine blood loss (in some cases, limbs were amputated and attached to the opposite stump to see what would happen)
- injecting animal blood into humans to see the result
- frostbite experiments unto death
- putting victims into centrifuges or pressure chambers until they died
- lethal x-ray bombardment
- surgical removal of the stomach and attachment of the esophagus directly to the intestines

As a result of Unit 731's work, the army was able to conduct large-scale biological warfare against the Chinese. The poisoning of fields and wells, and the dropping

THE PEOPLE

Ethnologists of the Pulp era generally group the inhabitants of coastal and midlands China — the ones PCs are most likely to meet, in other words — into four groups:

- Manchus, who tend to live north of the Yellow River. They're tall and large, with faces Westerners consider inexpressive.
- in the southern Yellow River basin, a people that mix the features of Manchu and southern Chinese. They're not as tall or strong-bodied, but have more expressive faces.
- in the Yangtze Valley, another “mingled” people, but one that favors the southern Chinese more than the Manchu
- south of the Yangtze Valley are “true Chinese,” who in comparison to the Manchu are short, slender, graceful, and expressive

As one gets away from the coasts and middle regions, many other racial groups emerge. Only about 110,000 of the population of 475 million are white/European; most of those are Russian or British.

In general, Chinese people are considered shy and superstitious by outsiders. They place great store in luck and omens, and often consult soothsayers, experts in *feng shui* geomancy, and other mystics. The “mysterious powers of the Far East” are almost a cliché in the pulps; many a Masked Crimefighter or Two-Fisted Hero spent time in China learning arcane abilities.

Corruption

“One who is familiar with Chinese political and social conditions expects to find Peking corrupt and contented; nor is he disappointed.”

—James Arthur Muller, “Peking: City Of The Unexpected,” *National Geographic*, November 1920

Corruption is a fact of life in Chinese society. In fact, the Chinese don't even consider bribing officials for favorable treatment corrupt; to them, paying “cumshaw” or “tea money” for special favors is just the way things are done. Characters who visit China and try to get officials to take action will suffer a -3 (or greater) penalty to their Bureaucracy rolls unless they offer an appropriate emolument. (To some extent this applies throughout continental Asia.)

ECONOMY

China is almost entirely an agricultural nation, though it's a large producer of coal and iron and is noted for its porcelain and ceramics. Rice, wheat, barley, corn, millet, peas, and beans are the main crops; in the south sugar is also grown.

The other main resource China has is human labor. Building and development projects that other nations perform with earthmoving machinery or modern engineering techniques the Chinese undertake with muscle, sweat, and blood.

POLITICS

China overthrew the Manchu Dynasty in 1911 and established a republic, but ever since internal warfare has wracked the land. During the Pulp era, an external aggressor — the Japanese — only makes the situation worse. Four groups contend for power:

The Nationalists: The *Kuomintang*, or Nationalist Party, nominally leads China. Since the death of its founder, Sun Yat-sen, in 1925, the most powerful man in the party has been Gen. Chiang Kai-shek, commander of the Nationalist army and president of the republic from 1928-31 and from December 1935 on. Typically the Nationalists maintain their capital at Nanking.

For most of the Twenties and Thirties, the main adversary of the Nationalists is the Communists. So fierce is Chiang Kai-shek's hatred for the Reds that in December 1936, Gen. Chang Hsueh-liang has to kidnap Chiang to force him to agree to ally with the Communists to fight the Japanese — Chiang saw the Communists as the greater threat, and preferred to destroy the “bandits” among his own people than repel an invader.

The Communists: Led in part by Mao Tse-tung, the Communists want to establish a Marxist regime in China. Early in the Twenties they enjoyed some success, but beginning in 1927 Chiang Kai-shek was in position to focus his efforts against them more strongly. A series of defeats from 1927-1934 (including the quelling of the 1927 “autumn harvest uprising”) forced the Red Army to undertake the 3,700-mile “Long March” west and then north from its base in Kiangsi to Yenan. Thereafter fighting with the Kuomintang continued until the two forces allied in late 1936 to fight against the Japanese.

The Tutchuns: During the Pulp era many parts of China, particularly in the north, were ruled by provincial military governors — *tutchuns*, in Chinese. Despite the formality of the term, these men were warlords, pure and simple; they held power with their wealth, influence, and private armies. They often fought with each other, the Nationalists, or the Communists for power or territory — and if the opportunity presented itself had no qualms about rebelling against the existing government and attempting to take control of China themselves. Some also engaged in banditry.

The Japanese: Even prior to the beginning of the second Sino-Japanese War (see below), Japan was frequently involved in China as part of her efforts to establish an empire in Asia. The Japanese were typically active in Manchuria, Shantung province, and around Shanghai. In September 1931 the Imperial army provoked the so-called “Mukden Incident,” giving it an excuse to seize first a Manchurian railroad, then within five months the whole of Manchuria (which it renamed Manchukuo; see page 217). Beginning in January 1932, the Japanese attacked Shanghai, using a major bombing raid against a civilian population for the first time in history. The city was returned to Chinese control briefly, but in November 1935 Japan again invaded.

In addition to these groups, other minor rebellions and uprisings occur here and there. In short, most of the eastern half of China is a dangerous and war-torn place that may expose travelers to all sorts of peril. Keeping track of who owes allegiance to whom and which army occupies what region may confuse even the smartest Pulp hero!

THE SINO-JAPANESE WAR

In July 1937, a confrontation between Nationalist and Japanese forces at the Marco Polo Bridge in Peking touched off the second Sino-Japanese War. The poorly-equipped Chinese forces were no match for the efficient Japanese military. Within a month the Japanese controlled Peking and all territory northward, had begun bombing Shanghai, and virtually blockaded the Chinese coast. Although United States forces kept the Japanese from entering the American sector of Shanghai, they took only a few months more to sweep over that city, Shantung Province, and Nanking. During the infamous “rape of Nanking” in December 1937, Japanese soldiers murdered an estimated 200,000 Chinese civilians. Numerous atrocities, including the use of living victims for bayonet practice, were committed but didn’t become widely known for decades.

Aside from a few setbacks — such as the capture of 40,000 troops at Taierchwang in April 1938 and Chiang Kai-shek’s destruction of the Yellow River dikes in June of that year — the Japanese continued their string of victories through the end of the Pulp era. They captured Hankow and Canton, and even bombed cities as far into the interior as Chungking. In short: characters adventuring in China in the late Thirties will definitely have to contend with the Japanese occupation, one way or another.

Air Adventure In The Middle Kingdom

Pulp Hero GMs searching for a venue for Air Adventure campaigns and scenarios that doesn’t involve going all the way back to the Great War need look no further than China. During the Sino-Japanese War, and in fact as early as 1930, some brave American aviators were in China training the pilots of the Chinese Air Force and helping the Nationalist government try to fight warlords and the Japanese. Flyers from other nations, such as Great Britain, Italy, and the USSR also took part. One of the American aviators who served there was Claire Chennault, who later organized the “Flying Tigers” during World War II. He created the 14th Volunteer Bombardment Squadron (also called the International Air Squadron), a predominantly American group of no more than a dozen pilots stationed in Hankow that saw heavy action in 1938.

The Cities

China’s major cities tend to be large and densely populated. Although many have suffered severe damage from fire or attack during their long history (sometimes more than once!), they still tend to have narrow, cramped, twisting streets and little in the way of modern amenities such as electricity and telephones. Foreigners visiting them may need an appropriate *City Knowledge* Skill (or a guide) to have any hope of finding their way around without getting lost.

CHUNGKING

Located in central southwestern portion of China proper on the Yangtze River, Chungking in Szechwan Province is the most likely starting point for characters trying to reach Tibet, Sinkiang, or other regions further west. A city of 600,000, it’s defined as an open “sea” port by treaty, so much trade goes on here via the river.

In addition to traders and other outsiders, Chungking is a frequent destination for the many tribesmen who live in the nearby mountains and isolated areas. The Chinese call them “the Eighteen Nations,” though there are actually many more than that. All this contact with non-Chinese influences makes Chungking one of the least “Chinese” of China’s major cities.

Most of the people in Szechwan are poor farmers growing rice, though peasants cultivate many other crops throughout the province. Many of them possess nothing more than a wheelbarrow for moving loads. Carts are relatively rare, and motorized vehicles rarer still; human porters do most of the lifting and carrying. However, in the late Thirties, after the Japanese captured Shanghai, Chinese fleeing that city carried over 100,000 tons of machinery to Chungking, creating a new sector of the economy. Accompanying them were doctors bringing hospital equipment and supplies, officials with government records, and thousands of other refugees. Unfortunately this made the city an attractive target for the Japanese; in May 1939, their bombing raids killed over 7,000 Chinese.

HONG KONG

Located near the mouth of the Sikiang River about 60 miles from Canton, Hong Kong is an island that doesn’t belong to China — it’s a British crown colony acquired in 1841. The “new territory” of Kowloon, on the mainland, is also part of the colony. It’s a major commercial and strategic port for Great Britain. The population of the colony approaches a million in the Pulp era, though less than 20,000 of them are European. As of 1935, the Governor-General is Sir William Peel.

NANKING

In the Twenties, Nanking was a poorly-developed city. Within its approximately twenty miles of walls were many areas given over to fields and pastures, rather than buildings or city services. When the Nationalists made it the capital in 1928, it still didn’t have reliable electricity, a water works, or a sewer system. The government immediately

Continued from last page

of infected supplies of food and clothing, were common tactics.

OTHER SIGHTS OF SZECHWAN

Characters visiting Chungking may also want to see:

—the large necropolis located right outside the city

—Cheng-tu, a city to the west that’s the capital of the province (and, in Chinese minds, the capital of Tibet as well). Over 2,300 years old with a population exceeding one million, it’s surrounded by a 35 foot-tall wall and is sometimes known as the “Embroidered City” for the hibiscus trees that once graced it.

—further west still, in Chwanben (the easternmost part of Tibet or a far western part of China, depending on whom you ask), stands Litang Monastery. Travelers have dropped tantalizing mentions of its “corrupt” monks.

CHINA IN YOUR GAME

China makes a superb setting for *Pulp Hero* adventures because it's got something to offer just about any character or campaign. If you're interested in exploration and archaeology, China's a vast land that's been inhabited for millennia; it's full of ruins, unexplored nooks and crannies, fossils, and other amazing things just waiting to be discovered. If mysticism and psychic powers are what you're after, the Chinese have a long tradition of sorcery and superstition... and Tibet's right next door. For Crimebusting characters, the Green Gang of Shanghai and the Triads of Hong Kong provide worthy adversaries. If you need a venue for military action or Air Adventure, eastern China's wracked with war for much of the Pulp era. And of course, war also brings opportunities for espionage.

In fact, China has so much to offer that it may become distracting! A group of PCs who goes to China can easily become sidetracked by everything that's going on. If the GM plans an adventure in the Middle Kingdom, he may want to structure it so that it's reasonably straightforward and contains elements to keep the characters focused on the storyline (or bring them back to it if they stray).

began a modernization program, and by the time of the Japanese occupation of the city it had been transformed. All those services were now in place. Hundreds of new buildings had been created, and a new main thoroughfare, Chung Shan Road, was literally cut through the city — it starts at the Yangtze waterfront and runs to Banking Circle in the heart of Nanking.

The city's social life was also enhanced. Although dancing in public is generally forbidden (as are many other practices under the "New Life Movement" of austerity and embargoes), the International Club, completed in 1935, has dancing until midnight most nights and 1:00 AM on Saturdays. Dozens of new restaurants, many built in the area around the Temple of Confucius, provide food and drink; a pool hall and cinema nearby offer additional entertainment.

PEKING

Officially known as Peiping, and until 1928 the capital of China, Peking is different from most Chinese cities. Laid out on a gridwork of broad avenues three miles long, it's easy to navigate compared to the likes of Shanghai and Canton. Cars, rickshaws, camels, bikes, horses, carts, donkeys, and people clog the streets, which are mostly lined with ordinary one-story buildings and fences. The main architectural marvel is the *Forbidden City*, a vast palace compound of magnificent buildings and monuments in the very heart of the city. The former seat of the Chinese emperors, the Forbidden City was once denied to ordinary Chinese, but is now open to visitors. At temples there and throughout the city, Taoist and Buddhist priests keep the ancient Chinese superstitions, gods, legends, and festivals alive.

The Great Wall Of China

North of Peking adventurers may come across one of the most amazing structures ever built by man: the Great Wall of China, which is more than 4,000 miles long counting all its various segments. Wending over the hills like an undulating Chinese dragon, the Wall was constructed in four stages beginning in the early centuries B.C. to bar northern tribes from China. Built entirely with human labor, it cost the lives of uncounted thousands of unlucky workers during the construction. Their bodies were thrown into the trench between the two sides of the structure, making the Wall a gigantic cemetery as well as a defensive barrier.

Twelve feet wide on top, with crenellated parapets on either side, the Wall sometimes crosses terrain so steep that travelers along it must climb the stones like stairs or ladders. Guard towers are spaced periodically along its length. No laws protect the wall; many parts are in disrepair, and people living near it often use it as a source of building stones.

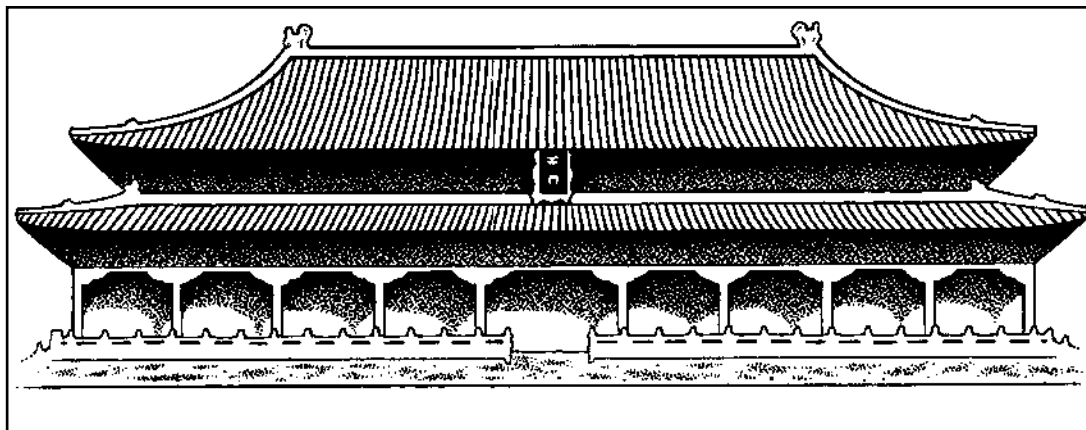
SHANGHAI

Perhaps the Chinese city best-known to Westerners (and certainly one used in many a Pulp story), Shanghai — the "Paris of the East" — is on the eastern coast near the mouth of the Yangtze. The Whangpoo (or Huangpu) River runs through it. Its population of 1.5 million gives it (and Kiangsu Province) 874 persons per square mile, making it one of the most densely populated places in the world. Its harbor sees hundreds of ships a year, and characters can also reach it by planes that land at Hungjiao Aerodrome (which has a monument to Robert Short, an American aviator killed in air combat with the Japanese on February 22, 1932).

Foreigners

Shanghai is also one of the most cosmopolitan, if not *the* most cosmopolitan, cities in the world. Its International Settlement and French Concession have an estimated population of as many as 90,000 Westerners, and trade brings peoples from all over the globe (particularly since passports and visas aren't required to enter, leave, or live there). German Jews, White Russians, and others fleeing oppression at home come here in great numbers. It's said that even the peoples of nations at war can mingle freely and amicably on the streets of Shanghai. Western control of some parts of the city is so strong that Chinese are barred; for example, native Chinese couldn't enter Huangpu Park unaccompanied by a European until 1928.

The International Settlement, a broad strip of land north of the Huangpu, is administered by a 14-member Municipal Council elected by the non-French, permanent, tax-paying foreign residents. The French Concession, south of the western end of the International Settlement and west of the Old City district, has a Consul-General appointed by the French government. In effect, both areas are self-ruled entities over which the Chinese exert no authority.



Night Life

All this means entertainment opportunities galore, and Shanghai is known as a city of lights and festivities. Cinemas, nightclubs, dance halls, amusement parks, restaurants, and stores exist in countless numbers. For those interested in sampling the darker side of Shanghai's nightlife, gambling parlors, opium dens, brothels, and just about anything else one can imagine exists... if one has the price of admission. Modern scholars estimate that Thirties Shanghai had one prostitute per 150 people, a ratio far higher than any other city in the world.

Of all the many fabulous entertainment venues in Thirties Shanghai, perhaps the most spectacular was the Great World, on Yangjingbang West Street in the French Concession. It was a gigantic place filled with things to delight and amuse: the Public Hall, where high-class prostitutes plied their trade; the thousand-seat Grand Theater, showing movies by day and Peking Opera by night; roof gardens; pavilions; restaurants; dancing floors. Characters looking for an upscale place to meet a contact might find it the ideal location, since its four stories (plus four-story clock tower) offer plenty of hiding places, as well as a crowd to lose one's self among — almost twenty thousand people come to the Great World every day.

Crime

Shanghai isn't necessarily the safest place in the world for travelers. In addition to a plague of pick-pockets and thieves, there are efficient organized crime networks controlled by the powerful, centuries-old Triads. The murder rate is about 30,000 per year (in contrast, the murder rate in New York City in 1988 was 1,896). The black market is active and thriving; anything someone wants, he can buy... for the right price.

The most prominent criminal group in the city is the *Green Gang*, which controls prostitution, gambling, and the opium trade. In the late Twenties and Thirties the Gang allied itself with Chiang Kai-shek, attacking Communists, labor unions, and wealthy businessmen, either to destroy them or to force them to support Chiang.

Attempting to keep all this crime under control are various police forces. The Chinese have their own police. The International Settlement has the Shanghai Municipal Police, a force of as many as 6,000 officers that includes many Sikh policemen brought in by the British. In 1927, command of the SMP passed to William Fairbairn, who along with Eric Sykes would soon become known for the close-quarters fighting techniques developed in part through their experiences policing the rough streets of Shanghai. The International Settlement also has the Shanghai Volunteer Corps, a 1,600-man strong volunteer police force organized by the British and Americans. Many wealthy people hire bodyguards (often Russians) to protect them wherever they go.

Espionage is another common phenomena. Agents and operatives of Russia, practically every country in Europe, Japan, the US, and more come here as part of the "great game." *Pulp Hero* characters who aren't careful may find themselves swept up in a plot that has international implications!

Learning

Thanks to the free speech and press guaranteed for all citizens by the foreign population, Shanghai is a center of Chinese learning and scholarship. Chinese intellectuals gravitate there in large numbers, and both Western and Chinese students attend its many private schools and universities. Pulp adventurers may have to go to Shanghai to find a white-bearded old Chinese scholar who knows how to translate their treasure map, or in whose mind lies the lore to help them unravel a riddle.

Finance

Shanghai is also an important center of world finance, with numerous banks and brokerages located in the Bund area along the Whangpoo. It's said that engineers routinely check the Hong Kong & Shanghai Bank's foundations to make sure it's not sinking into the silty ground due to the weight of the silver in its vaults! There are two stock exchanges and four other commodities markets to keep speculators and traders busy. Until the late Thirties Shanghai was also China's leading industrial center; ironically, the first factories were built by the Japanese after the Sino-Japanese War of 1894-95 gave them greater power in the city. With so much money and foreign investment floating around, it's a boom town where real estate prices are high and buildings, both in Chinese and Art Deco styles, are going up everywhere.

Mongolia

Mongolia, a region north of China and south of Siberia, consists of two areas. *Inner Mongolia*, the southern part, includes the Gobi and Ordo deserts, as well as some non-desertified areas. *Outer Mongolia* (also called Northwest Mongolia) is a plateau with many lakes and rivers. In both regions herding is the main occupation; farming is uncommon. There are a few cities here and there, such as Urga and Kobdo, which are mostly stops along caravan routes.

In 1915 Mongolia declared its independence from China. It was recognized as an "Autonomous Republic," though a treaty between the USSR and China acknowledged China's control over the area, and in 1919 Chinese Nationalist forces occupied much of the country. In the early Twenties, the northwestern part of Outer Mongolia declared itself the independent republic of Tannu Tuva. A treaty between the USSR and Mongolia recognizes this nation, which models itself along Soviet lines and is essentially a Soviet protectorate.

THE MAD BARON OF MONGOLIA

One of the most intriguing figures of the Pulp era rose to prominence in Mongolia in 1920. Roman Nicolaus Fyodorovich von Ungern-Sternberg was a Menshevik (White Russian) sent to the Russian Far East by the Provisional Government with Grigory Semenov to establish a White military presence there after the February Revolution. After the Bolsheviks triumphed in November 1917, Semenov and von Ungern-Sternberg declared themselves against both the new Bolshevik government and Aleksandr Kol-

SINKIANG

Also known as Chinese Turkestan or Chinese Tartary, Sinkiang is the far northwestern region of China. It's a desolate area bordering Tibet, Mongolia, and Kazakhstan, and has a population of about 2.5 million. In addition to agriculture and herding, its main resource is jade.

In 1933, the people of Sinkiang declared the region around the city of Kashgar independent of China, naming their country Eastern Turkestan (or sometimes Uiguristan). Unfortunately for them, the Kuomintang government responded negatively. Allied with Hui forces, it sacked Kashgar in 1934, crushing Eastern Turkestan's hopes for freedom. But in your *Pulp Hero* game, perhaps a group of intrepid PCs could tip the conflict the other way....

JAPAN IN YOUR GAME

For campaigns taking place in the Pacific or eastern Asia, Japan can fill the role that Nazi Germany plays elsewhere. As the existence of Unit 731 and actions such as the attack on Nanking show, the Japanese military was capable of just as much cruelty as Nazi Germany is usually associated with. Similarly, Japan has the same sort of military/imperial ambitions as Germany. When you combine this with the “yellow peril” theme of the Pulp, you can easily set up Japanese soldiers and Kempeitai agents as the same sort of cannon fodder opponents as Nazi soldiers. But of course, not all of them are so disposable — just like important Nazi villains, some Japanese adversaries are clever, wily, and ruthless, a match for any Pulp hero.

If the campaign features a Fiendish Oriental Mastermind as a major villain, you should consider how he interacts with the Japanese and their plans of conquest for East Asia. Most FOMs are Chinese, and the Chinese and Japanese loathe one another. Pulp PCs who fight against Japan might find themselves subtly (or not so subtly) aided by the GM's version of Fu Manchu. Or perhaps the FOM is secretly manipulating Japan in a long-term effort to weaken the Land of the Rising Sun.

On the other hand, what if the Fiendish Oriental Mastermind is Japanese? He could be manipulating the Empire, but to strengthen it. Maybe he, not the military, is the real power behind the throne. On the other hand, maybe he's an ardent follower of ancient Japanese ways, despises the current military and culture, and just wants to return Japan to its isolation and samurai swords.

chak, leader of the Mensheviks. They received the support of the Japanese, who wanted Semenov to head a puppet state for them in the Far East.

Von Ungern-Sternberg soon earned the nicknames “the Mad Baron” and “the Bloody Baron” — the former for his eccentric behavior, the latter for the cruelty with which he treated both his subordinates and the local populace. Leading an army composed of Cossacks, Russian troops, and Buryat tribesmen, he plundered trains, destroyed villages, tortured people, and committed other depredations. In 1920 he broke from Semenov, becoming an independent warlord with an avowed desire to restore the Ching Dynasty and use it to rule East Asia himself, restore the Romanovs to the Russian throne, and destroy the Jews. His men butchered any Jews they found (many had fled east to avoid troubles in West Asia), often using torturous methods such as flaying or burning them alive. As a Buddhist, he felt that killing people wasn't wrong, since if they were too weak to defend themselves they'd be reincarnated as something better in their next lives.

A student of mysticism and the occult, von Ungern-Sternberg was fascinated by Buddhism and other Eastern philosophies. He also supposedly studied alchemy and astrology, and knew how to enter the Hollow Earth. A skilled duelist, he killed several officers in personal combat or when he went on one of his frequent drunken rampages (during which he kept track of the percentage of people he shot at that he hit, maintaining a consistent 50% record).

In late 1920 and early 1921, von Ungern-Sternberg entered Mongolia (according to some authorities, at the invitation of Mongolian civil and religious officials; according to others, on his own). After he several tries (at least some of which were dictated by astrological forecasts), he drove the Chinese Nationalists from Urga (after which his men looted, raped, and pillaged throughout the city according to some accounts). On March 13, 1921 he became ruler of Mongolia. This only confirmed his belief that he was a reincarnation of Genghis Khan. But in the summer of 1921, the Red Army moved against him, his own soldiers turned on him, and he was captured while wearing numerous mystic talismans. In September 21, 1921, the Soviets tried and executed him...

...but that doesn't have to be the end of the story in your *Pulp Hero* campaign. It might be more fun to keep such a fascinating character alive until the Thirties as the “white khan of Mongolia” so your PCs can encounter him.

JAPAN

Government:	Empire
Ruler:	Emperor Hirohito; Premier Adm. Keisuki Okada
Capital:	Tokyo
Population:	65,000,000
Language(s):	Japanese
Currency:	Yen
Resources:	Agriculture, manufacturing, cotton, silk, textiles
Religion(s):	Shinto, Buddhism
Military:	280,000

Japan, the leading power in Asia, is a land of strength and fierce national pride. Its leaders have designs on the whole of the Orient... and many people in the West fear they'll succeed.

Japan is an archipelago of four main islands — Hokkaido, Honshu, Shikoku, and Kyushu — as well as a host of smaller islands and island groups. As a group they stretch from the subtropical to the subarctic zone, creating a wide variety of climates and ecologies across the nation. It's an often mountainous and heavily-forested land, but lacks many resources (including oil), thus making it dependent on foreign trade. One of the motivations for empire — to “bring the eight corners of the world under one roof” — is a desire to eliminate this problem.

ECONOMY

Japan's economy is in poor shape for most of the Pulp era. On September 1, 1923, a devastating earthquake struck Yokohama, one of the empire's chief ports, destroying both that city and the capital of Tokyo. The devastation killed as many as 300,000, injured another half a million, and left over two million people homeless. The fires caused by the aftermath were so enormous that people ten miles away could read by the light they gave off. Rebuilding the shattered city cost two billion dollars (nearly half of Japan's gross national product), sending the economy into a tailspin. (Other major quakes and disasters, including at Kyoto on March 9, 1927 and Honshu on March 3, 1933, only made matters worse.) As it was starting to recover, the Depression hit. Thanks to a combination of Japan's lack of raw materials, increased foreign tariffs around the world, the slump in agricultural prices, and a population explosion of a million births a year, the Depression had a particularly severe effect on the land of the rising sun. Increased military spending in the mid- to late Thirties helped to improve the situation — by 1936, half of Japan's budget was devoted to military matters — but many Japanese lived in grinding poverty and near-starvation, particularly in rural areas.

POLITICS

Technically, Japan is an empire, with supreme authority invested in Emperor Hirohito, who ascended to the throne following the death of his father Yoshihito in December 1926. In fact, Hirohito is weak, lacking in confidence, tightly restricted by official protocol and customs, and ineffectual.

The 1889 constitution severely limits his power, and even if it didn't, in the Pulp era the military wields most of the authority in Japan — though the bureaucracy, the Diet (legislature), various nationalist societies (see below), and the *zaibatsu* business conglomerates all jockey for power as well.

Resentment in Japan over what the Japanese saw as the West cutting Japan out of the Versailles settlement, hobbling it with naval restriction treaties, discriminating against it with high tariffs, and in the case of the US unjustly prohibiting immigration fueled the fires of Japanese nationalism and militarism during the Thirties. Right-wing secret societies and blood brotherhoods such as the Black Dragon Society and Cherry Blossom Society sprung up all around Japan to support the cause of Japanese superiority, military power, and empire.

By the early Thirties, right-wing military leaders and politicians controlled Japanese politics. It was their policies that sent Japan into Manchuria (see below) and that led to the Sino-Japanese War — a war that imposed significant austerities and sacrifices on the people. Many military leaders soon recognized that the war was futile due to the size, population, and chaotic nature of China, but they dared not seek peace lest Japan lose face before the world.

Thanks to these prevailing attitudes, characters visiting Japan may encounter many difficulties. Customs officials will scrutinize them, their documentation, and their luggage closely; policemen will keep a close eye on them and even harass them. The confiscation or banning of items and practices deemed “dangerous” is common.

TOKYO

Tokyo, the capital of Japan, is a city of approximately 2.5 million people. It's a curious mix of the modern and the primitive. Destroyed by the 1923 earthquake, Tokyo was rebuilt in the Twenties. During that time it was mostly a miserable, dirty, ramshackle place filled with wooden shacks and construction equipment. The area most quickly rebuilt was the Yoshiwara red light district, whose brothel-keepers could pay the highest construction wages (in part because the tragedy forced many Japanese to sell their daughters into prostitution rather than see them starve).

On March 24, 1930, Tokyo formally celebrated the end of its rebuilding. By that time the city had been transformed. Gone was the old capital, replaced by a new city of straight, wide, paved streets. Wooden bridges had become sturdy concrete spans, new canals were in place, and new parks laid out. A hundred thousand cars sped through the new streets, up from 12,000 at the time of the quake — and people without their own cars could ride on the subway (opened December 1927), the first in Asia. But despite the drive for modernization and improvement, poverty and backwardness still existed. There was no modern sewer system. Many of the new schools and housing buildings were cheaply-made, and there were fewer than a hundred thousand phones in the entire city. Away from the major roads, the shacks and hovels of the rebuilding often remained.

Business in Tokyo is brisk, for it's one of the financial capitals of the Orient. In the Marunouchi district, its equivalent of Wall Street, stock brokers and financiers do millions of dollars' worth of business every day. In the Ginza, the shopping district, stores use glitzy displays to attract buyers, and male customers are often accompanied by “stick girls” (pretty girls who accompany them as they walk around and shop).

The heart of Tokyo is the Imperial Palace, located in the center of the city. The emperor and his servants live there behind high, sturdy walls. The public is not allowed to enter.

MANCHURIA (MANCHUKUO)

Manchuria is the northeasternmost region of China; it borders Chosen, the USSR, and Outer Mongolia. After planting explosives on the Mukden railroad line in September 1931, the Imperial Japanese Army used the “incident” as an excuse to invade the region. Within five months, it was under Japanese control. Tokyo renamed it “Manchukuo” and established a puppet government led by the last Manchu emperor, Henry Pu Yi, who was crowned “emperor” in February 1934. Despite some clashes with Nationalist China, Chinese warlords, and the USSR, Japan retained control of the area until its defeat in World War II.

FORMOSA

The island of Formosa (also known as Taiwan) has been a Japanese possession since 1895. It has a few urban areas — such as the port of Keelung (where most visitors enter) and the capital of Taihoku — but is mostly rural. Of the population of roughly 4.5 million, there are only about 300,000 Japanese and foreigners. The rest are people Chinese descent, or aboriginal tribes.

The native tribal peoples are probably of Malayan and/or Polynesian origin. They number about 150,000, divided into eight distinctive cultural groups. The Japanese split them into “ripe” and “raw” categories. The ripe natives live on the borderlands and have mostly adopted Chinese ways. The “raw” natives are a different story. Driven inland by camphor timbering, they're savage headhunters. Their villages have open-air displays of the skulls of enemies they've slain, and chiefs maintain their own private collections of skulls. The Chinese sold these tribes rifles before abandoning the islands; unable to get ammunition, they carve bullets from hard wood and make percussion caps from match heads. The Japanese have set up an electrified fence-like barrier to keep the raw natives away from their parts of the island. Fortunately for *Pulp Hero* characters, these tribes tend to consider anyone who's not Chinese or Japanese as their brothers — in their world-view, there are only three peoples, and someone who's not from China or Japan must be one of their own.

The main industry in Formosa is camphor production; it's one of the world's leading sources of the substance. A single camphor laurel 12 feet in diameter can yield \$5,000 of camphor.

THE KEMPEITAI

The *Kempeitai*, Japan's efficient and ruthless military police (and secret police), may cause problems for *Pulp Hero* characters adventuring in Japan or Japan's sphere of influence. The organization's responsibilities included censorship, intelligence gathering, counter-intelligence, granting (or denying) travel permits, propaganda, internal security, operating prisoner of war and forced-labor camps, and providing “comfort women” for official brothels maintained for Japanese soldiers. The *Kempeitai* has a headquarters in each army area. A headquarters is divided into field offices, and then into various sections, subsections, and squads.

Kempeitai officers have the power to arrest any civilian (except for very high-ranking government officials), and any military personnel below them in rank or no more than three ranks above them. Arrestees are presumed guilty, and the officer may impose a punishment without taking the victim to court. Dressed in an official uniform with an insignia of the characters for “law” and “soldier,” or in civilian garb if authorized, they carry pistols (plus a saber for officers and a bayonet for enlisted personnel, who often also carried a *shinai*, or bamboo sword).

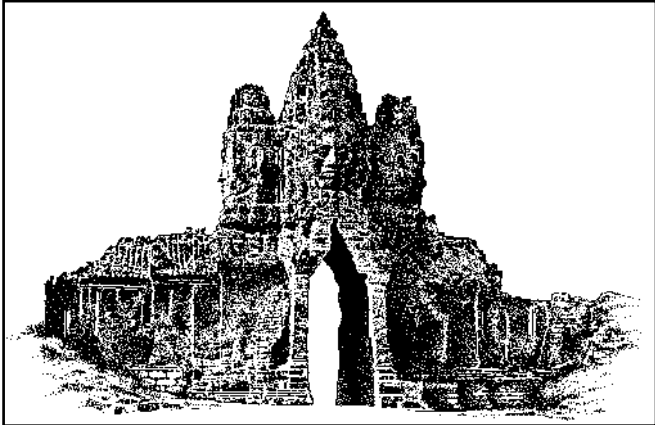
Related to, but distinct from, the *Kempeitai* is the *thought police*, more formally known as the Thought Section of the Criminal Affairs Bureau. Founded in 1927, the thought police were assigned to root out subversive thinking and activities, particularly members of the outlawed Communist Party.

THE
REDOUBTABLE
YAK

The primary domesticated animal in Tibet, the Himalayas, and nearby regions is the yak, which is a humpbacked bovine about 1 meter (.5”) tall at the shoulder that weighs around 500 kg (wild yaks can be up to twice that height and weight). Most are brown or black in color; some domesticated ones are white; they have long, shaggy hair to protect them from cold weather (they can survive temperatures as low as -40° C [-40° F]). They make a grunting sound rather than a moo.

The Tibetans keep yaks primarily for their meat, and for their milk (which is pink), but also use them as plow animals, beasts of burden, and sources of wool, hides, and horns. In *HERO System* terms, you can use the Buffalo/Cattle character sheet on page 141 of *The HERO System Bestiary* to represent the yak, but give them Life Support (Safe Environment: Intense Cold) to represent their resistance to Himalayan temperatures.

Technically, the word *yak* refers only to the male animal; the female is a *dri* or *nak*. Some Tibetans crossbreed yaks and cattle to create a *dzo*; dzos make good pack animals.



CHOSEN

Chosen, also known as Korea, was annexed by Japan in 1910. Governor-General Gen. Gazushiga Ugaki administers it from the capital at Seoul. Despite extensive agricultural, timber, and mining resources, Chosen requires infusions of millions of yen annually from Tokyo to maintain its budget. During the Pulp era, nationalist sentiments and disturbances are on the rise throughout the country, forcing Japan to keep soldiers there to quell unrest. During their tenure as rulers of Chosen, the Japanese have built almost 5,000 miles of railroads and begun an extensive reforestation program. To free up arable land, they instituted a “grave tax” for all Koreans who wouldn’t move the graves on their land to designated government cemeteries. During the moving process, many grave-goods, including celadon (sea-green porcelain) of the Korai period (900-1392 AD), which no one knows how to make anymore, found their way onto the market.

TIBET

Government:	Theocracy
Ruler:	The Dalai Lama
Capital:	Lhasa
Population:	2,000,000
Language(s):	Tibetan
Currency:	N/A
Resources:	Agriculture, livestock, musk, mining
Religion(s):	Lamaism (Tibetan Buddhism)
Military:	N/A

Tibet (also spelled Thibet) is an isolated mountain plateau in the Himalayas. The average elevation of the region is 15,600 feet above sea level, creating a climate that’s usually dry and cool. But Tibet can become slouchingly hot due to the thinness of the air, or feature torrential rains in some places at certain times of the year — due to its size, and its many elevations, it’s difficult to characterize. Tibet is claimed by China, though the Tibetans expelled Chinese soldiers garrisoned there after the Chinese Revolution of 1911, and no effort has been made to retake the area. Like Nepal, Tibet is a closed society. Outsiders are only allowed in with permission, and it’s said that any foreigners caught in Tibet without permission will be killed.

The Tibetan people are of unknown origin; they don’t precisely resemble Chinese, Malays, or Indians. They’re usually farmers or herders, and sometimes live in polygamous or polyandrous families. Women control home life, and according to custom must approve all family business transactions. The typical food is *samba* (barley meal) and butter tea, with meat added as opportunity and finances permit; the clothing consists of sturdy woolen and sheepskin garments. Some parts of Tibet are dangerous, with brigands and bandits preying on innocent people. *Haled*, or blood feuds, between families sometimes add to the strife. But Tibetans also make good friends and allies; they even have a custom of two people swearing “contracts” of friendship. Travel in Tibet is difficult. There are no cars, and planes are forbidden. The only way to go is on foot over the often-mountainous landscape, or by water — and even at the height of summer snow often clogs the passes. The Tibetans use porters or yaks to carry heavy loads.

TIBETAN BUDDHISM

Tibet is a very religious country that follows its own form of Buddhism, known as Lamaism. It’s been described as a “veneer” of Buddhism over *Bon*, the Tibetans’ ancient form of “devil-worship,” though it’s much more complex than that. Tibetans are very superstitious, believing in all sorts of spirits, devils, and omens. An estimated one-seventh to one-third of the Tibetan male population are *lamas*, or monks. They live in large lamaseries, or monasteries, throughout the land; many are built on mountaintops as much as 18,000 feet above sea level. The lamaseries hold most of the art and valuable objects in the country, and are often quite wealthy in other ways. Some lamas group themselves into various sects, such as the *Gelugspa* (Yellow Hats) and *Karmapas* (Red Hats), based on customs and beliefs.

GOVERNMENT

Tibet is a theocracy governed by the Dalai Lama, the greatest religious figure in the country. From the enormous and beautiful Potala Palace in the capital of Lhasa (a city no white man ever visited until 1904), he rules his people with the help of a vast religious bureaucracy. However, as of 1935 the head of the Reting Lamasery actually rules the country. The former Dalai Lama died in 1933, and according to Lamaist doctrine was reincarnated as an infant born at the moment of his death. Until the new Dalai Lama reaches age 18, the Reting leader serves as regent. Ranked immediately below the Dalai Lama in the sociopolitical hierarchy are the three Galon Lamas. Below them are other lamas, followed by lay government officials, then village headmen (usually the wealthiest local man), then ordinary people, then servants and slaves. Standing as a rival to the Dalai Lama is the Tashi Lama, who also reincarnates (the current one dies in 1937); he favors the Chinese instead of the British.

OCEANIA

[F]rom the days of the early discoverers the lands and peoples of the Polynesian archipelagoes have periodically claimed the attention and excited the imagination of civilized mankind.

—Robert Cushman Murphy, “The Romance of Science in Polynesia,” *National Geographic*, October 1925

The islands of the South Seas hold a strong attraction for pulp authors and readers. Many a Pulp adventure takes place amid the beaches, jungles, and volcanoes of the thousands of islands scattered across the vast reaches of the Pacific. And who knows what other mysterious islands, never before discovered by man and perhaps inhabited by monsters or creatures long extinct elsewhere, might exist, just waiting for your heroes to stumble across them?

OCEANIA

Government:	Colonial possessions of various powers, primarily Great Britain, France, Japan, and the United States
Ruler:	Various colonial administrators
Capital:	Varies
Population:	Varies
Language(s):	Hundreds of different tongues
Currency:	Varies
Resources:	Agriculture, copra, timber, phosphate mining
Religion(s):	Christianity, various native faiths
Military:	N/A

The peoples of Oceania are of Polynesian or Melanesian stock. The main Polynesian races are the Maoris, Fijians, Samoans, and Tongans. Travelers describe them as round-headed and narrow-nosed, with light brown skin, round eyes, and lanky black hair. Melanesian races have long head, tall noses, darker skin, black frizzy hair, and low orbits of the eyes; compared to the Polynesians they're short, and not as finely-featured. Some commentators describe the Melanesians as savage, even treacherous; the more advanced Polynesians are keen traders.

In the pulps, it's not uncommon for native Oceanic peoples to have all sorts of strange customs, including cannibalism, headhunting, and sorcery practiced by foul witch-doctors. While in real life the more extreme practices were probably rare (at best) by the Pulp era, the GM shouldn't

let reality dissuade him if he's got an idea for an exciting South Seas adventure that requires cannibalistic tribesmen!

Most Oceanic peoples live in longhouses or huts made from native woods. Common foods include the coconut, breadfruit, yam, taro, and sweet potato. Most of the islands have relatively little fauna besides birds, though there are exceptions (such as the crocodiles of the Solomon Islands). The volcanic soil is fertile; other than agriculture, the main industry is often phosphate mining. A few of the islands, such as the Carolines and Easter Islands, have mysterious ruins whose origin and purpose remain unknown.

Describing all of Oceania would take a book far larger than this one! Some of the principal islands of the region include:

EASTER ISLAND

Perhaps the most famous and mysterious of the South Seas islands is Easter Island, located far to the east and south (it's a possession of Chile) and inhabited by a single village of about 250 natives. Scattered around the island are more than 600 carved statues and images called *moai*; they're often placed in groups of six to twelve. Quarried from the compressed ash stone of Rano Raraku peak using flaked stone tools, the statues are typically half-length (torso and head) human figures of distinctive appearance/shape. Most figures' hands nearly meet at the bottom of the statue, their noses are long and straight, and their ears have lobes elongated to a sort of fleshy rope. They typically range from six to thirty feet (1"-5") tall. Many used to stand on *ahu*, burial-places formed of stones that are common throughout most of the island, but have long since fallen over or sunk into the ground. No one knows who made the statues, or why. No doubt some *Pulp Hero* characters will find the mystery intriguing enough to launch investigations of their own....

Also present on the island are stone tablets displaying an undeciphered script known as *rongorongo*. In 1932, Wilhelm de Hevesy noted a similarity between some of the Easter Island characters and those found on seals at Mohenjo-daro in the Indus Valley of India, but even in the twenty-first century *rongorongo* remains unreadable.

THE HAWAIIAN ISLANDS

The archipelago of Hawaii is a US possession with a population of 370,000 and its capital at Honolulu. It's sometimes referred to as “the crossroads of the Pacific,” because most trans-Pacific traffic stops there to refuel, resupply, or rest. At 2,400 miles from San Francisco, they're about a five-day trip by ship, but just a few hours' journey in a plane.

Hawaii is particularly volcanic. The largest active volcano in the world, Kilauea, is on the island of Hawaii proper; so are Mauna Kea (quiescent) and Mauna Loa (active). Pulp heroes visiting Hawaii may find themselves fighting evil cults devoted to dark versions of the volcano-goddess Pele (the native Hawaiians have a rich culture and mythology).

MICRONESIA

Micronesia is a large group of islands east of the Philippines and north of New Guinea that includes the Caroline Islands and the Marshall Islands. Formerly German possessions, they're now controlled by Japan.

Ponape, in the eastern Carolines, is an island with much to intrigue Pulp adventurers. Its people are generally easy-going, but temperamental enough to revolt if made to work too hard or at tasks they don't like. They belong to five tribes, and the tribes don't always get along. Their island features several ruined cities whose nature and history aren't known. On the east coast is Nanmatal ("in many openings"), a city whose thirty foot tall (5") stone walls still stand proud, but whose network of canals is now filled with sand. Part of the city may have sunk into sand or sea; no one has excavated to find out. The only artifacts gathered from the city — a metal spearhead, and a stone with two Chinese ideograms found around 1880 — have both been lost. Nanmatal's creators and purpose were already forgotten when Europeans arrived in 1595. There are other ruins near the port of Ronkiti, and more on the nearby island of Kusaie. The natives believe the gods punish anyone who intrudes in any of the ruins.

Yap, on the far western end of Micronesia, is famed for its ancient currency — large yellowish disks of limestone 4-11 feet (.75-1.75") in diameter with a hole in the center. The Yapese no longer use this form of money, but examples of it remain and might make an interesting relic for *Pulp Hero* characters to transport to a museum.

NAURU

Nauru, the Pleasant Island, lies just south of Micronesia and west of the Gilbert Islands. Originally claimed by the Germans, it's now a British mandate administered by Australia. Its 2,500 natives have a reputation as fierce (but not cannibalistic) warriors; feuds, often involving the use of rifles obtained in trades with Europeans, are common. They measure wealth by ownership of coconut trees. Intriguingly, the Nauruans have no significant religion, body of myth, or priesthood.

Nauru possesses commercial importance because it's a major source of phosphates. Mining has brought a number of Europeans to the island, which now has electricity, a bakery, a refrigeration plant, and even some indoor plumbing. The only other export is copra. It has no harbor, so ships must land at constructed moorings.

TAHITI

A French possession that's part of the Society Islands of Polynesia, Tahiti consists of two land masses linked by an isthmus; it has a population of forty thousand (which includes almost 6,000 Frenchmen and other Westerners). It has a well-deserved reputation as a tropical paradise — life is easy (especially for Europeans), the people are friendly, the climate superb. Familiar to Europeans from the paintings of Gauguin, it attracts many visitors to its black sand beaches, blue lagoons, and green lawns. From the capital of Papeete, a French governor rules over all the French possessions in the area, including the Marquesas and the Tubuai Islands. The mail-boat arrives monthly for people who must have contact with the outside world.

AUSTRALIA

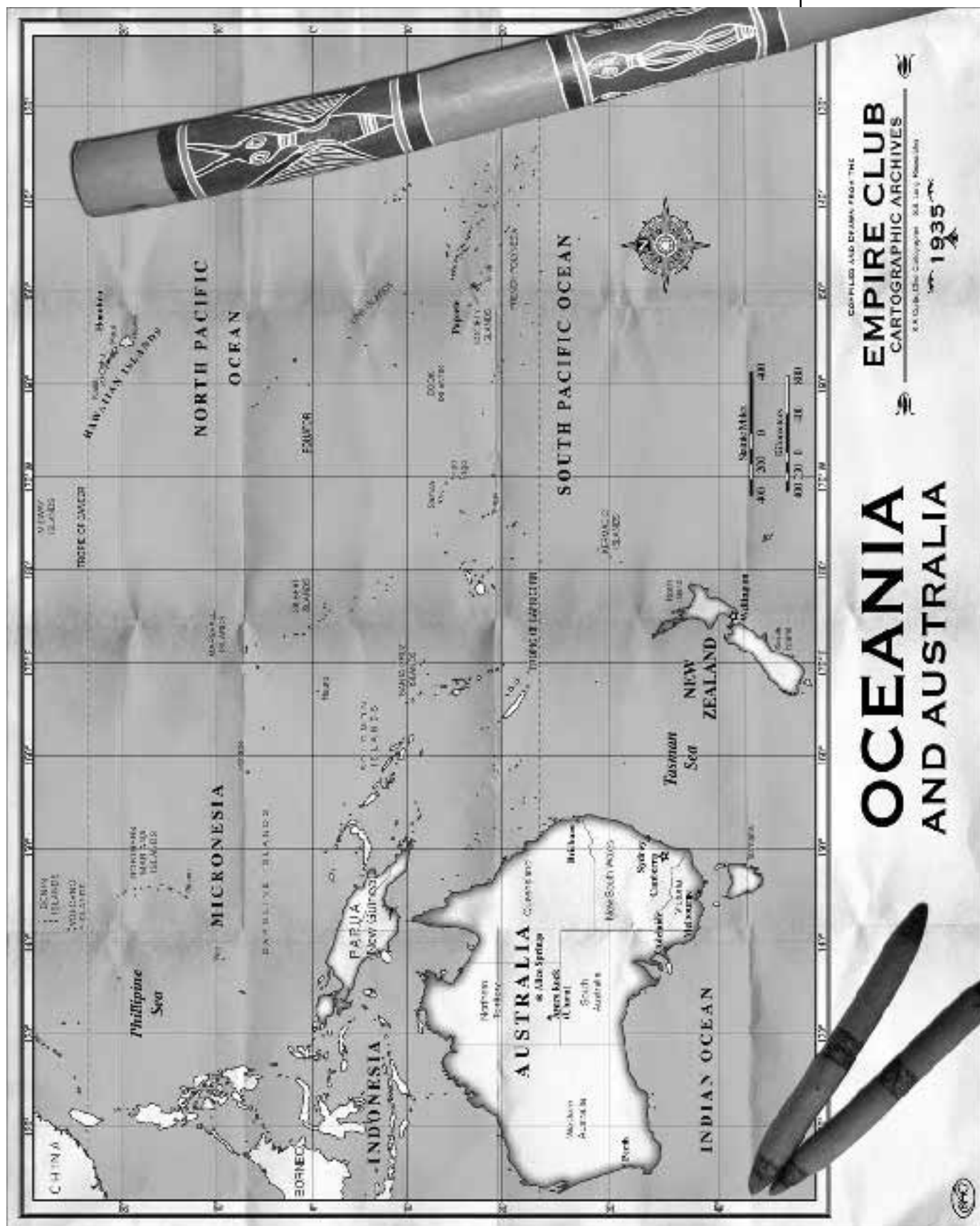
Government:	Federal commonwealth; dominion of the British Empire
Ruler:	Governor-General Sir Isaac Alfred Isaacs; Prime Minister Joseph Aloysius Lyons
Capital:	Canberra
Population:	6,740,000
Language(s):	English, various Aborigine tongues
Currency:	Australian pound
Resources:	Agriculture, livestock, manufacturing, mining
Religion(s):	Christianity
Military:	14,668

Australia, the only continent lying wholly within the Southern Hemisphere, is about the same size as the continental United States. In the south it's temperate, in the north more subtropical or tropical. The east and west coast are elevated, while the interior is plains and the semi-arid desert known as the Outback; it's often difficult to cross. Settlements mostly cluster along the coasts. The capital, Canberra, is small (about 7,300 people); major cities include Sydney, Melbourne, Brisbane, Adelaide, and Perth. Sydney, on the southeastern coast, is the largest; while it as yet lacks its now-famous Opera House, the Sydney Harbor Bridge is built from 1924-32.

Due to its isolation, Australia is home to many unusual animals found nowhere else. These include the kangaroo, koala bear, wallaby, wombat, and platypus. Great White Hunters and characters working for zoos may travel Down Under to bag some of these intriguing beasts. But beware! — while Australia has few predators (such as crocodiles and sharks), it's home to more venomous animals than any other place in the world. The bites of creatures such as the funnel spider and taipan serpent can kill even healthy adult humans quickly and painfully.

THE PEOPLE

Australia was first settled by Europeans about 150 years ago. The present population of 6,740,000 includes an estimated 60,000 Aborigines, who are victims of intense discrimination by white residents.



LASSETER'S REEF

In 1897, prospector Harold Lasseter was found near death south of Alice Springs. After being brought back to health, he claimed to have found the richest seam (or “reef”) of gold ever discovered. He produced samples that seemed to verify that he'd made an important discovery, but refused to reveal the reef's location.

After spending a decade drumming up interest, he led an expedition into the interior to re-locate the reef, but couldn't find it. By the Thirties, with the Depression raging and other gold mines playing out, Lasseter got the funding to launch a major expedition complete with trained personnel and motor vehicles. After great difficulty, the group reached a place that was 150 miles away from its intended destination. At that point most of the expedition decided to return home, but Lasseter continued on, accompanied by another man, Paul Johns.

The two headed toward the Olgas, a rock formation not far from Ayers Rock. One day Lasseter returned to camp and said he'd found the reef again, but refused to tell Johns where it was. Johns, now doubting Lasseter's sanity, accused him of being a liar and left. Lasseter vanished; shortly thereafter, a bushman found his body at Winter's Glen.

To this day, Lasseter's Reef remains undiscovered. Perhaps your Pulp heroes, intrigued by the story and Lasseter's untimely end, will want to hunt for it themselves....

According to some estimates, there are as many as 500 Aborigine tribes speaking around 200 different languages altogether. Many retain the hunter-gatherer lifestyle of their ancestors, with often complex social systems, customs, and taboos. Others work on ranches or live in cities, sometimes as virtual slaves to whites. White men tend to regard Aborigines as masters of survival skills, and rightly so; they can thrive in places white men won't even try to live. Some Aborigines use their abilities to serve as guides for white hunters and explorers.

The Aborigines have a rich and fascinating culture, religion, and mythology, with many sacred places (such as Ayers Rock in the midst of the outback). Their beliefs are animistic, with totem spirits for plants, animals, and other natural phenomena. The symbolism behind their beliefs and the meaning and purpose of their rituals will probably be lost on Western characters unless they have appropriate Skills. Central to their beliefs is the *Dreamtime*, a spirit-world whose inhabitants created the Earth and its features through their actions. Campaigns with mystic PCs or themes might involve a trip to Australia to learn about Aborigine beliefs or magic.

Ayers Rock

In the southeast corner of the Northern Territory of Australia sits Ayers Rock, or Uluru as it's known to the native Anangu aborigines. The second-largest natural monolith in the world (after Mount Augustus, also in Australia), Uluru is a mas-

sive stone prominence more than eight kilometers around that rises up from the desert floor to a maximum height of 318 meters (159"). The rock itself is riddled with caves, and along its sides are striations that look like massive claw marks; Aborigine legends say they were carved by Tjati, the red lizard, when he lost his throwing stick somewhere within the rock and was searching for it. At sunrise and sunset the layers of sandstone and feldspar catch the light and reflect it in a wave of glorious reds and purples almost too vibrant to believe.

Uluru extends more than two kilometers below the surface. Caves within the rock have dozens of enormous, primitive paintings on the walls, some as much as fifty thousand years old. The paintings are mostly of animals, usually the totems for various Anangu clans. Some of the animals portrayed are extinct, while others have apparently never actually existed (for example, the *bunyip*, a bellowing, disease-bearing monster who lives at the bottom of rivers and water holes). Several of the caves with interesting paintings inside are easily accessible, though local legend has it that deeper inside are caves no non-Anangu has ever seen.

The nearest major city to Ayers Rock (and the nearby Olgas [Kata Tjuta] formations) is Alice Springs, about 450 kilometers (280 miles) to the northwest. Beyond Alice Springs the region is scrubby desert that features massive outcroppings of red and orange sandstone, the howls of dingoes, and ever-present flies.

THE ENDS OF THE EARTH

Explorers and globetrotting adventurers may sometimes find themselves going to the Poles — the Arctic and Antarctica — in search of new challenges or in pursuit of master villains who *really* like to get away from it all. As of the Pulp era, it's only been a few years since Robert Peary and Matthew Henson became the first men to reach the North Pole (1909) and Roald Amundsen the first to reach the South Pole (1911).

THE ARCTIC

The Arctic, the region surrounding the North Pole, is a surprisingly geographically diverse place. In addition to the eternally-frozen Arctic Ocean (*i.e.*, a “land” composed of solid ice), it includes the taiga (a belt of boggy coniferous forest), the tundra (arctic plains, often covered by swamps and bodies of water), and mountainous barrenlands. It's inhabited in many places by peoples such as the Lapps, Eskimos, and Yakuts.

Many expeditions explore the Arctic during the Pulp era. In 1925 Roald Amundsen set out for the North Pole, but never reached it. On May 9, 1926, Adm. Richard Byrd and Floyd Bennett became the first men to overfly the North Pole in a plane; on May 12, Amundsen did the same thing in the airship *Norge* (though on May 15, ice forming on the dirigible forced him to land in Alaska). Captain Umberto Nobile took the airship *Italia* to the North Pole and dropped flags there on May 22, 1928. The next day the *Italia* crashed. An international rescue effort was mounted from the Norwegian island of Spitsbergen; Amundsen died in a plane crash trying to get there and offer his help. Nobile was airlifted out after a month to

direct the rest of the rescue, but after the rescue pilot crashed returning to get more of Nobile's men, the mission was abandoned.

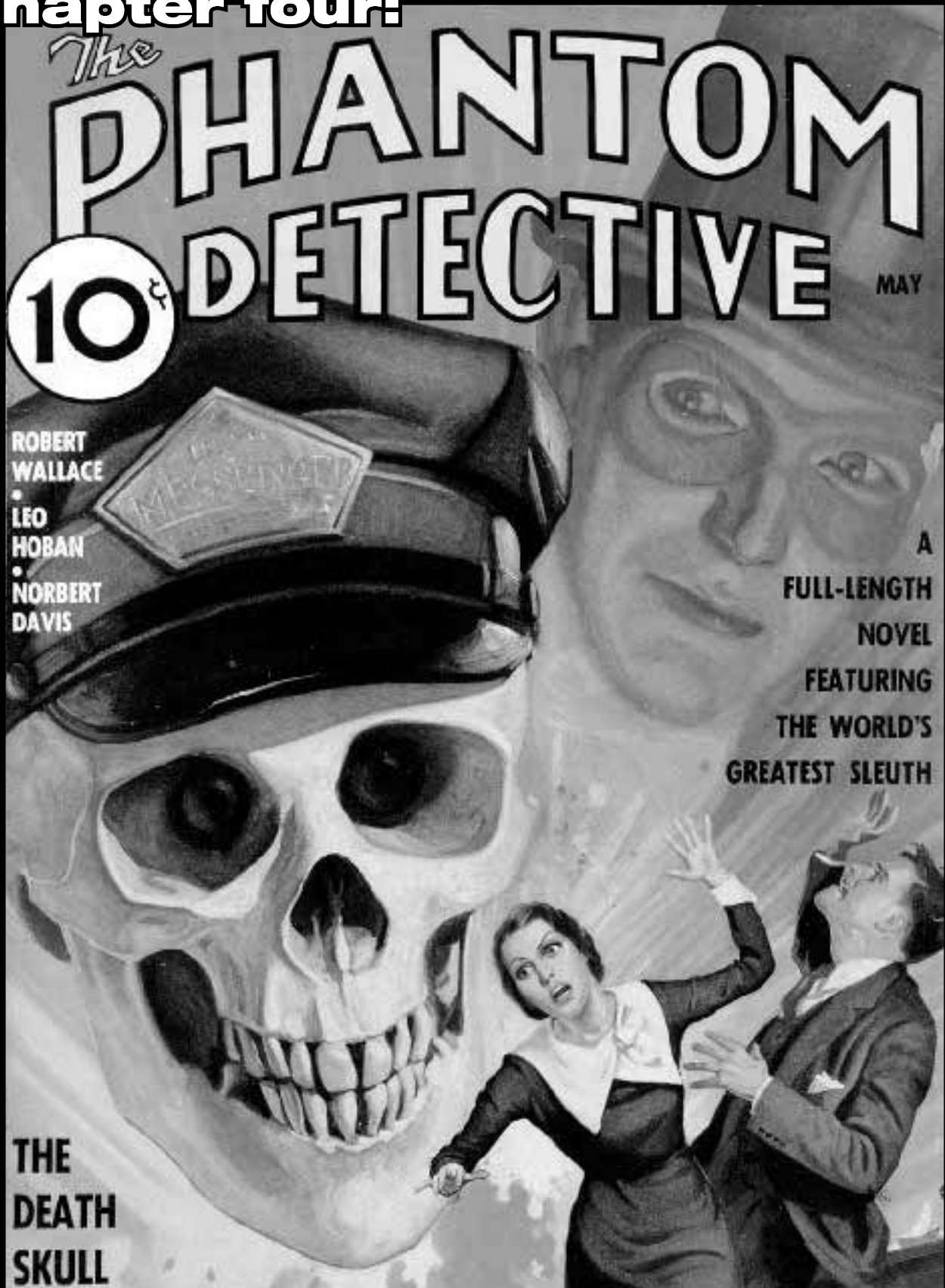
ANTARCTICA

The Antarctic is not as well-known as the Arctic during the Pulp era. The coldest and driest place on Earth, with the highest average elevation, it has no permanent residents aside from penguins, seals, and a few other animals (but not polar bears, who live only in the Arctic). The land ranges from ice- and snow-covered plains to stark mountains.

In January 1929, Richard Byrd launched an extensive aerial survey of Antarctica. By the end of the survey in November of that year, he'd mapped 1,200 square miles of the icy continent and overflown the South Pole. In January 1930, he began mapping an as-yet unexplored 15,000 square mile area of Antarctica. From 1933-35 he led another expedition to explore the south polar regions, which included his spending five months alone at an Antarctic weather station. No doubt he'd appreciate a visit from some intrepid Pulp explorers, should any happen to venture nearby.

In pulp stories, such as H.P. Lovecraft's *At The Mountains Of Madness*, Antarctica is often a repository of long-hidden secrets and horrors Man Was Not Meant To Know — and which, of course, explorers inevitably stumble across and awaken. In Globetrotting Adventure pulps, Antarctica may instead be the location of the secret bases of would-be world conquerors, deranged scientists, and other such madmen.

chapter four:



GUYS AND DOLLS CHARACTER CREATION

THE PULP HERO

I do not believe that I am made of the stuff which constitutes heroes, because, in all of the hundreds of instances that my voluntary acts have placed me face to face with death, I cannot recall a single one where any alternative step to that I took occurred to me until many hours later. My mind is evidently so constituted that I am subconsciously forced into the path of duty without recourse to tiresome mental processes. However that may be, I have never regretted that cowardice is not optional with me.

—John Carter of Mars in *A Princess Of Mars*, by Edgar Rice Burroughs, *All-Story*, February 1912

Regardless of subgenre, setting, or story, a Pulp hero tends to possess certain attributes — qualities of person and character that set him above the common crowd and make him a hero. These are:

- He's physically and mentally superior — he's stronger, tougher, quicker, and cleverer than most people. (In game terms, he begins with Primary Characteristics of 10, instead of the 8 or less most people have, and usually buys at least some of them up.)
- He's also morally superior: he knows without having to think about it the difference between Right and Wrong, Good and Bad... and, more importantly, that he has to act to preserve the Good. He doesn't suffer from evils such as greed or lust; he knows that people who have such feelings or beliefs inevitably come to a bad end (in fact, he often goes out of his way to control his vices, denying himself access to women, strong drink, and other temptations, and has few, if any, female companions). He's a hero not because he gains anything by being one, but simply because it's the Right Thing To Do. Furthermore, he's a man of honor and always keeps his word, even if doing so hinders him. (In game terms, he has Psychological Limitations like *Pulp Hero's Burden*, *Pulp Hero's Code*, or the like.)
- He's brave enough to face down any danger that might confront him, and clear-headed enough not to panic or do something stupid when it does arise. (In game terms, he has a high PRE.)
- He's competent and resourceful, able to do many things well. In addition to general physical, athletic, and combat abilities, he's often a master of disguise; many Pulp heroes are also talented scientists and tinkerers as well. (In game terms, he has a lot of Skills, and perhaps [Combat] Skill Levels.)
- He has a sense of optimism born of self-confidence. The Pulp hero knows he has the ability to make the world a better place (even if it's only in minor ways, like recovering an archaeological relic for a museum so everyone can enjoy and learn from it) — and that if he tries his best, he *will*.
- He's wealthy. His money frees him to go adventuring or fight crime instead of having to earn a living, and gives him the means to buy all the secret bases, vehicles, weapons, and gadgets he needs. He's generous, giving unstintingly of his fortune in a good cause. (In game terms, he has the *Money Perk*.)
- He's loved by women, admired by people in general, and hated by all who are corrupt, evil, depraved, or wicked.
- He's lucky. Call it karma or the fate of heroes if you will, but things usually go his way when he needs them to. (In game terms, he has Luck, or uses rules like Heroic Action Points to simulate being lucky.)
- He doesn't kill unarmed or defenseless enemies; he kills only in self-defense. He doesn't kill women, no matter how much a particular woman may deserve it. (Fortunately, the dramatic rules of the Pulp dictate that the bad guys come to a bad end through their own evil even if the hero isn't allowed to simply shoot them.)
- He's equipped with the latest technology, and sometimes even technology far more advanced than what ordinary people, or even ordinary governments, possess.
- He serves society, but is bound by the dictates of his duty and his conscience rather than society's laws.

PULP PACKAGE DEALS

The following Package Deals represent common professions, occupations, backgrounds, or careers for *Pulp Hero* characters. In addition to the listed Skills and abilities, each Package Deal includes suggestions on several related subjects: the goals and motivations of characters who belong to that profession; improved Characteristics and other abilities members of that profession might have; Disadvantages appropriate to the profession; and how the character might advance and progress during the campaign. But these are only suggestions — ignore them and choose something else if that suits the character you have in mind.

Professional Package Deals are just organizational tools. They group together Characteristics, Skills, and abilities commonly associated with a given organization or type of training to make the creation process quicker, easier, and more realistic. Unless the GM requires them, you don't have to use one. You can instead buy all of a character's abilities separately, or "customize" the Package Deal by taking only the parts of it you want and discarding the rest. Package Deals should enhance your creativity, not stifle it.

ATHLETE

In the Pulp era, sometimes all it takes to be a hero is the heart of a top-notch athlete!... plus the physical abilities to go along with it, of course. Whether he competes at football on the gridiron of Princeton or Yale, rugby on the playing-fields of Eton, or baseball in the Major Leagues, the Athlete has the drive, determination, and skill to become a winner... or to save the day.

Example Athletes from the pulps include Frank Merriwell (before he goes on to become a Two-Fisted Hero and general adventurer), Slash Triebault, and Eddie Wing.

Typical Goals And Motivations: To a man (or woman — the Pulp era had its share of well-known female Athletes, like Gertrude Ederle and Helen Wills), Athletes are *competitors*. They don't go out there just to have a good time, they want to win — to beat the other guy, the opposing team, or the world record, as the case may be. If they're team athletes, Pulp morality dictates that they're loyal members of the team, willing to do anything to help "the side." A few, who often end up as the villains in athletics stories, become so obsessed with winning that they'll cheat if they have to.

Typical Abilities: Athletes are all-around superb physical specimens, with greater strength, reflexes, and stamina than the average man. In an era before the advent of modern calisthenics and bodybuilding techniques, they rarely show bulked-out musculature, but they're still plenty strong. And of course they're skilled at their chosen sport — or even more than one, for the well-rounded sportsman.

Suggested Disadvantages: An Athlete who's never done anything but practice and play might have Psychological Limitations like *Naive* or *Gullible* to reflect his lack of worldly experience. In a game where the characters often go "undercover," an enthusiastic athlete with Distinctive Features: Always Talks About Sports And Uses Sports Analogy could become a real problem. A character who had to retire from sports due to a debilitating injury might reflect his condition with a Physical Limitation, a Vulnerability, or some sold-back Characteristics or abilities.

ATHLETE PACKAGE DEAL

Abilities

Cost	Ability
3	+3 STR
9	+3 DEX
6	+3 CON
2	Running +1" (7" total)
5	PS: play sport of choice (Characteristic Roll +2)
2	PS: play another sport 11-
2	PS: play another sport 11-

Total Cost Of Package Abilities: 29

Disadvantages

Value	Disadvantage
15	Psychological Limitation: Strong Competitor; Will Do Anything Fair To Win A Competition (Common, Strong)

Total Value Of Package Disadvantages: 15

Options

Value	Ability
20	<i>Boxer:</i> 20 points' worth of Martial Arts: Boxing and related Skills and abilities
4	<i>Great Hitter:</i> +2 OCV with Baseball Bat
6	<i>Great Pitching/Passing Arm:</i> +2 OCV with Thrown Objects
3	<i>A Sound Mind In A Sound Body:</i> +3 INT
4	<i>Strong Runner:</i> Running +2" (9" total)
2	<i>Strong Leaper:</i> Leaping +2"
2	<i>Strong Swimmer:</i> Swimming +2" (4" total)
0	<i>Cheater:</i> Change Psychological Limitation to: Cheater; Will Do Anything To Win A Competition (Common, Strong)
-15	<i>Team Loyalty:</i> Psychological Limitation: Completely Loyal To The Team; Will Do Anything Fair To Ensure A Team Victory (Common, Strong)

CHARACTERISTICS AND PACKAGE DEALS

Some of these Package Deals include additions to Characteristics. This reflects common levels of STR or other Characteristics found among members of those professions. However, with the GM's permission, a player may change or eliminate that part of the Package Deal if he has an idea for a character who defies or transcends the general stereotype.

If the campaign uses the Normal Characteristic Maxima rules, those rules apply to Characteristics gained from Package Deals. This may in some instances require a character to spend additional points to buy a Characteristic affected by the Package Deal up to a proper level. For example, imagine a Package Deal that provides +15 CON, for 30 points. The first 20 points of effect increase the character's CON to 20. After that the Normal Characteristic Maxima doubling applies, so the next 10 points only add 2.5 points' worth of CON. Since a character can't have a 22.5 CON, the character has to spend 2 more Character Points to increase his CON to 23. Alternately, with the GM's permission a character can reduce the points a Package Deal adds to a Characteristic to avoid this problem.

WINGWALKING

Barnstormers — stunt fliers who traveled around the country making money by participating in air shows and providing \$5 or \$10 rides to the locals — often went to great lengths to find new ways to impress the crowd and outdo their rivals. One of their favorite stunts was *wingwalking*: getting a co-pilot or volunteer acrobat to walk on the wings of the plane while it was in flight!

A skilled wingwalker could do more than just stand or walk on the wings. Some could perform handstands or other stunts, hang from the wings as if about to fall off, and in the most impressive stunt of all, step from the wings of one plane to another in mid-air.

To give a character the ability to wingwalk, buy Breakfall. If all he can do is wingwalk, take the Limitation *Only To Walk On And Maintain Balance On Flying Craft* (-2). Without that Limitation, he can use the other functions of the Skill... which might even be enough to save him if he falls.

When wingwalking, a character must make a Breakfall roll each Phase to maintain his balance and footing; this is a Half Phase Action. If there's a wire or strut he can safely hold onto within reach, the roll gets a +1-2 bonus. If the pilot performs any maneuvers that require a Combat Piloting roll, the wingwalker must make his roll that Phase by -1 *plus* whatever penalty was imposed on the Combat Piloting roll.

Progression: Much like Frank Merriwell, Athletes who become the stars of Pulp series — who become PCs, in other words — have to move on to other things unless it's an all-Athlete campaign. Typically they become Two-Fisted Heroes, since they have most of the attributes to qualify for that “career”; others turn to aviation or exploration, or get their college degrees in some scientific subject and become Scientists or Gadgeteers.

AVIATOR

“I could fly a shoebox if it had wings, Peevy.”

—Cliff Second, *The Rocketeer*

In the Pulp era, when flight is still a new and dangerous activity, the Aviator is a romantic, daring, dashing figure whose very life sometimes seems to be an adventure. Examples of Aviators include real-world flyers and daredevils such as Charles Lindbergh and Amelia Earhart, World War I air aces like Baron von Richthofen (the Red Baron) and Eddie Rickenbacker, and fictional characters like G-8 (not to mention his Battle Aces), Dusty Ayres (and his Battle Birds, of course!), the Griffon, Tam MacTavish, Bill Barnes, Philip Strange (who also possessed psychic powers and weird skills), Smoke Wade, the

Lone Eagle, Waldo Pepper, and Terence X. O’Leary (in some stories). A few female pilot characters — Aviatrices such as Barbe Pivet — graced the pages of the pulps as well.

Typical Goals And Motivations: Most Aviators live to fly. They feel more at home in the air than on the ground, and they’ll do whatever it takes to get up there. Even if some responsible authority figure tries to ground an Aviator because he’s too sick or injured to fly, he’ll sneak out and get into a plane at the first opportunity.

Because flying during the Pulp era is inherently dangerous due to the relatively primitive state of aviation technology, most Aviators are daredevil thrillseekers. They got into flying in part because of the danger, and that means they’re not always as careful as they should be — they take crazy risks and pull fancy aerobatic stunts just to show they can.

Typical Abilities: The Aviator hero is by definition a skilled pilot, able to fly in combat or under all sorts of adverse conditions. He also knows how to maneuver his plane aerobatically and perform aerial stunts. He’s also got enough know-how to maintain his plane and maybe even tinker with the engine a bit, though he leaves the major modifications to the Grease Monkey, Gadgeteer, or Scientist.

Suggested Disadvantages: In addition to a Psychological Limitation reflecting his daredevil side, an Aviator might suffer from an old war wound (a Physical Limitation or sold back Characteristics), or from some other condition he’s concealing because it might get him grounded (*i.e.*, diminishing eyesight, arthritis). He might be Poor because he devotes almost every dime to fuel and keeping his plane flightworthy.

Progression: In most *Pulp Hero* campaigns, the Aviator starts the game as a skilled flyer, so he often doesn’t need to devote any more points to such abilities. Instead he has to focus on what he does when he’s not behind the stick. Is he a lesser version of the Two-Fisted Hero, ready to charge into danger at the drop of a hat to save the helpless and punish the evil? Or maybe an Explorer, eager to see new places and learn new things? If you’d rather not take him too far afield, he might become a full-fledged Grease Monkey or Gadgeteer, designing and building his own cutting-edge aircraft.

AVIATOR PACKAGE DEAL

Abilities	
Cost	Ability
3	Aerobatics
7	Combat Piloting +2 (free TF is Small Planes)
2	Navigation (Air)
1	Mechanics 8-
1	WF: Biplane Weapons
Total Cost Of Package Abilities: 14	
Disadvantages	
Value	Disadvantage
	None
Total Value Of Package Disadvantages: 0	
Options	
Value	Ability
2	<i>Ace Pilot</i> : Add +1 to Combat Piloting
var	<i>Aviation Mogul</i> : Money (10 points’ worth, or more)
2	<i>Aviatrice</i> : +4 COM
4	<i>Barnstormer</i> : +2 to Aerobatics
1	<i>Helicopter Pilot</i> : Add TF: Helicopters
14	<i>Hotshot Pilot</i> : Add the <i>Hotshot Pilot</i> Talent
+2	<i>Mechanically Inclined</i> : Increase Mechanics to an INT Roll
var	<i>My Very Own Plane</i> : Add Vehicle (a plane, autogyro, or other flying vehicle)
16	<i>Zeppelineer</i> : Add TF: Balloons & Zeppelins and Vehicle (an Airship; see page 313)
-15	<i>Daredevil</i> : Add Psychological Limitation: Aerial Thrillseeker (Common, Strong)
-5	<i>I’ll Show Them I’m The Best</i> : Rivalry (Professional, with other Aviators)

COP

“Every man in my department has nerve, and most of them have got a brain or two. But you have something else. You showed it when you was a rookie cop and helped clean out that gang on Acola Street; and you showed it when you ran down those Kentucky gorillas that had us all stumped, in the fall. That’s the reason you’re wearing plainclothes. You have that strange and fortunate thing which you have through no fault of your own: instinct, my boy. A nose for it.”

—Inspector Bourse compliments Detective Nick Glennan in Mackinlay Kantor’s “The Hunting Of Hemingway,” *Detective Fiction Weekly*, April 1934

Unlike the bumbling, incompetent, even buffoonish cops featured in so many Pulp stories as a way of making the hero look skilled and tough, this Package Deal represents a policeman who’s good at his job and takes law enforcement seriously. Examples from the pulps include Nick and David Glennan, Captain MacBride, Police Detective Peter Noggins, Satan Hall, and Captain John Murdoch.

Typical Goals And Motivations: The hero Cop’s job is to uphold the law and catch criminals, and that’s just what he does. He doesn’t just go through the motions; he really wants to see justice done, no matter who he might expose or inconvenience in the process. Like the Renegade Cop of later fiction, he’s frequently an aggravation to his superiors because of his refusal to follow procedure... but in the Pulp era, that’s neither uncommon nor entirely unexpected in some jurisdictions.

Typical Abilities: The Cop has the typical policeman’s training and resources. He knows the street and those who live on it, and what the local criminal law says. He’s got a gun and a nightstick, and he knows how to use both. His badge and law enforcement powers can get him into places... and into trouble... that ordinary folks avoid. Because he’s a hero, he’s often smarter, stronger, and tougher than the average cop (*i.e.*, he spends Character Points to increase Primary Characteristics like STR and INT).

Suggested Disadvantages: The Cop has to answer to his “superiors,” and he’s readily identifiable as a cop most of the time due to his badge and uniform. Beyond that, he might be on the take (a Social Limitation), or have a Psychological Limitation that explains why he became a cop: a desire for revenge against the gang that killed his father or brother (who was also a Cop); wanting to earn enough to ask his girl to marry him; an itch to enter politics.

COP PACKAGE DEAL

Abilities

Cost Ability

2	<i>Observant:</i> +1 PER with Sight Group
1	Combat Driving 8-
3	Criminology
2	AK or CK appropriate to job or jurisdiction, 11-
2	KS: Criminal Law And Procedure 11-
2	KS: The Law Enforcement World 11-
2	PS: Police Officer (or the like), 11-
3	Streetwise
2	WF: Small Arms
4	Contacts (4 points’ worth)
2	Fringe Benefit: Local Police Powers
1	Fringe Benefit: Law Enforcement Rank
1	Fringe Benefit: Weapon Permit
6	6 points’ worth of abilities from the following list: Acting, Animal Handler (Canines or Equines), Bribery, Bugging, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Concealment, Conversation, Deduction, Demolitions, Disguise, Electronics, Fast Draw, Forensic Medicine, Gambling, Interrogation, Lockpicking, Martial Arts, Paramedics, Persuasion, Security Systems, Shadowing, Skill Levels, Stealth, Tactics, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts, Deep Cover

Total Cost Of Package Abilities: 33

Disadvantages

Value Disadvantage

5	Distinctive Features: Uniform and/or Badge (Easily Concealed)
10	Hunted: department he works for 8- (Mo Pow, NCI, Watching)
20	Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 35

Options

Value Ability

+1	<i>Detective:</i> Choose Deduction and Shadowing, increase Law Enforcement Rank by 1
0	<i>Undercover Cop:</i> Choose Acting and Disguise
15	<i>Something’s Wrong Here...:</i> Danger Sense (self only, out of combat, intuitional) (INT Roll)
2	<i>Walking The Beat:</i> AK: specific neighborhood in the city 11-
-15	<i>Dedicated Cop:</i> Devotion To Duty (Common, Strong)
-5	<i>On The Take:</i> Add Social Limitation: Harmful Secret (Occasionally, Minor)

Progression: It’s not uncommon for a Cop to rile his superiors so much that he gets booted off the force (possibly under a cloud that would justify taking a Social Limitation). He then becomes a Detective and continues making trouble for the corrupt Powers That Be. Alternately, he could turn to even less orthodox methods of crimefighting and become a masked mystery-man (or an agent for one). And if it turns out the big city doesn’t hold anything for him anymore, far horizons beckon for the Soldier or Explorer....

THE G-MAN

“In these troubled days, when you strengthen the hand of law enforcement, you add power to the muscles of liberty.”

—J. Edgar Hoover in *Time Magazine*, 1939

The G-Man is the federal version of the Cop. Like the famed Eliot Ness, he works for a US government law enforcement agency, such as the Prohibition Bureau, the Secret Service, or the Bureau Of Investigation/FBI. Examples from the pulps include Dick Graham, Lemmy Caution, and Dan Fowler.

To create a G-Man, convert the *Local Police Powers* Fringe Benefit to *Federal/National Police Powers* and increase the *Law Enforcement Rank* Fringe Benefit by +2 points (+3 points total).

COWBOY

While the Cowboy doesn’t have much place in a typical pulp story set in the Twenties or Thirties — he’s the mainstay of Western stories set in earlier decades — you never know when some hard-riding, hard-drinking, fast-shooting cowpoke might ride in off the range and into your campaign. After all, if singing cowboy Gene Autry can fight off the evil underground empire of the Muranians in *The Phantom Empire*, you never know where other cowboys might turn up!

Examples of Cowboys from the pulps include Hopalong Cassidy, Jim “the White Wolf” Allen, Chip Bennett and the other cowboys of the Flying U Ranch, Whistling Dan Barry and the many other

COWBOY PACKAGE DEAL

Abilities	
Cost	Ability
4	+2 OCV with firearm of choice
2	Animal Handler (Bovines)
3	Fast Draw (Small Arms)
5	Riding +1
4	WF: Small Arms, Knife, Lariat
6	6 points’ worth of abilities from the following list: Animal Handler (Canines, or Equines), Breakfall, Climbing, Gambling, Interrogation, Martial Arts (Dirty Infighting), Navigation (Land), Paramedics, Persuasion, Shadowing, Skill Levels, Stealth, Survival, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

Total Cost Of Package Abilities: 24

Disadvantages	
Value	Disadvantage
	None

Total Value Of Package Disadvantages: 0

Options	
Value	Ability
4	<i>At Home In The Saddle</i> : +2 with Riding
7	<i>Bar-Room Brawler</i> : HA +2d6
var	<i>My Very Own Spread</i> : The character owns a ranch or like piece of land (a Base)
-10	<i>Don’t Talk Much, Do He?</i> : Psychological Limitation: Laconic (Common, Moderate)

creations of pulp writer Max Brand, Hashknife Hartley the cowboy-detective, highly romanticized versions of real-world Western figures (Frank and Jesse James, Buffalo Bill, Wild Bill Hickok, and so on), and countless others.

Typical Goals And Motivations: The typical Cowboy just wants to do a good day’s work, eat a good meal at the end of the day, go into town every now and then, and court pretty girls. The heroic Cowboy is a little different. There burns within him a fire that rises up hot when he sees the strong oppress the weak, or the evil abuse the innocent. Even if it means he has to stand alone against an entire gang of desperadoes, he will, because that’s what a man does.

Typical Abilities: The Cowboy has a wide variety of Skills necessary to life on the range. He can ride fast, shoot straight, herd cattle, and rope a fleeing calf. Depending on where he’s been and what he’s done, he might be good at playing cards, fighting, living off the land, or patching up hurt folks.

Suggested Disadvantages: A Cowboy who’s left the ranch to become a Pulp hero could have the Psychological Limitation *Pulp Hero’s Burden* (page 263). He might be in love with the rancher’s pretty daughter, but unable to ask for her hand until he’s established himself as a man of means and reputation. If he’s not used to being around large bodies of water he might sell back his Swimming.

Progression: The Cowboy can progress in just about any direction once he leaves his usual Western haunts behind. If he’s afflicted with wanderlust, a career as an Explorer may beckon, or he may decide he can get to new places quicker as an Aviator. If he takes to life in the big city, he may in time learn enough to become a Detective, or even a Masked Crimefighter.

DETECTIVE

“Ninety-nine percent of detective work is a patient collecting of details — and your details must be got as nearly first-hand as possible, regardless of who else has worked the territory before you.”

—the Continental Op describing his job, in “One Hour,” by Dashiell Hammett, *Black Mask*, March 1924

This character, the focus of the mystery pulps (and later the entire hardboiled/noir genre), is a “private eye” — an investigator for hire who takes cases from people who, for whatever reason, can’t or won’t go to the cops. (For a police detective, use the Cop Package Deal, above.)

Examples of “gumshoes” from the pulps (or from novels published during the Pulp era) are numerous, including Race Williams, Nick Carter (who got his start in the dime novels and just kept going), Max Latin, Dan Turner, the Continental Op, Sam Spade, Nick Ransom, Philip Marlowe, Oliver Quade (the Human Encyclopedia), and many others.

Typical Goals And Motivations: The obvious motive for any Detective is a desire to solve cases and see Justice done. Together with this, many a Detective seems to follow his own personal code of honor which usually dictates loyalty to and keeping quiet about his employer (at least until he turns on the Detective or otherwise shows himself unworthy of such support), incorruptibility, and standing firm in the face of opposition. The quote on page 22 from Race Williams, one of the earliest hardboiled detectives, encapsulates his own code of honor pretty well, and it inspired many later Detectives.

Typical Abilities: Due to the popularity of mystery and detective stories in the Pulp and the resulting plethora of characters, it's difficult to generalize about private eyes. The "hardboiled" Detective so

closely associated with the period in the minds of the modern reading public was a tough guy with plenty of smarts (both regular and street). He could take all sorts of punishment and come back for more, got by on just a few hours of sleep a night when a case was hot, and could put away more whiskey than the average football team. His stomping grounds were often in Los Angeles, but Pulp detectives could be found populating just about any major city. In many cases he was a former cop who got fired from the force for some reason (such as his incorruptibility or unwillingness to play nice with incompetent superiors). But there were plenty of Detectives who didn't fit this overall description; see the options below for examples.

Suggested Disadvantages: Leaving aside the quirky "defective detectives" (see below) and the fact that virtually all Detectives are Hunted (Watched) by the cops (who don't entirely trust them, or dislike them because Detectives constantly show them up and make wisecracks about them), the Disadvantages most closely associated with the Detective are: Rivalry with other private eyes; a floating Hunted by someone who wants him to lay off his current case; being in love with "the dame" (either the femme fatale who hired him but intends to betray him, or a beautiful young girl who's somehow gotten mixed up in the case and is depending on him to save her); and being alcoholic (a Dependence).

Progression: Most Detectives are content to remain private eyes; it's a profession for which many Skills, abilities, and Contacts are helpful, so there's almost no end of ways to spend Experience Points. But if the Detective is part of a group of PCs who do

DETECTIVE PACKAGE DEAL

Abilities

Cost Ability

- 3 INT +3
- 3 Concealment
- 5 Deduction +1
- 2 CK: city of character's choice 11-
- 2 KS: The Law Enforcement World 11-
- 5 Shadowing +1
- 3 Stealth
- 3 Streetwise
- 2 WF: Small Arms
- 6 Contacts (6 points' worth)
- 2 Fringe Benefit: Private Investigator License
- 1 Fringe Benefit: Weapon Permit
- 9 9 points' worth of abilities from the following list: Acting, Bribery, Bugging, Bureaucratics, Combat Driving, Combat Skill Levels, Conversation, Criminology, Disguise, Fast Draw, Gambling, High Society, Interrogation, Lockpicking, Mimicry, Paramedics, Persuasion, Security Systems, Seduction, Skill Levels, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

Total Cost Of Package Abilities: 46

Disadvantages

Value Disadvantage

- 10 Hunted: the police 8- (Mo Pow, NCI, Watching)

Total Value Of Package Disadvantages: 10

Options

Value Ability

- 22 *Hardboiled:* Add +3 CON, +2 BODY, +5 PRE, and HA +2d6
- var *Slow Sidekick:* The character has a sidekick or assistant who follows him around and asks questions so the Detective can explain things to him (and thus to the reader). Buy him as a Follower.
- 0 *Trained Investigator:* Choose Criminology as one of the character's optional Skills
- 12 *Two-Fisted:* Martial Arts (12 points' worth of maneuvers from Fisticuffs or Cinematic Brawling)
- 0 *Undercover Detective:* Choose Acting, Disguise, and Mimicry
- 15 *Alcoholic:* Dependence: must drink liquor at least once per Day or suffer Incompetence (Very Common, Addiction)
- 5 *Always On The Lookout For Some Dough:* Poor
- var *Defective Detective:* Take an appropriate Physical Limitation, such as No Legs, Blind, Haemophilia, or some similar Disadvantage

AMATEUR DETECTIVE PACKAGE DEAL

Abilities

Cost Ability

- 3 INT +3
- 3 Concealment
- 3 Conversation
- 7 Deduction +2
- 6 6 points' worth of abilities from the following list: Acting, Bureaucratics, Criminology, Disguise, Gambling, High Society, Mimicry, Paramedics, Persuasion, Seduction, Skill Levels, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

Total Cost Of Package Abilities: 22

Disadvantages

Value Disadvantage

None

Total Value Of Package Disadvantages: 0

Options

Value Ability

- var *Loyal Friend:* The character has a loyal friend and companion who follows him around and asks questions so the Amateur Detective can explain things to him (and thus to the reader). Buy him as a Follower.
- var *Greyhaired Detective:* Character takes Disadvantage: Age

more than just investigate crimes, he may find himself needing other Skills to survive his adventures. Becoming a Two-Fisted Hero, a Masked Crime-fighter, or even an Aviator all fit him pretty well.

THE AMATEUR DETECTIVE

Not everyone who investigates murders does so to make a living. Some Pulp characters enjoy solving crimes because of the intellectual challenge they represent, the joy of matching wits with the criminal, or simply to be helpful. Despite being “amateurs,” they’re often as good at deducting and investigating as the pros... if not better.

On the downside, the Amateur Detective creates two dramatic difficulties. First, because he’s not a police official, he’s often less concerned with finding evidence that can stand up in court — his goal is to solve the mystery, not obtain a conviction. But the way the story works out, there’s usually enough grounds for an arrest and a successful trial.

Second, over the course of a series it often strains credibility that any amateur would encounter so many crimes that need solving. Some authors get around this by making the character a police consultant like Sherlock Holmes or Hercule Poirot, though this makes it hard to call him a true “amateur.” Others had interesting professions that brought them into contact with the seamy side of life, such as doctor. But as often as not, the writer simply ignored the problem in the interest of a fun read. Undoubtedly an Amateur Detective who spends time with other *Pulp Hero* PCs will run into plenty of situations where he can use his abilities without the need for convoluted explanations.

Example amateur detectives from the pulps (or novels of the Pulp era) include Felix Boyd, Cuth-

bert Clay, Miss Marple, Father Brown, Jimmie Lavender, and Terry Trimble.

THE DEFECTIVE DETECTIVE

A small but intriguing subset of Pulp detectives managed to solve mysteries despite suffering from some significant handicap or condition. For example, Peter Quest had glaucoma that blinded him in every story, Nat Perry was a haemophiliac who might die from the least scratch or wound, Dan Holden was deaf, Nicholas Street had amnesia and frequently searched for information as to his personal history while investigating crimes, and Calvin Kane had a malformed body and withered right leg.

To create a “defective detective” character, take the Detective Package Deal and give the character an appropriate Disadvantage of some sort — typically a Physical Limitation, but possibly some sort of Vulnerability or Susceptibility.

THE GIRL DETECTIVE

Quite a few female investigators (or investigators), such as Grace Culver, Dr. Nancy Dayland, Carrie Cashin, Constance Dunlap (also a Technical Detective), and Madam Rosika Storey, found their way into the pages of the pulps. In general, they’re much like their male counterparts, with certain exceptions imposed by editorial policy and/or the attitudes of the age: they rarely encounter significant danger or violence; they rarely display strong emotions or have strong social connections to other people; they’re modest and “act like ladies”; they often work as much by intuition, hunch, and social skills as by deduction and investigation; and they usually don’t have to visit the sorts of sordid, dangerous places male detectives often did.

Girl Detectives are as likely to be Amateur Detectives as regular Detectives, if not moreso (a few even work for the police; use the Cop Package Deal for them). If they detect professionally, usually they either (a) work for an agency headed by a man, or (b) hire a male partner to “front” the business — since everyone knows no one’s likely to think a *woman* can solve crimes, after all.

To create a Girl Detective, add +4 COM (+2 Character Points) to the appropriate Detective Package Deal, and if appropriate take the *Woman* Social Limitation.

THE MAGICIAN-DETECTIVE

Magicians appearing in the pulps are almost always portrayed as amateur investigators. They may use their skill at sleight of hand, illusions, and deception to trick the criminals into revealing themselves, or adopt an eerie costumed identity and employ their skills to frighten their foes. A few, such as Dr. Satan and Dr. Death, seem to possess actual mystic powers. Other examples from the pulps include Bal-bane, Norgil, Don Diavolo, and the Ghost.

To create a Magician-Detective, buy the accompanying Package Deal instead of the standard Detective Package Deal.



THE MEDICAL DETECTIVE

The Medical Detective, also known as the Science Detective, is similar to the Amateur Detective, except that he often uses his skill with medicine and psychology as well as deduction to determine who committed the murder or stole the jewels. Medicine has often seemed vaguely magical or miraculous to the layman, making it excellent fodder for mystery stories. Particularly in the era of the early pulps, the discipline of psychology was new, mysterious, and full of promise, giving it a lot of crimefighting muscle that foreshadows the criminal profilers of the modern day. Example Medical Detectives from the pulps (and related forms of fiction) include Dr. John Thorndyke, John Hudson, Reginald Fortune, Dr. Eustace Hailey, and Dr. Bentiron.

To create a Medical Detective, buy the accompanying Package Deal instead of the standard Detective Package Deal.

MAGICIAN-DETECTIVE PACKAGE DEAL

Abilities

Cost	Ability
3	+3 INT
3	Acting
3	Contortionist
3	KS: Magic Tricks (INT Roll)
3	Lockpicking
3	Persuasion
7	Sleight Of Hand +2
6	6 points' worth of abilities from the following list: Conversation, Deduction, Disguise, Gambling, Mimicry, Oratory, Seduction, Skill Levels, Ventriloquism, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 31

Disadvantages

Value	Disadvantage
	None

Total Value Of Package Disadvantages: 0

Options

Value	Ability
30	<i>True Magician</i> : 30 points' worth of magic spells and mystical abilities

THE OCCULT DETECTIVE

Almost a separate archetype, the Occult Detective is an investigator who looks into arcane or weird events — hauntings, murder by black magic, the presence and activities of monsters, invasions of the Earth by Elder Horrors From Beyond, and so on — with the intent of uncovering and eliminating the occult threat. He's often similar to the Dilettante or the Professor. Examples from the pulps include Jules de Grandin and John Thunstone.

To create an Occult Detective, buy the accompanying Package Deal instead of the standard Detective Package Deal.

THE PSYCHIC DETECTIVE

The Psychic Detective is similar to the Occult Detective in many ways. He uses his psychic powers and/or knowledge of “weird” and arcane subjects to solve mysteries. Along the way he often provides scientific, rational, or naturalistic explanations for psychic phenomena, connects weird occurrences with the psychological condition of people involved in the case, and uses mystical chants (live or recorded) to negate the effects of evil influences. Examples from the pulps and related fiction include John Silence, Carnacki, Semi Dual, Moris Klaw, Godfrey Usher, and Dr. Xavier Wycherly.

To create a Psychic Detective, buy the accompanying Package Deal instead of the standard Detective Package Deal. Some Psychic Detectives are also Technical Detectives, at least in part, so you may want to buy some Skills from that Package Deal as well.

MEDICAL DETECTIVE PACKAGE DEAL

Abilities

Cost	Ability
3	Concealment
3	Criminology
3	Deduction
3	Forensic Medicine
3	Paramedics
3	SS: Medicine (INT Roll)
4	Contacts (4 points' worth)
1	Fringe Benefit: License To Practice Medicine

Total Cost Of Package Abilities: 23

Disadvantages

Value	Disadvantage
20	Psychological Limitation: Hippocratic Oath (Common, Total)

Total Value Of Package Disadvantages: 20

Options

Value	Ability
var	<i>Assistant And Chronicler</i> : The character has a sidekick or assistant who follows him around, chronicles his adventures, and asks questions so the Medical Detective can explain things to him (and thus to the reader). Buy him as a Follower.
3	<i>Psychiatrist/Psychologist</i> : Add SS: Psychology (INT Roll)

THE SLEUTHING GROUP

In the Twenties, stories about groups of Amateur Detectives became popular. Miss Marple belonged to such a group; other examples include the Justice Syndicate, the Shadowers, and the Adjusters (some of whom verged on being Masked Crimefighters). This might make an interesting framework for an all-mystery *Pulp Hero* campaign. Since each of the characters will have certain basic investigative Skills (such as Deduction), differentiating them requires careful attention to each character's background, personality, and personal quirks, and roleplaying them to the hilt. The players might also want to apportion certain Skills so that the group only has one expert at criminalistics (Criminology), one at wiretapping (Bugging), and so forth.

Similarly, some stories featured husband-and-wife Amateur Detective teams (sometimes more accurately described as wife-and-husband, since the woman was the more popular character, or at least the one who kept things going by constantly getting into trouble and requiring rescue). Nick and Nora Charles of the “Thin Man” movies and Richard and Grace Duvall are two examples. Such a team might make for an interesting two-player campaign, or as characters for two players in a larger mystery game.

THE TECHNICAL DETECTIVE

In the true scientific detective story, the science must be real. It must achieve something, resolve something. Its function is to shed light, not merely to be decorative[.]

—Robert Sampson, *Yesterday's Faces*, Vol. 2

The Technical Detective, also known as the Science (or Scientific) Detective, is like a standard Detective (professional or Amateur), except that he often uses his skill with criminalistics, crimefighting apparati, and even gadgets of his own invention to uncover the perpetrators of crime. Sometimes he solves crimes through his expertise in a particular type of technology — such as radio, television, or telephone systems — while other Technical Detectives are outright scientific geniuses in every field. Usually scientific detection stories made at least a fictional nod toward “real” science and “real” investigation devices, but in more than a few cases the devices a Technical Detective uses to solve crime verge into the realm of Weird Science. Examples from the pulps include Craig Kennedy, Luther Trant, Miller Rand, and Calvin “Scientific” Sprague.

To create a Technical Detective, add Bugging, Criminology, Electronics, Inventor, and Systems

OCCULT DETECTIVE PACKAGE DEAL

Abilities

Cost	Ability
3	Concealment
5	Deduction +1
2	CK: city of character's choice 11-
5	KS: Arcane And Occult Lore (INT Roll +2)
2	KS: The Mystic World 11-
6	Other KSs pertaining to occult subjects
5	Languages (5 points' worth)
3	Stealth
2	WF: Small Arms
10	Contacts (10 points' worth)
6	6 points' worth of abilities from the following list: Acting, Bureaucratics, Conversation, Criminology, Disguise, Gambling, High Society, Paramedics, Persuasion, Skill Levels, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 49

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Options

Value	Ability
30	<i>Practitioner Of The Occult</i> : 30 points' worth of mystic abilities, spells, and the like (see page 345)
10	<i>Two-Fisted</i> : Martial Arts (10 points' worth of maneuvers from Fisticuffs or Cinematic Brawling)
4	<i>Well-Known In Occult Circles</i> : Reputation: famed occult detective (throughout the Mystic World) 14-, +2/+2d6
-10	<i>Occult Enemy</i> : Hunted: by a single occult enemy, monster, or the like (As Pow, Capture/Kill)

PSYCHIC DETECTIVE PACKAGE DEAL

Abilities

Cost	Ability
30	<i>Psychic</i> : 30 points' worth of psychic abilities, and the like (see page 280)
3	Deduction
2	CK: city of character's choice 11-
1	KS: Arcane And Occult Knowledge 8-
2	KS: The Psychic World 11-
4	Other KSs and SSs pertaining to psychic or weird subjects
3	Languages (3 points' worth)
3	Stealth
6	Contacts (6 points' worth)
6	6 points' worth of abilities from the following list: Acting, Bureaucratics, Conversation, Criminology, Disguise, Gambling, High Society, Paramedics, Persuasion, Skill Levels, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 60

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Options

Value	Ability
4	<i>Well-Known In Psychic Circles</i> : Reputation: famed psychic detective (throughout the Psychic World) 14-, +2/+2d6
-10	<i>Psychic Enemy</i> : Hunted: by a single enemy, monster, or other being with psychic or weird powers (As Pow, Capture/Kill)

Operation to the Detective Package Deal (+15 points). For a Technical Detective who specializes in just a single area of expertise (such as Charlie Fenwick, the telephone detective), replace Inventor with an appropriate KS or SS and remove any inappropriate Skills.

DILETTANTE

Inspired, perhaps, by Brenda Frazier, Alfred Vanderbilt, and other glamour girls and men about town of the “Café Society” of the Thirties, the Dilettante (also known as the *Socialite*) is a wealthy young person with money to spend, time to kill, and boredom to alleviate. In some cases this drives him into a life of adventure for the thrills and excitement; in others he becomes intensely interested in some subject (Precolumbian civilizations, English literature, archaeology) that his friends, the other PCs, often need to know about.

Typical Goals And Motivations: Typically the Dilettante's just looking for something fun to do. Since his money lets him do nearly anything he wants, he's already tried all the usual things, and now he's out for the really unusual thrills that come from adventuring. The more sedate or scholarly type of Dilettante may simply want to learn more about his favorite subject, gather ever more rare research materials, or the like.

DILETTANTE PACKAGE DEAL

Abilities

Cost Ability

3	+3 PRE
2	+4 COM
3	Conversation
3	High Society
8	Knowledge Skills (8 points' worth, representing hobbies, interests, and the like)
8	Professional Skills (8 points' worth, representing jobs, hobbies, pastimes, and the like)
6	Contacts (6 points' worth)
15	Money: Filthy Rich
6	6 points' worth of abilities from the following list: Acting, Bureaucratics, Deduction, Disguise, Gambling, Paramedics, Persuasion, Riding, Seduction, Skill Levels, Stealth, Systems Operation, Weapon Familiarity, any Background Skill, Contacts, Follower (manservant, chauffeur, or the like)

Total Cost Of Package Abilities: 54

Disadvantages

Value Disadvantage

None

Total Value Of Package Disadvantages: 0

Options

Value Ability

var	<i>Nobleman</i> : Add a Fringe Benefit reflecting the character's prestige, political power, influence, and so forth in his homeland (and to a lesser extent elsewhere)
12	<i>Trained With The Blade</i> : Add Martial Arts (Fencing)

Typical Abilities: Besides being socially adept and well-connected, the Dilettante has a wide variety of Skills learned through his exposure to the finer things in life (such as how to speak French, play polo, or taste wine) or as part of his quest to relieve *ennui* (for example, many sports or "daring" hobbies like flying). He looks like a lazy playboy to most of the world — and he very well may be one — but when push comes to shove there are all sorts of things he can do.

Suggested Disadvantages: A Dilettante who's part of Café Society may be Famous or have Hunteds in the form of deranged fans, goldiggers, and so on. Within his intense social scene, he may have developed many Rivalries, and it's possible his Rivals are very powerful and influential people. Psychological Limitation: Thrillseeker is often quite appropriate.

Progression: In many cases, being a Dilettante is just one element of a character's background. For example, many Amateur Detectives and Masked Crimefighters were wealthy society layabouts in their secret identities; it would be appropriate for them to buy this Package Deal (or at least a few selections from it) in addition to their main Package Deal. Even if that's not the case, the Dilettante can easily grow into just about any other career as age and experience make him more serious about what he's doing with his life. Similarly, business reversals or loss of the family fortune may *force* him to become a Professor, an entertainer, or the like to earn a living.

DIPLOMAT

The Diplomat is a political official appointed to another nation by his country. He could be an ambassador, a colonial administrator, or some sort of embassy official or functionary. He may also have espionage-related duties (if he has enough of them, you may want to create him using the Spy Package Deal instead). In a more domestically-oriented campaign, the Diplomat may simply become *the Politician*. Examples of Diplomats from the pulps include Sanders of the River.

Typical Goals And Motivations: The Diplomat often has to walk a fine line. On the one hand, he's a representative of his government in a foreign land, and that means he has to conduct himself with dignity, put a face on his nation's policies, and above all else serve his country's interests in the area. But as someone who has to live with foreigners, he needs to make friends with them as well. Evil or villainous Diplomats often scorn the latter responsibility and look down on the locals, but kind-hearted Diplomats (including nearly all Diplomat PCs) want to establish good relations with their neighbors. Sometimes these two motivations conflict.

DIPLOMAT PACKAGE DEAL

Abilities

Cost Ability

3	Bureaucratics
3	Conversation
3	Deduction
3	High Society
2	AK or CK of posting 11-
2	KS: Politics 11-
4	Languages (4 points' worth)
3	Persuasion
6	Contacts (6 points' worth)
5	Fringe Benefit: Diplomatic Immunity
6	6 points' worth of abilities from the following list: Acting, Disguise, Gambling, Oratory, Seduction, Skill Levels, Streetwise, Survival, Tracking, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 40

Disadvantages

Value Disadvantage

10	Hunted: by own government 8- (Mo Pow, NCI, Watching)
10	Hunted: by local government 8- (Mo Pow, NCI, Watching)

Total Value Of Package Disadvantages: 20

Options

Value Ability

0	<i>Colonial Administrator</i> : choose an additional KS relevant to posting, and perhaps Streetwise if appropriate
0	<i>Colonial Bush Posting</i> : choose Survival, Tracking, and a 1-point WF

Typical Abilities: Diplomats are skilled politicians, able to present themselves well in a variety of situations. Colonial Diplomats often find that they need to display skill at more physical activities, like riding and hunting, either to impress the natives or participate in the local social scene.

Suggested Disadvantages: A Diplomat has many masters to answer to. His own government and the local government both keep an eye on him; if he plays a role in the Espionage World, many other nations may Watch him as well. If he becomes too entangled in local society (or has brought his family along to his posting) he may have DNPCs or various Harmful Secrets to contend with.

Progression: Becoming a Spy is a natural progression for more action-oriented Diplomats. Others, driven more by curiosity, scientific interest, or love of sport, could become Explorers or Great White Hunters, drawing on their knowledge of the locale and its people to make advances and achieve goals others could not.

EXPLORER

This broad archetype represents a character who travels the world, seeing its most unusual sights and exploring areas where Westerners have rarely (if ever) gone before. Depending on how you choose to explain his background, he could be an archaeologist or anthropologist (see below), an ex-soldier who's taken up adventuring or treasure-seeking, a professional guide/hunter, a peripatetic traveler like Richard Halliburton, or just an ordinary person drawn into a life of romance and adventure.

Typical Goals And Motivations: Explorers are usually driven by (a) wanderlust, and (b) curiosity about what's over the next hill. They want to know what's out there, and sometimes to be the first person to see it. Less scrupulous Explorers are motivated entirely by a desire for the fame, glory, and riches that come from discovering new archaeological finds or natural resources.

Typical Abilities: Since they spend so much time in the outdoors, Explorers know how to survive in it. They can live off the land, ride horses and camels, use weapons, and climb cliffs. Depending on their experiences, they may be skilled hunters and trackers, have military skills, or speak a dozen languages fluently.

Suggested Disadvantages: Psychological Limitations reflecting their desire to travel and see new things are usually appropriate (though they may have a low point value if they don't really inconvenience the character much in the game). A Rivalry with another Explorer provides good drama, and a floating Hunted (local angry natives) or DNPC (girl of the adventure) always liven things up.

Progression: An Explorer with some hunting Skills may eventually become a full-blown Great White Hunter. One who's smart enough, and has friends in the right places, may earn himself a posting as a Diplomat in the region he knows best. And there's never anything wrong with becoming a general Two-Fisted Hero.

EXPLORER PACKAGE DEAL

Abilities	
Cost	Ability
3	+3 STR
6	+3 CON
3	Climbing
6	6 points' worth of KSs
4	Languages (4 points' worth)
3	Riding
4	Survival (4 points' worth)
15	Traveler and 12 points' worth of AKs, CKs, and CuKs
6	TF: Common Motorized Ground Vehicles, 4 more points' worth
3	WF: Small Arms, Blades
6	Contacts (6 points' worth)
6	6 points' worth of abilities from the following list: Bureaucratics, Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Disguise, Gambling, Lockpicking, Martial Arts, Mechanics, Paramedics, Persuasion, Security Systems, Seduction, Skill Levels, Sleight Of Hand, Stealth, more Survival, Systems Operation, Tactics, Weapon Familiarity, any Background Skill, Contacts, Follower (a native sidekick or manservant of some sort)
Total Cost Of Package Abilities: 65	
Disadvantages	
Value	Disadvantage
	None
Total Value Of Package Disadvantages: 0	
Options	
Value	Ability
10	<i>Handy To Have Around:</i> Jack Of All Trades and 7 points' worth of PSs
+11	<i>Linguistically Inclined:</i> Increase Languages to Linguist and 12 points' worth of Languages
+0	<i>Mountain Climber:</i> Choose Mountains as one Survival category, and choose +1 with Climbing and KS: Mountains Of The World 11- as two Skills from the list
-10	<i>Running From His Past:</i> Hunted: an old enemy 8- (As Pow, Capture/Kill)
-5	<i>Wanderlust:</i> Psychological Limitation: Wanderlust; Hates To Stay In Any One Place For Very Long (Uncommon, Moderate)

THE ARCHAEOLOGIST

INDY: Oh, the Ark of the Covenant.

BRODY: Nothing else has come close.

INDY: That thing represents everything we got into archaeology for in the first place.

—Raiders Of The Lost Ark

The Archaeologist (and his close relation, the Anthropologist) is a special type of Explorer. Rather than traveling the world just to see and experience other places and cultures, he goes in search of the relics and buildings of long-dead civilizations: the Egyptians, the Aztecs, the ancient Chinese, the early peoples of India and Africa, you name it. In addition to his bush survival skills, he brings a wealth of knowledge about history and related subjects. The classic example of this archetype is, of course, Indiana Jones, but it's suitable to many other trained seekers of artifacts, treasure, and knowledge of ancient civilizations.

To create an Archaeologist, add the Skills listed in the accompanying box to the Explorer Package Deal (for an Anthropologist, just switch SS: Archaeology and SS: Anthropology). This represents a sort of "strong-jawed" field scientist; if you want a weaker character of more academic bent, use the Professor Package Deal instead.

ARCHAEOLOGIST PACKAGE DEAL

All listed abilities are in addition to the Explorer Package Deal.

Abilities

Cost Ability

- 2 KS: World History 11-
- 2 Languages (+2 points' worth, usually ancient or forgotten languages related to the character's area of specialty)
- 7 Scientist and 4 points' worth of relevant SSs (such as Geology) in addition to those listed below
- 2 SS: Anthropology 11-
- 5 SS: Archaeology (INT Roll +2)

Total Cost Of Package Abilities: +18

Disadvantages

Value Disadvantage

None

Total Value Of Package Disadvantages: 0

Options

Value Ability

- 15 *It Belongs In A Museum!:* Psychological Limitation: Must Recover Artifacts For The Betterment Of Mankind (Common, Strong)

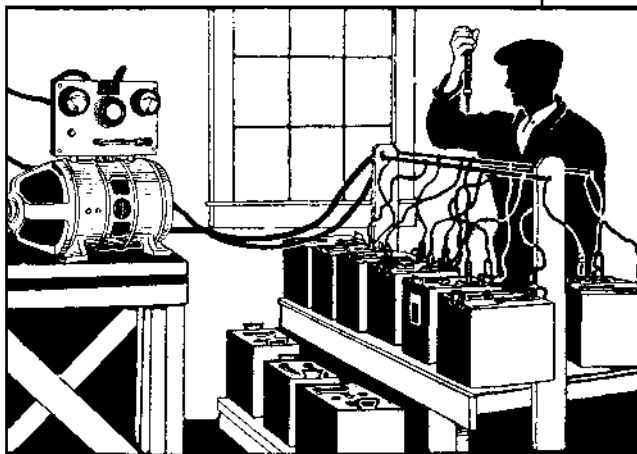
GADGETEER

The Gadgeteer is a technical wizard of the first order. Adept in a variety of scientific fields (either through study, natural ability, or both), he builds all sorts of Weird and regular Science devices that either (a) help him with his adventuring career, or (b) draw him into adventures whether he wants them or not.

The Gadgeteer is not prominent in the actual pulps; he's more common in Pulp games than Pulp stories. Inventors and gadget-wielding characters in the pulps tended to be Technical Detectives (see above) or NPC Scientists (see below); Clickell Rush, the Gadget Man, is an example of a Gadgeteer-Detective from the pulps. Some characters from the Science Fiction pulps, such as Captain Future, might use this Package Deal easily enough.

Typical Goals And Motivations: The stereotypical Gadgeteer focuses more on his gadgets than anything else. He wants to build new gadgets, test them out however he needs to, improve them, and on and on *ad infinitum*. Perhaps he wants to sell his inventions and make lots of money, or he may simply do it for the joy of creating things. In a *Pulp Hero* game, the Gadgeteer may want to use his talents to fight crime or go on adventures, instead of just inventing things as an end in itself.

Typical Abilities: In addition to carrying lots of gadgets (and being able to build or acquire others, given time), the Gadgeteer comes with a slew of technology-related abilities, like Electronics, Inventor, Systems Operation, and SSs. To make him less narrowly focused, use his optional Skill picks to choose some Background Skills or other abilities that reflect hobbies, schooling, and experiences that don't have anything to do with science.



Alternately, you can use this Package Deal to represent a character who has a single powerful gadget, one that largely defines what he can do as a hero (such as the Rocketeer, from the comic book and movie of the same name). In that case, you may need to downplay or eliminate the character's technology Skills if he didn't build the gadget himself — he might be an ordinary farmboy, soldier, pilot, or what have you who just happened to find this amazing device.

Suggested Disadvantages: Characters who are skilled with technology are often represented as being much less skilled at interacting with other people — they're shy and introverted.

Progression: Many Gadgeteers are content to spend their points to improve their Skills, buy more gadgets, and so forth. They may gradually metamorph into Gadgeteer-Two Fisted Heroes, Gadgeteer-Detectives, Gadgeteer-Explorers, or Gadgeteer-Masked Crimefighters if the campaign warrants.

GADGETEER
PACKAGE DEAL

Abilities	
Cost	Ability
40	<i>Gadgets</i> : 40 points' worth, or use these points to help buy the <i>Gadgets</i> ability (page 289)
5	+5 INT
5	Electronics +1
3	Inventor
3	Mechanics
5	Science Skills (5 points' worth)
3	Systems Operation
6	6 points' worth of abilities from the following list: Bugging, Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Lockpicking, Paramedics, Persuasion, Security Systems, Seduction, Skill Levels, Stealth, Weapon Familiarity, any Background Skill, Contacts
Total Cost Of Package Abilities: 70	
Disadvantages	
Value	Disadvantage
	None
Total Value Of Package Disadvantages: 0	
Options	
Value	Ability
var	<i>Just A Guy With A Gadget</i> : Reduce Gadgets to a single gadget the character has, such as a rocket-pack or a ray gun, and possibly remove some Skills
15	<i>Adventuring Gadgeteer</i> : +2 STR, +2 DEX, +2 CON, +3 PRE
-15	<i>Awkward Around Other People</i> : Social Limitation: gets along better with machinery than people; suffers a -2 to Interaction Skill Rolls (possibly even -3 with women) (Frequently, Major)
-5	<i>Rivalry</i> : Professional (with other gadgeteers and inventors)

GANGSTER

The Gangster is a crook. As the name implies, typically he belongs to or leads a gang, which means he's most often mixed up in bootlegging, protection rackets, labor rackets, extortion, kidnapping, blackmail, and other such activities. But he could also be a lone criminal who robs banks, commits assassinations, or the like; the important element is that he knowingly and intentionally violates the law for personal gain. Examples of Gangsters from real life include the likes of Al Capone, Dutch Schultz, Bonnie and Clyde, Hymie Weiss, Machine Gun Kelly, and John Dillinger. Fictional examples plenty of characters from the movie *Little Caesar*, Tom Powers (from *The Public Enemy*), and Rocky Sullivan (from *Angels With Dirty Faces*).

This Package Deal is appropriate primarily for NPCs... but there's no reason a PC couldn't be a reformed hood.

Typical Goals And Motivations: Most criminals want money and respect, and are willing to take them with their fists or at gunpoint. Some enjoy violence for its own sake. A few harbor the ambition to become major crimelords who run the underworld of entire cities or regions.

Typical Abilities: Most criminals aren't necessarily that highly skilled — they know the street and they know how to use weapons, and that's about all they need. But the sort of crook represented by this Package Deal is a tougher, smarter guy than that who's learned a lot more from the School of Hard Knocks. If he's a bootlegger and smuggler, he'll know about Concealment and driving; if he's a brawler or killer, he'll probably have Dirty Infighting and more WFs; a con man needs a range of Interaction Skills; and so on.

Suggested Disadvantages: Besides being Hunted by the cops (you can substitute the FBI, if preferable), most Gangsters have at least one or two other Disadvantages that represent their criminal nature and status. A Psychological Limitation such as *Greedy* or *Casual Killer* goes a long way to explaining criminal behavior; a crook who's been arrested before has a Criminal Record.

Progression: Gangster PCs are usually *former* Gangsters trying to get away from their pasts. If they can trick the state into giving them a PI's license, becoming a Detective is a good way to use their Skills and contacts, or a hood might join the French Foreign Legion to avoid prison. A Gangster who falls in with a group of adventurers might end up becoming a Two-Fisted Hero, or even a Masked Crimefighter.

GANGSTER PACKAGE DEAL

Abilities

Cost Ability

- 2 CK: city where he lives 11-
- 3 Streetwise
- 2 WF: Small Arms
- 1 Fringe Benefit: Criminal rank (member in gang, organized crime group, or the like)
- 12 12 points' worth of abilities from the following list: Bribery, Combat Driving, Combat Skill Levels, Concealment, Demolitions, Disguise, Fast Draw, Forgery, Gambling, High Society, Martial Arts (Dirty Infighting or the like), Lockpicking, Mechanics, Persuasion, Seduction, Shadowing, Skill Levels, Sleight Of Hand, Stealth, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 20

Disadvantages

Value Disadvantage

- 20 Hunted: the cops 8- (Mo Pow, NCI, Capture)

Total Value Of Package Disadvantages: 20

Options

Value Ability

- var *Gang Leader:* The character has a whole gang of loyal crooks at his beck and call, whom he buys as Followers
- 15 Psychological Limitation: Greedy (Common, Strong)
- 10 Social Limitation: Criminal Record (Frequently, Minor)



GREASE MONKEY

"Peevy, you can fix anything."

—Cliff Second, *The Rocketeer*

If you've got a lot of planes, cars, and zeppelins around, you need someone to keep them in good condition. That's the job of the Grease Monkey. He's not the technological genius that the Gadgeteer and the Scientist are, but he's a crack engineer and mechanic — and sometimes that counts for a lot more.

Typical Goals And Motivations: The Grease Monkey wants to keep the team's cars and/or planes in good working order, and in one piece. He's constantly pleading with the rest of the team (particularly the Aviator) not to damage his precious vehicles. But get damaged they do, so the Grease Monkey rolls up his sleeves, opens his toolbox, and gets them fixed as quickly as possible... often in mid-air before they crash, while bullets are zinging all around him, or in similarly stressful situations that prove just what stern stuff he's made of.

Typical Abilities: The Grease Monkey is heavy on Skills needed to work on vehicles, such as Mechanics, Inventor, and various SSs. He's also got some general engineering-type Skills, such as Demolitions. Some Grease Monkeys are also good at operating the vehicles they work on.

GREASE MONKEY PACKAGE DEAL

Abilities

Cost Ability

- 3 +3 STR
- 6 +3 CON
- 3 Demolitions
- 1 Electronics 8-
- 3 Inventor
- 2 KS: Vehicles 11-
- 7 Mechanics +2
- 3 SS: Mechanical Engineering (INT Roll)
- 4 Science Skills (4 more points' worth of appropriate SSs)
- 2 WF: Small Arms
- 6 6 points' worth of abilities from the following list: Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Lockpicking, Navigation, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Systems Operation, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 40

Disadvantages

Value Disadvantage

None

Total Value Of Package Disadvantages: 0

Options

Value Ability

- 15 *Awkward Around Other People:* Social Limitation: gets along better with machinery than people; suffers a -2 to Interaction Skill Rolls (possibly even -3 with women) (Frequently, Major)

Suggested Disadvantages: A Grease Monkey’s desire for “his” vehicles not to get damaged is usually just an affectation or personality quirk, not a Psychological Limitation, since he either (a) always gives in and lets the other characters use the vehicles, and/or (b) belongs to a team or crew of some sort and has no real authority to stop people from using them. But in some cases, that might make for a valid Disadvantage. The Grease Monkey may have a Rivalry with other mechanics, or a DNPC in the form of a helpful but trouble-prone assistant.

Progression: The Grease Monkey could easily become an Aviator if he decides to stop fiddling around in the engine compartment and get behind the stick. Developing Explorer abilities makes sense if he often accompanies the vehicle and his friends on globetrotting adventures.

GREAT WHITE HUNTER
PACKAGE DEAL

Abilities	
Cost	Ability
3	+3 STR
6	+3 CON
4	+2 BODY
3	+3 INT
3	+3 PRE
3	Climbing
8	AKs, CKs, and CuKs (8 points' worth)
2	KS: Big Game Animals 11-
2	Navigation (Land)
3	Stealth
4	Survival (4 points' worth)
3	Tracking
4	WF: Small Arms plus 2 more points' worth
6	6 points' worth of abilities from the following list: Animal Handler, Combat Driving, Combat Piloting, Combat Skill Levels, Deduction, Gambling, Martial Arts, Paramedics, Persuasion, Riding, Security Systems, Seduction, Shadowing, Skill Levels, Survival (more environments), Systems Operation, Weapon Familiarity, Weaponsmith, any Background Skill, Jack Of All Trades, Linguist, Traveler, Contacts, Follower (a native helper or guide, a companion animal, or the like)
Total Cost Of Package Abilities: 54	
Disadvantages	
Value	Disadvantage
	None
Total Value Of Package Disadvantages: 0	
Options	
Value	Ability
var	Floating DNPC: safari hunter (or the like) for whom he's serving as guide
-10	Psychological Limitation: Thrill Of The Hunt (will go out of his way for an entertaining hunt, may even take steps to make the hunt more difficult for himself, won't "cheat" or use unfair tactics, and so on) (Common, Moderate)
-5	Social Limitation: Gone Native (which causes him to be looked down upon and even discriminated against by white colonial society) (Occasionally, Minor)

GREAT WHITE HUNTER

The Great White Hunter is, well, a white man who's a renowned hunter. The title comes from the fact that even though he's a white man, he's lived in-country so long, and paid enough respectful attention to the natives and their ways, that he's learned a lot of tricks the "average" Westerner who goes on the occasional safari doesn't know.

The inspiration for the Great White Hunter usually comes from H. Rider Haggard's character Allan Quatermain, whose adventures first appeared in Victorian times. The best-known real-life example is Frank Buck, who began capturing wild animals for circuses and zoos in 1911 and published a book about his exploits, *Bring 'Em Back Alive*, in 1930.

Typical Goals And Motivations: The Great White Hunter pits himself against the most dangerous, ferocious beasts out there — lions, tigers, rhinos, and in a Pulp game perhaps things stranger and more monstrous still. It's a duel to the death in which he brings his intelligence and skills to bear against the creature's instincts, cunning, and natural weaponry... and only the best of them will survive. He lives for the thrill of the hunt.

Typical Abilities: The Great White Hunter excels in outdoorsman Skills: Climbing, Stealth, Tracking, weapons, and so on. Drop him in the middle of the Serengeti unarmed and he can not only find his way out, but can probably make some crude weapons and bring down an animal or three to keep himself fed along the way. He may even have "gone native," adopting the language, customs, and religion of the native peoples with whom he lives and has come to respect and admire.

Suggested Disadvantages: If the Great White Hunter works as a guide for rich vacationers on safari, he could define them as floating DNPCs — after all, it's his duty to keep them safe in the bush. If he has a wife and children (be they native or white) in-country with him, they could also be DNPCs. If he's "gone native," colonial white society probably scorns him (even if it also calls on him for help when necessary). If he's devoted to the "thrill of the hunt" strongly enough, it could be a Psychological Limitation.

Progression: Becoming an Explorer or a Two-Fisted Hero is natural for the Great White Hunter; in some ways, he's just a limited version of either of those professions. If he's on good terms with his government, he might become a Diplomat or Spy. If he gets around a lot by plane, some Aviator skills would come in handy.

JAZZ MUSICIAN

The Pulp era is also the Jazz Age — the heyday of the likes of King Oliver, Jelly Roll Morton, and Louis Armstrong, the days of flappers and bathtub gin. The Jazz Musician lives in the heart of this world. He makes his living playing jazz in dark, smoky speakeasies and clubs, or if he's lucky in more upper-class joints where the pay's a little better. But really it's the music that matters, not where he plays it or how much money he makes.

Typical Goals And Motivations: The Jazz Musician wants to play. If the only gig he can get is at some broken-down, backroads honky-tonk, he'll take it; if he needs to spruce up so he can play at a fancy dance club, he'll do that. If he's broke and desperate he may hock his instrument, in which case he's always on the lookout for a way to get it back before someone buys it. A Jazz Musician PC has probably developed other goals, like helping his friends fight crime and corruption in the big city, since few campaigns focus exclusively on musicians and music clubs.

Typical Abilities: First and foremost, the Jazz Musician is a consummate player (and perhaps writer) of music. He can usually play several instruments, though he often has one he favors (typically sax, trumpet, or clarinet). Beyond that, he usually knows the street well (since many jazz clubs and speakeasies aren't exactly in what you'd call "nice" neighborhoods), and may have learned other entertainment-oriented Skills.

Suggested Disadvantages: Being a musician — particularly a black musician, like virtually all real-world Jazz Musicians of the Pulp era — didn't necessarily pay very well, so the Jazz Musician may be Poor. If he's got a roving eye and a "loving" nature, his desire for the fairer sex may distract him from his art (or even set jealous husbands and boy-friends on his trail). In a more folkloric or mystic campaign, he might even have sold his soul to the Devil for musical talent.

Progression: In *Pulp Hero* campaigns, most Jazz Musicians don't stay narrowly-focused on music for long; it doesn't offer that many opportunities for adventure. Once they fall in with the other PCs, they might end up fighting crime, working as a Spy, or just bumming around the world as a sort of troubadour-Explorer.

JAZZ MUSICIAN PACKAGE DEAL

Abilities

Cost Ability

- 2 CK: the campaign city 11-
- 3 KS: Jazz (INT Roll)
- 6 Professional Skills involving music or playing instruments (e.g., PS: Play Saxophone)
- 3 Streetwise
- 6 6 points' worth of abilities from the following list: Acting, Combat Driving, Conversation, Deduction, Disguise, Gambling, High Society, Mimicry, Oratory, Persuasion, Seduction, Shadowing, Skill Levels, Sleight Of Hand, Ventriloquism, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 20

Disadvantages

Value Disadvantage

None

Total Value Of Package Disadvantages: 0

Options

Value Ability

- 2 *Man, Can That Guy Play!*: Reputation: skilled musician (throughout the US) 11-, +1/+1d6
- Spec *Met The Devil Down T' Th' Crossroads*: The character went to a lonely country crossroads one night, where he met the Devil and sold his soul for musical talent. He gains +3 with all musical PSs (9 points) and Luck 3d6 (15 points), but also the Disadvantages *Distinctive Features: Has No Soul* (Not Concealable; Causes Extreme Reaction; Detectable Only By Unusual Senses; -15 points) and *Hunted: the Devil* 8- (Mo Pow, NCI, Watching; -10 points)
- 3 Perfect Pitch
- 3 *Stage Presence*: +3 PRE
- 5 *Always Needs Money*: Poor
- 15 *Alcoholic*: Dependence: must drink liquor at least once per Day or suffer Incompetence (Very Common, Addiction)
- 15 *Psychological Limitation: Skirtchaser* (Common, Strong) (character may also have a *Hunted: jealous husbands he's cuckolded*)
- 10 *Social Limitation: Minority* (Frequently, Minor)

MASKED CRIMEFIGHTER

“Who knows... what evil... *lurks* in the hearts of men? The Shadow knows....”

—introduction to *The Shadow* radio program

One of the most common and popular archetypes in the pulps, the Masked Crimefighter (also known as the Mystery Man, the Crimebuster, the Vigilante, and various other names) fights crime while concealing his identity with a costume of some sort. The typical costume involves some combination of a mask (such as a domino mask), a fedora, and a cape, but more garish garb (such as a costume that makes the character look like a ghost, a terrifying clown, or a skull-faced man) is certainly possible. Some are nearly as powerful and skilled as any latter-day comic book superhero; others are little more than mask-wearing Detectives of some type.

Examples of Masked Crimefighters from the pulps include the Shadow, the *Spider*, the *Whisperer*, the *Phantom Detective*, the *Black Bat*, the *Crimson Mask*, and countless others.

Typical Goals And Motivations: The Masked Crimefighter has taken up the vigilante mantle because he wants to protect innocent people, and society itself, from the scourge of crime and injustice. He often realizes that only he, with his superior abilities, training, and resources, can combat the fiendish crimelords who so often threaten the city — criminals so powerful the police alone cannot stop them. It's a dangerous, lonely life... but such is the burden the Masked Crimefighter accepts to keep others safe.

Typical Abilities: The average Masked Crimefighter is a multi-talented *wunderkind* who's superbly skilled at a wide variety of abilities. He's a master of weapons and an ace shot. He can disguise himself so well that even people who know the person he's imitating can't tell the difference. He knows the underworld, and the habits of its denizens, intimately and is an expert at unraveling their schemes. And there's no telling what other Skills, Heroic Talents, or other abilities he may reveal at just the right moment.

Suggested Disadvantages: The Masked Crimefighter maintains a Secret Identity, and needs a Psychological Limitation reflecting his devotion to combating crime. He's Hunted by at least one major criminal; this may be a floating Hunted representing his latest enemy (since most Masked Crimefighters shoot to kill, making it difficult to keep a single Hunted alive over the course of the campaign). In many cases, he's also Hunted by the police, even if they grudgingly admire his work and admit he can stop criminals they're powerless against. A few Masked Crimefighters even have DNPCs (such as girlfriends or fiancées), though most eschew romantic attachments and buy their helpers, if any, as Followers.

Progression: Masked Crimefighters can use so many Skills and Heroic Talents in their war on gangdom that there's not much need for them to “branch out” into other careers — they can go on improving their existing abilities, and buying related ones, for an entire campaign. But if they belong to a group of heroes that goes on adventures that don't involve fighting crime in the big city, they may want to broaden their Skill selection a little (to include some Area Knowledges and Languages, if nothing else).



MASKED CRIMEFIGHTER PACKAGE DEAL

Abilities

Cost	Ability
3	+3 STR
12	+4 DEX
3	+3 INT
5	+5 PRE
10	+1 Overall
10	10 points' worth of Combat Skill Levels
3	Acting
3	Criminology
3	Deduction
5	Disguise +1
3	KS: campaign city underworld (INT Roll)
3	Lockpicking
3	Mimicry
3	Security Systems
3	Shadowing
3	Stealth
3	Streetwise
2	TF: Common Motorized Ground Vehicles
2	WF: Small Arms
6	Contacts (6 points' worth)
12	12 points' worth of abilities from the following list: Acrobatics, Analyze, Animal Handler, Breakfall, Bribery, Bugging, Climbing, Combat Driving, Combat Piloting, Combat Skill Levels, Concealment, Contortionist, Conversation, Cramming, Demolitions, Electronics, Fast Draw, Forensic Medicine, Gambling, High Society, Interrogation, Lipreading, Martial Arts, Mechanics, Paramedics, Persuasion, Rapid Attack, Skill Levels, Sleight Of Hand, Systems Operation, Two-Weapon Fighting, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

Total Cost Of Package Abilities: 100

Disadvantages

Value	Disadvantage
20	Hunted: crimelord or gang of the character's choice (Mo Pow, NCI, Capture/Kill)
15	Appropriate Psychological Limitation (such as <i>Must Protect Innocents From Crime</i> , <i>Devoted To Justice</i> , or <i>Vigilante Mentality</i>)
15	Social Limitation: Secret Identity (Frequently, Major)

Total Value Of Package Disadvantages: 50

Options

Value	Ability
10	<i>The Chinatown Connection</i> : 3 points' worth of Chinese languages, AK: Chinatown 11-, and 5 points' worth of Contacts in Chinatown
var	<i>Minions</i> : Followers (one or more assistants who help him wage his war on crime)
var	<i>Somewhat Less Helpful Minions</i> : DNPCs (minions who get into trouble a lot more than they actually help)
var	<i>Sanctum</i> : the character has a secret headquarters (a Base)
var	<i>Sidekick</i> : Follower (a partner who assists the character, often adopting a costume similar to his own)
30	<i>Weird Powers</i> : 30 points' worth of Heroic Talents, weird powers, and similar abilities

PROFESSOR

I supposed he had the true spirit of the [Professor]. If he'd been told there was an undeciphered inscription on a red hot stone in Hell he'd have clamped on his goggles and absurd helmet and gone down after it.

—Alexander Wallace, "Blood For The Juju," *Jungle Stories*, Summer 1950

The many mysteries of the world — the opportunity to discover new things, to conduct important research, and to find artifacts time has left behind — often lure academics into the field. Though not necessarily well-suited to the adventuring life, the Professor is driven to it by a desire to learn, a once-in-a-lifetime chance to make a career-boosting discovery, or perhaps to "accompany those young hot-heads" and make sure they don't get into too much trouble.

Typical Goals And Motivations: Typically, the Professor wants to *learn*. He's got important research to conduct, discoveries to make, and/or theories to prove. He may want this for the sheer joy of knowing, or he may intend to make a lot of money with what he learns, but the basic desire is the same. He'll go just about anywhere and risk just about anything to uncover the information he seeks.

Typical Abilities: Professors typically aren't that strong, swift, or tough; they may not even be all that quick-witted. But they're highly educated, with

PROFESSOR PACKAGE DEAL

Abilities

Cost	Ability
5	Cramming
3	Deduction
3	Scholar or Scientist
5	Knowledge Skill or Science Skill representing favored subject of study (INT Roll +2)
12	Additional KSs, PSs, and SSs (12 points' worth)

Total Cost Of Package Abilities: 28

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Options

Value	Ability
5	<i>Memory Like A Steel Trap</i> : Eidetic Memory
-10	<i>Absent-Minded</i> : Psychological Limitation: Absent-Minded (must make an INT Roll to remember anything important that's not directly related to his area of expertise) (Common, Moderate)
-10	<i>Frail</i> : -2 STR, -2 CON, and -2 BODY
-15	<i>Obsessed</i> : Psychological Limitation: Must Study [Favorite Subject] At Every Opportunity (Common, Strong)
3	<i>Observant And Clever</i> : +3 INT
var	<i>Old Man</i> : Add the Age Disadvantage

a plethora of Knowledge Skills (and/or Science Skills), the ability to learn things quickly if necessary, and plenty of scholarly insight. For a change of pace, a player might build a professor who *is* a tough, hard-bitten adventurer, or who has some unusual Skills that most academics lack.

Suggested Disadvantages: Many Professors are old and frail, with sold back Characteristics and the Age Disadvantage to prove it. Some are so obsessed with their area of expertise that they're easily distracted by it, or forgetful of other things.

Progression: The Professor is a fairly narrowly-defined archetype, so there are plenty of ways for him to grow. Assuming he's not too old to learn new tricks, it's entirely possible that spending time in the company of adventurers will prompt him to pick up lots of new Skills. If he wants to remain relatively true to type, he might become more like the Scientist or Gadgeteer and buy technical Skills like Inventor and Electronics. If the player wants to go in a more unusual direction, perhaps the Professor could become something of an Aviator, an Explorer, a Great White Hunter, or a Two-Fisted Hero.

REPORTER

Also known as the Muckraker or (more colorfully) the Crusading Journalist, the Reporter is a newshound who's willing to risk his own neck to get the big story. Although he's most appropriate for Crimebusting campaigns and other games that use a single city as the setting, there's no reason a Reporter couldn't take his cue from Victorian-era journalist Nellie Bly and travel around the world reporting on the events of the day.

Examples of Reporters from the pulps include Wade Hammond (also a Detective, essentially), Joe "Daffy" Dill, Jerry Tracy, Jerry "the Candid Camera Kid" Wade, Frank Hawley, Flashgun Casey, Rambler Murphy, and Robert Ruddy. Nick Condon, the Jimmy Cagney character in the movie *Blood On The Sun*, is another good model of an action-oriented Pulp-era reporter. For a Reporter-Masked Crimefighter crossover, look at Britt Reid, the Green Hornet.

Typical Goals And Motivations: Reporters are, by profession if not nature, intensely curious. They want to know what's going on and the secrets that important people have in their closets. They'll do whatever they have to — even risk their own necks, sometimes — to get the big story.

Typical Abilities: Reporters' Skills are partly investigatory, partly social. They need to get along with a wide variety of people — everyone from the top politicians in the city to the dregs of the underworld — and get those people to speak frankly with them (or at least trust them to some degree). But they also dig into county records, the library, and the newspaper's "morgue" to uncover information that people won't willingly reveal. Beyond that, they possess a broad knowledge of what's going on in the city (and related facts). A few are tough guys who can stand up to crooks and even take a beating in pursuit of a scoop.

REPORTER PACKAGE DEAL

Abilities

Cost	Ability
3	+3 INT
3	+3 PRE
3	Conversation
2	KS: What's Going On In The City 11-
2	KS: Who's Who In The City 11-
6	Additional KSs (6 points' worth) pertaining to his job
3	PS: Reporter (INT Roll) (may be changed to PS: Photography, if appropriate)
2	PS: Research 11-
3	Streetwise
6	Contacts (6 points' worth)
1	Fringe Benefit: Press Pass
9	9 points' worth of abilities from the following list: Bribery, Bureaucratics, Combat Driving, Concealment, Cramming, Deduction, Gambling, High Society, Lockpicking, Persuasion, PS: Photography, Seduction, Skill Levels, Systems Operation, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

Total Cost Of Package Abilities: 43

Disadvantages

Value	Disadvantage
15	Psychological Limitation: Annoyingly Curious; Often Sticks His Nose In Where It Doesn't Belong (Common, Strong)
15	Psychological Limitation: Has To Get The Story (Common, Strong)

Total Value Of Package Disadvantages: 30

Options

Value	Ability
-15	<i>Alcoholic:</i> Dependence: must drink liquor at least once per Day or suffer Incompetence (Very Common, Addiction)

Suggested Disadvantages: Other than Psychological Limitations reflecting their curiosity and drive for news, Reporters often have Hunteds (hoods or crooked politicians they've annoyed one too many times), DNPCs (girlfriends), Rivals (other reporters), and Watcheds (editors who don't like or trust them). Many of them drink like fish, and a few are outright alcoholics.

Progression: In many ways, the Reporter functions as a sub-type of the Detective. As he hunts for "the big story," the Reporter has to associate with low-lives and dig into mysteries the cops haven't solved yet. In the end he figures out what's going on and lets the police know so they can wrap things up... and he gets his story. Some Reporter characters might want to verge even further into that profession, or perhaps even follow their outrage at injustice into a career as a Masked Crimefighter. If the Reporter's assigned to a foreign beat or accompanies a group of adventurers to report on their activities, he might become something of an Explorer or Two-Fisted Hero himself!

SAILOR

Despite the fact that airplanes exist, in the Pulp era the vast majority of cargo travels by ship — which means there are lots of Sailors traveling around the world at any given time. Many pulp stories focused on hard-living, hard-drinking, two-fisted sailing men who found adventure in the South Seas or other parts of the oceans. The Skipper's various crewmen are good examples of Sailors; so is Robert E. Howard's character "Sailor" Steve Costigan (though he's more focused on boxing than the mariner's life).

In the pulps, most examples of this archetype are actually *Captains* — men who own and operate their own ships. (In some cases the Captain doesn't actually own the boat; he answers to a company that does.) It's not usually a big ship, and in many cases it's perpetually in need of repairs or supplies (a great hook to get the Captain into an adventure), but it's still the Captain's own beloved boat. Examples of Captains from the pulps include the Skipper, Hurricane Williams, Typhoon Bradley, Captain McConaughy, Shark Gotch, and Cap Fury.

Typical Goals And Motivations: All most Sailors want is good weather, as little work as possible, and some time ashore with money to spend. Sailor PCs, especially Captains, usually have deeper motivations. Perhaps they're trying to earn money for a particular purpose (such as getting the boat repaired, retiring early, or

buying a bigger boat), or maybe they're seeking vengeance against someone who wronged them who's out there somewhere among the islands.

Typical Abilities: Sailors have a fairly restricted set of abilities pertaining to life aboard ship. They can navigate over the ocean, keep their footing on tossing decks, and know how to keep a ship running. And of course they've been lots of places.

Suggested Disadvantages: In the case of either Sailors or Captains, it's common for a Pulp seaman to have gone to sea to escape some great wrong. He might have committed a crime (or been framed for one) back in the States and fled to avoid the authorities, or a woman betrayed him and he took to the ocean to escape her memory. This suggests all sorts of possible Disadvantages, such as Hunteds and Social Limitations (though neither may be worth much if the character's done a good job of fleeing and hiding). A Captain may have to answer to whoever owns his ship (a Watched), have a Rivalry with other captains, be filled with a deep and abiding hatred of pirates, or the like.

Progression: Many Sailor characters don't progress at all — the life of a seaman is exciting and adventurous enough! Others, including many who fall in with adventuring groups, gradually become as much Explorers or Two-Fisted Heroes as men of the sea.

SCIENTIST

Often found in more of an NPC role than as a main character, the Scientist is something like the Professor, but more narrowly focused on scientific and technical subjects. He's not quite the on-the-fly tinkerer the Gadgeteer is, nor as skilled a practical engineer as the Grease Monkey, but the breadth and depth of his scientific training often come in handy during adventures. Examples of Scientists from the pulps (or related media) include Flash Gordon's friend Dr. Zarkov, the *Spider's* assistant Professor Brownlee, and Buck Rogers's companion Dr. Huer.

Typical Goals And Motivations: The Scientist is usually interested in finding parts for his latest invention or project, testing it, or perhaps obtaining funding for it. If he stumbles on strange or unusual technologies during the course of the adventure, he may become intensely interested in them, willing to risk his own safety to study them or obtain samples.

Typical Abilities: Scientists are skilled in a wide variety of technical and scientific fields. They can analyze or repair existing devices, invent new ones, and conduct all sorts of strange experiments. Some Scientists are on the cutting edge of Pulp-era technological development in such fields as the creation of primitive computers.

Suggested Disadvantages: Much like his compatriot the Professor, the Scientist is often prone to absent-mindedness or obsession with his favorite subject. In fact, he may become *too* obsessed with his work and turn into the proverbial Mad Scientist.

SAILOR PACKAGE DEAL

Abilities

Cost	Ability
3	Breakfall
2	Navigation (Marine)
2	PS: Sailor 11-
18	Traveler and AKs, CKs, and CuKs reflecting his travels (15 points' worth)
6	6 points' worth of abilities from the following list: Acrobatics, Animal Handler, Bribery, Climbing, Combat Sailing, Combat Skill Levels, Concealment, Conversation, Gambling, Interrogation, Lipreading, Martial Arts, Mechanics, Paramedics, Persuasion, Skill Levels, Sleight Of Hand, Systems Operation, Weapon Familiarity, any Background Skill, Contacts

Total Cost Of Package Abilities: 31

Disadvantages

Value	Disadvantage
None	

Total Value Of Package Disadvantages: 0

Options

Value	Ability
26	<i>Captain:</i> Add a Vehicle (the captain's ship) and a 1-point Fringe Benefit
-5	<i>Always Needs Money:</i> Poor
-15	<i>Alcoholic:</i> Dependence: must drink liquor at least once per Day or suffer Incompetence (Very Common, Addiction)
var	<i>The Boat's Owner:</i> Hunted (Watched by whoever owns the boat the character captains)

Progression: As a narrow archetype, the Scientist has lots of room for expansion. If he's not old and frail, he could easily become a sort of Two-Fisted Adventurer or Masked Crimefighter who specializes in using scientific methods and devices to combat his foes. If he likes to build planes and zeppelins, maybe he'll test-fly them himself as an Aviator.

SCIENTIST
PACKAGE DEAL

Abilities	
Cost	Ability
40	<i>Scientific Apparati And Inventions:</i> 40 points' worth of gadgets or the <i>Gadgets</i> ability (page 289) or a Base (laboratory)
3	Electronics
3	Inventor
3	Mechanics
8	Scientist and one favored Science Skill (INT Roll +3)
8	Additional SSs (8 points' worth)
3	Systems Operation
6	6 points' worth of abilities from the following list: Bugging, Computer Programming, Criminology, Deduction, Forensic Medicine, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Weapon Familiarity, any Background Skill, Contacts
Total Cost Of Package Abilities: 74	
Disadvantages	
Value	Disadvantage
	None
Total Value Of Package Disadvantages: 0	
Options	
Value	Ability
23	<i>Adventuring Scientist:</i> +3 STR, +4 DEX, +4 CON
3	<i>Observant And Clever:</i> +3 INT
var	<i>Old Man:</i> Add the Age Disadvantage
-15	<i>Awkward Around Other People:</i> Social Limitation: gets along better with machinery than people; suffers a -2 to Interaction Skill Rolls (possibly even -3 with women) (Frequently, Major)
-10	<i>Frail:</i> -2 STR, -2 CON, and -2 BODY
-10	Psychological Limitation: Absent-Minded (must make an INT Roll to remember anything important that's not directly related to his area of expertise) (Common, Moderate)
-5	Rivalry: Professional (with other scientists and inventors)
-15	<i>They Called Me Mad At The University:</i> Psychological Limitation: Devoted To Favorite Subject And Projects (will risk his own safety and the safety of others for scientific advancement) (Common, Strong)

SOLDIER

The Soldier is a professional fighting man. He may have seen action on the bloody fields of the Great War (see page 14), or he could have joined the military during the Pulp era itself. He might even be a mercenary, fighting anywhere someone can pay him... and probably having an adventure or two along the way.

A variant on the standard Soldier is *the Foreign Legionnaire*, who is (or once was) a member of the famed French Foreign Legion. The novel *Beau Geste*, published in 1925, created an interest in stories about these brave warriors fighting in the worst conditions for the glory and honor of France. See page 173 for more information.

Examples of Soldiers from the pulps include the Lost Legion, Jimmie Chordie, the Foreign Legionnaires Thibaut Corday and Grellon, and Terence X. O'Leary (in some stories).

Typical Goals And Motivations: Soldiers' motivations vary. Some are ardent patriots, willing to give their lives in service to their country; others are selfish mercenaries who only care about getting paid. Some revel in battle; others fear it. Some joined the military voluntarily, others were drafted or enrolled

SOLDIER PACKAGE DEAL

Abilities	
Cost	Ability
2	Running +1"
2	KS: The Military/Mercenary/Terrorist World 11-
2	KS: [Military Force] History And Customs 11-
2	PS: [member of military; e.g., "Sailor"] 11-
3	Tactics
3	WF: Small Arms, Knives
4	Contacts (4 points' worth)
0	Fringe Benefit: Military Rank
9	9 points' worth of abilities from the following list: Autofire Skills, Bureaucrats, Climbing, Combat Driving, Combat Piloting, Combat Skill Levels, Concealment, Demolitions, Electronics, Fast Draw, Interrogation, Language, Martial Arts, Mechanics, Navigation, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Survival, Systems Operation, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts
Total Cost Of Package Abilities: 27	
Disadvantages	
Value	Disadvantage
5	Distinctive Features: Uniform (Easily Concealed)
10	Hunted: military force character belongs to 8- (Mo Pow, NCI, Watching)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
Total Value Of Package Disadvantages: 35	
Options	
Value	Ability
0	<i>Combat Engineer:</i> Choose SS: Civil Engineering and at least one other engineering-oriented Skill
0	<i>Foreign Legionnaire:</i> Choose Language: French (fluent conversation) and AKs related to posting
0	<i>Pilot:</i> Choose Combat Piloting
0	<i>Tank Driver:</i> Choose TF: Tracked Military Vehicles



to escape prison or some other unpleasant fate. Some are noble, others base and cruel.

Typical Abilities: Soldiers possess extensive military skills. They know how to use many different weapons, understand small-unit tactics, and tend to be in good physical shape. Depending on their military experiences and training, they may know how to do just about anything — fly or fix planes, survive in the desert or jungle, blow things up, or treat battlefield injuries, among other things.

Suggested Disadvantages: The Disadvantages in the Package Deal assume a Soldier's on active duty, which means he has to wear a uniform and follow orders. If he's been discharged or gone AWOL, those Disadvantages may not apply (though in the latter case, his Watched typically becomes a full-blown Hunted). If he's been posted to a distant land where the natives are unfriendly, he may have other Hunteds or a Social Limitation; if he joined up to escape his past, a Harmful Secret may lurk in his background.

Progression: Soldiers who become adventurers usually leave the full-blown military life behind and become more like Aviators, Explorers, or Two-Fisted Heroes. All of those careers play off their military training nicely and provide plenty of room for character growth.

SPY

Many Pulp stories dealt with the machinations of governments, and the Spy was his country's man on the spot. Often more of a "troubleshooter" for his country than a gatherer of intelligence or handler of secret agents, the Spy did whatever was necessary to prevent the enemy from triumphing. Examples of Spies from the pulps include Operator 5, Secret Agent X, Norroy, Jeff "the Eagle" Shannon, Kara Vania, Aurelius Smith, and Sir George Llangolen Trevor of the "Free Lances In Diplomacy" series (said by some to be the longest-running series in pulp history).

Typical Goals And Motivations: Compared to the cynical, world-weary spies of modern espionage fiction, the Spy in the pulps is usually a noble-hearted patriot who serves his country out of patriotism and idealism. He knows that the enemies of truth, freedom, and the American (or British) Way will triumph if someone doesn't stop them — and thanks to his natural talents, intensive training, and field experience he's the person to do just that.

Typical Abilities: The Spy's abilities are broad and varied. Like most Pulp heroes he's usually a fine specimen of humanity — strong, smart, clear-eyed, and level-headed. He can draw fast, shoot straight, and react to danger without panicking. In addition to general tradecraft and the ability to mingle with high society, the Spy's training could cover just about anything: piloting, code-breaking, shadowing, lock-picking, hand-to-hand combat, you name it.

Suggested Disadvantages: A Spy never lacks for enemies — in addition to being Hunted by at least one enemy intelligence service (if not more, or individual enemy spies who have a particular hatred for

TRUE CRIMINAL
PROTAGONISTS

Some Pulp stories focused on less admirable crooks than the Thrillseeking Criminal. Sax Rohmer's "Fu Manchu" novels were as much about the Devil Doctor as about Sir Dennis Nayland Smith's efforts to catch him; similarly, the arch-criminal Fantomas is more the focus of the series of French stories that feature him than his adversary Detective Juve.

These stories don't provide much inspiration for the *Pulp Hero* player, since playing a true criminal — one who commits crimes for gain, out of selfish or cruel motives — is at odds with the heroic impulses that dominate most Pulp PCs and campaigns. But the GM may find that characters like Fu Manchu or Fantomas give him plenty of ideas for villains of his own.

SPY
PACKAGE DEAL

Abilities	
Cost	Ability
2	Gambling (choose one category)
3	High Society
3	KS: The Espionage World (INT Roll)
2	KS: The Military/Mercenary/Terrorist World 11-
3	PS: Tradecraft (INT Roll)
3	Stealth
2	WF: Small Arms
2	Fringe Benefit: Espionage Rank
3	Fringe Benefit: Security Clearance
15	15 points' worth of abilities from the following list: Acting, Bribery, Bureaucratics, Climbing, Combat Driving, Combat Piloting, Combat Skill Levels, Concealment, Conversation, Cramming, Cryptography, Deduction, Disguise, Forgery, Lipreading, Lockpicking, Martial Arts, Mimicry, Navigation, Persuasion, Security Systems, Seduction, Shadowing, Skill Levels, Sleight Of Hand, Streetwise, Tracking, Weapon Familiarity, any Background Skill, Contacts, Deep Cover

Total Cost Of Package Abilities: 39

Disadvantages	
Value	Disadvantage
20	Hunted: enemy nation or espionage agency 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: his own nation or espionage agency 8- (Mo Pow, NCI, Watching)

Total Value Of Package Disadvantages: 30

Options	
Value	Ability
0	<i>Undercover Spy:</i> Choose as optional abilities Acting, Disguise, Deep Cover(s), and a selection of appropriate Background Skills for his Deep Cover(s)
-15	Psychological Limitation: Patriot (Common, Strong)
-15	Psychological Limitation: Womanizer; Can't Resist A Pretty Face (Common, Strong)
-15	Psychological Limitation: Thrillseeker (Common, Strong)
-5	Rivalry: Professional (with another spy in his agency)

him), he has to tolerate the attentions of his own government, which keeps an eye on him. Spies may have weaknesses for the beautiful women they so often seem to encounter, or let their desire for excitement and adventure get the best of them.

Progression: So many Skills and abilities are useful to a Spy that he rarely needs to look to other professions for ways to spend his Experience Points. Even better, a Spy's training is suitable for a wide variety of adventures that don't involve espionage, so he may never need to add more than a Skill or two when he "switches careers."

THRILLSEEKING
CRIMINAL

This character, a common one in many of the early pulps, is a rich, gifted man who becomes involved with crime as a way of alleviating the crushing boredom of wealth and privilege, or to right some wrong. Despite being a supremely-skilled thief, he doesn't care anything about the money he could earn through crime. Instead, he commits crimes only against those who deserve to be victims of them (other criminals, exploiters of the people, and similar vile persons), uses his criminal abilities to help people in need, or donates the proceeds of his illicit activities to charity (thus making him something of a Robin

THRILLSEEKING CRIMINAL
PACKAGE DEAL

Abilities	
Cost	Ability
12	+4 DEX
3	+3 INT
3	+3 PRE
3	Acting
3	Concealment
3	Disguise
3	Lockpicking
3	Security Systems
3	Stealth
3	Streetwise
15	Money: Filthy Rich
9	9 points' worth of abilities from the following list: Acrobatics, Breakfall, Bribery, Climbing, Contortionist, Demolitions, Electronics, Fast Draw, Forgery, Gambling, High Society, Martial Arts, Mechanics, Mimicry, Persuasion, Skill Levels, Sleight Of Hand, Trading, Weapon Familiarity, any Background Skill

Total Cost Of Package Abilities: 63

Disadvantages	
Value	Disadvantage
20	Hunted: Police 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Commits Crimes For The Thrill, Not The Money (Common, Strong)
15	Social Limitation: Secret Identity (Frequently, Major)

Total Value Of Package Disadvantages: 50

Options	
Value	Ability
15+	<i>Clever Foresight:</i> Danger Sense
var	Reputation (as a famous criminal; extent of Reputation and its roll vary)
var	<i>Signature Weapon:</i> character has a special or distinctive weapon, such as a Gas-Gun
var	Hunted (by a crimefighter, enemy gangster, or the like)
var	Hunted (by a cruel or corrupt cop, the dramatic opposite of the good-natured "criminal")
-10	<i>You Stole From Me, So I Steal From You:</i> Psychological Limitation: Must Recover His Stolen Inheritance (Common, Moderate)
-5	Rivalry: Professional (with a cat burglar or other criminal)

Hood). A few seem to be outright criminals, but somehow in the end the story works out so they do the right thing or save the day, instead of just profiting from crime. Many Thrillseeking Criminals use a costume, disguise, or alternate identity of some sort to conceal themselves; others simply rely on their matchless skill to keep anyone from finding out who they are.

Examples of Thrillseeking Criminals from the pulps (and related forms of fiction) include The Saint, Raffles, Hamilton Cleek, Black Star, Colonel Clay, Arsene Lupin, Richard Ravenswood, Michael Lanyard (the Lone Wolf), Maxwell Sanderson, the Crimson Clown, the Gray Phantom, Rafferty, Lester Leith, the Thunderbolt, and Jimmie Dale (the Gray Seal).

Typical Goals And Motivations: See above.

Typical Abilities: In addition to appropriate thieving Skills (such as Lockpicking and Disguise), the Thrillseeking Criminal often conforms to a fairly rigid stereotype. He's usually fabulously wealthy already, freeing him to commit crimes for challenge rather than profit (thus he can return whatever he steals, making him more sympathetic than a true thief). His wealth gives him plenty of resources (cars, houses, servants, access to all levels of society). He's skilled with weapons and usually carries at least one. He usually has a secret headquarters and a group of minions (often including at least one crook, possibly reformed, who serves as his Watson). And he's clever, often so much so that he has an uncanny ability to predict what his opponents will do (and thus avoid their traps and lures).

Suggested Disadvantages: The Thrillseeking Criminal has a legion of enemies (Hunteds), for he often stands opposed to the entire underworld — either because he preys on other criminals, they resent his success, or both. Since he's a criminal, he's also wanted by the police. He must maintain a Secret Identity, which is often a great strain. He may find himself in love with a beautiful woman who opposes him, or whom he cannot truly pursue until he gives up his life of "crime."

Progression: The Thrillseeking Criminal's abilities are so wide-ranging that he can easily spend an entire career's worth of Experience Points improving the Skills he knows, buying new ones, and buying appropriate Heroic Talents. Depending on the events of the campaign, he may reform for good and become a Masked Crimefighter or Detective.

TWO-FISTED HERO

Suddenly Doc was among them! Not satisfied with overpowering the four, he pitched into the whole crew. Terrific blows came from his flashing fists. Red-fingered men began to drop in the milling, fighting mob. Piercing yells of pain arose.

—Kenneth Robeson, *The Man Of Bronze*, in *Doc Savage Magazine*, March 1933

Also known as the *Strong-Jawed Hero*, this is one of the classic Pulp archetypes: the man who stands up to wrongdoing with just the strength of his muscles, the keenness of his eyes, the cleverness of his wits, and the purity in his heart. He doesn't



necessarily have any special abilities or gadgets (though he might); the only thing he really needs in a fight is his good right hook. After all, this is *Pulp Hero*, where just being a right-minded guy who doesn't back down in the face of evil is enough to make you an adventurer!

Examples of Two-Fisted Heroes in the pulps are numerous. The greatest of them is Doc Savage (though he's also a Gadgeteer, an Explorer, and about a dozen other things, seemingly). Others who follow in his wake include Bulldog Drummond, Frank Merriwell, Peter "the Brazen" Moore (an Expatriate; see below), Billy June, and Jimgrim.

Typical Goals And Motivations: The Two-Fisted Hero is the epitome of the Pulp heroic ideal. He fights to preserve that which is proper and just, protect the helpless and innocent, and in general to Right Wrongs. He doesn't need any fancy philosophical explanations — Good is Good and Evil is Evil, and he's here to see that Evil goes down for the count.

Typical Abilities: What *can't* he do? Sometimes it seems as if the Two-Fisted Hero can use any Skill or perform any stunt necessary to keep the story moving forward. Obviously he's strong, handsome, quick-witted, and good in a fight. Beyond that, he may have military experience, training as a spy, or just have taught himself plenty of Skills. It's not uncommon for him to have two or more Overall Skill Levels to boot.

Suggested Disadvantages: During the course of his adventures, a Two-Fisted Hero usually acquires plenty of enemies (Hunted), though you may need to make it a Floating Hunted if he has a tendency to use his gun instead of his fists. A Floating DNPC (the latest love interest) would also be appropriate, since women can't resist his chiseled good looks and heroic attitude (though he often refuses romantic attachments because he doesn't want to put a beloved at risk). A few Two-Fisted Heroes love using their fists a little *too* much; they're prone to solving problems with a good, stout punch (Enraged) or are hard to drag out of a fight once it starts (a Psychological Limitation).

Progression: Two-Fisted Heroes usually spend their careers (and Experience Points) acquiring yet more Skills (even if they're just new AKs, CKs, and Languages) and Heroic Talents. Depending on their inclination, they could become more Aviator-, Gadgeteer-, or Explorer-oriented, or they could dabble in whatever seems most interesting or useful at the moment.

THE EXPATRIATE

While many Two-Fisted Heroes live in the United States or travel the world, others make their homes in strange places far from American shores. Known as *Expatriates*, these adventurers have learned the way of things among exotic peoples in unusual climes, and like it just fine; they rarely have any desire to return to their native lands.

TWO-FISTED HERO PACKAGE DEAL

Abilities	
Cost	Ability
5	+5 STR
15	+5 DEX
12	+6 CON
8	+4 BODY
2	+2 PD
10	Martial Arts (Boxing, Fisticuffs, or another appropriate style) <i>or</i> HA +3d6
3	Persuasion
4	WF: Common Melee Weapons, Small Arms
18	18 points' worth of abilities from the following list: Acrobatics, Analyze, Animal Handler, Breakfall, Bureaucratics, Climbing, Combat Driving, Combat Piloting, Combat Skill Levels, Concealment, Contortionist, Conversation, Cramming, Criminology, Deduction, Demolitions, Electronics, Fast Draw, Gambling, High Society, Interrogation, Lipreading, Lockpicking, Martial Arts, Mechanics, Paramedics, Rapid Attack, Security Systems, Skill Levels, Sleight Of Hand, Systems Operation, Tactics, Two-Weapon Fighting, Weapon Familiarity, Weaponsmith, any Background Skill, Contacts

Total Cost Of Package Abilities: 77

Disadvantages	
Value	Disadvantage
20	Psychological Limitation: Pulp Hero's Code (Common, Total)

Total Value Of Package Disadvantages: 20

Options	
Value	Ability
10	<i>Expatriate</i> : An AK or CK of his home-in-exile (INT Roll) plus an additional 7 points' worth of Background Skills and other Skills appropriate to the setting
20	<i>Good At Everything</i> : +2 Overall
var	<i>Headquarters</i> : the character has a home base, secret citadel, or similar headquarters (a Base)
var	<i>Hey! It's Him!</i> : Reputation (as renowned adventurer and righter of wrongs; extent of Reputation and its roll vary)
var	<i>Minions</i> : Followers (one or more assistants who help him wage his war on crime)
+3	<i>Really Strong</i> : +3 STR
+5	<i>Really Really Strong</i> : +5 STR
var	<i>Somewhat Less Helpful Minions</i> : DNPCs (minions who get into trouble a lot more than they actually help)
var	<i>Sidekick</i> : Follower (a partner who assists the character)
20	<i>Special Abilities</i> : 20 points' worth of Heroic Talents, weird powers, and similar abilities
-15	<i>Devoted Hero</i> : Psychological Limitation: Pulp Hero's Burden (Common, Strong)

Typically the Expatriate chooses a Third World location as his new home. The South Seas and the Orient are both popular locations, but India, Africa, and similar locales aren't unheard of.

To create an Expatriate Two-Fisted Hero, buy the *Expatriate* option for the Two-Fisted Hero Package Deal.

WILD MAN

As the body rolled to the ground Tarzan of the Apes placed his foot upon the neck of his lifelong enemy and, raising his eyes to the full moon, threw back his fierce young head and voiced the wild and terrible cry of his people.

—Edgar Rice Burroughs, *Tarzan Of The Apes*, in *All-Story*, October 1912

Not everyone grows up with the benefits of civilization. The Wild Man was raised in some distant, forbidding clime — the jungles of Africa, the Arctic wastes, the Himalayas — and has learned how to live there and even rule the place.

Typically, a Wild Man's saga begins with his parents, who due to an airplane crash, shipwreck, or similar event find themselves isolated in the wilderness. The mother dies giving birth to the Wild Man. The father, if not already dead or soon to die, raises the Wild Man alone, but eventually succumbs to injury or illness. Thereafter, the Wild Man may complete his education himself (perhaps with the help of books left behind by his parents), or come under the tutelage of wild animals such as wolves, apes, or bears. In some cases, the Wild Man never has human parents to teach him the niceties of human behavior — he's raised solely by beasts, in the process developing many helpful beast-like abilities but retaining his human morality and dignity.

Thanks to his innate superiority, the Wild Man grows up strong, smart, and skilled. Eventually he comes to rule the jungle/veldt/arctic/mountains, using his abilities to quell uprisings led by evil natives, prevent the corrupting touch of Civilization from sullyng his pure Natural world, and so forth. Along the way he often meets a beautiful, sensitive civilized woman who recognizes his innate goodness and becomes his wife (and often shares his adventures, helping him to fight evil and injustice in a positive way unusual for female "sidekicks" in the pulps).

The classic example of the Wild Man is, of course, Tarzan of the Apes, but he inspired numerous imitators: Ki-Gor, Ka-Zar, Polaris Janess, Dikar, Kwa, Tam, Kioga, and Sheena, Queen of the Jungle... among others.

Typical Goals And Motivations: The Wild Man's *raison d'être* is to protect the jungle (or wherever he happens to live) from harmful influences. Typically this means "Civilization" and the unscrupulous men it breeds, but the Wild Man also pits himself against evil witchdoctors who rule tribes of vicious natives, the vainglorious rulers of lost civilizations determined to reveal themselves and conquer the world, and just about any other villain whose schemes might, through any tortured logic, take him to the jungle. Beyond this, the Wild Man usually has a deep love for his "mate," and will do anything to protect her.

Typical Abilities: The Wild Man is an outdoorsman of phenomenal skill, having been raised in the wilderness his entire life. He can survive and thrive



where lesser men would perish of hunger or thirst, track nearly as well as a bloodhound, climb trees, scale cliffs. He even gets along well with animals, who regard him more as one of them than as a man. Additionally, growing up in the wild has made him strong, swift, and tough, and given him senses nearly as acute as a beast's.

Suggested Disadvantages: In addition to his goal of protecting the jungle, the Wild Man suffers from the fact that he doesn't get along well with "civilized" people. He's too blunt, ethical, and uncouth for them; he constantly offends with his unsparing observations and lack of manners. Since a Wild Man PC usually has to leave the jungle behind to adventure with his friends, this can become a significant problem.

WILD MAN PACKAGE DEAL

Abilities	
Cost	Ability
5	+5 STR
15	+5 DEX
10	+5 CON
6	+3 BODY
6	<i>Senses As Keen As An Animal's</i> : +2 to PER Rolls with all Sense Groups
6	<i>Swift-Footed</i> : Running +3" (9" total)
2	Animal Handler (choose one category)
3	Climbing
3	Stealth
6	Survival (choose one environment category) +2
3	Tracking
2	TF: Riding Animals
1	WF: Knife
Total Cost Of Package Abilities: 68	
Disadvantages	
Value	Disadvantage
15	Psychological Limitation: Must Protect The Jungle [or other home environment] From Encroachment By "Civilized" Men (Common, Strong)
10	Social Limitation: Child Of The Wilds (doesn't understand "civilized" human interaction well; usually suffers a -2 or greater penalty on Interaction Skill Rolls with civilized persons) (Frequently, Minor)
Total Value Of Package Disadvantages: 25	
Options	
Value	Ability
+18	<i>Animal Friendship</i> : Substitute the <i>Animal Friendship</i> Talent for Animal Handler
var	<i>Animal Companion(s)</i> : Followers (one or more animal companions)
var	<i>Faithful Mate</i> : DNPC (his girlfriend, wife, or the like; may be a Follower instead if she's more a help than a hindrance)
13	<i>Has Returned To Civilization</i> : Add Money (Wealthy) and High Society
5	<i>Jungle Travel</i> : Swinging 8"; OIF (vines of opportunity; -½)
+5	<i>Really Strong</i> : Change to +10 STR
var	<i>Tribal Leader</i> : one or more local tribes considers the character a leader of some sort. Buy an appropriate Fringe Benefit to represent his status.

Many Wild Men have DNPCs — their mates, and sometimes various companion animals. In many Wild Man stories, the main function of Jane (whatever her name might be) is to get kidnapped, thus motivating the hero to rescue her and slay her captors. No matter how competent she might be (or become), she often gets in trouble that only the Wild Man can handle.

Progression: Since there's only so much to do in the jungle, it often happens that the Wild Man ends up returning to civilization, at least briefly. He then often discovers that his parents possessed titles, lands, or riches that now belong to him (though his ownership's undoubtedly being threatened by a wicked relative who wants it all for himself). While he's home he learns the ways of men, often picking up Languages and other Skills with surprising facility. But eventually, his position in society secured thanks to his swift and decisive action in the face of civilized dithering, he abandons New York or London to return to his beloved wilderness... and a whole new cycle of adventures begins.

ADDITIONAL CHARACTER BACKGROUNDS

Pulp heroes sometimes come from unusual backgrounds that don't necessarily have anything to do with the profession they chose to pursue. The following Package Deals (none of which have any Disadvantages) represent some backgrounds characters might have. A character purchases one these Package Deals (or more, if appropriate) in addition to any Professional Package Deals he might purchase.

CIRCUS FOLK

The character was either born and raised in a circus, or ran away to join one. Being inquisitive, clever, and talented, he learned a variety of circus abilities from the entertainers in the troupe.

CIRCUS FOLK PACKAGE DEAL

Abilities	
Cost	Ability
4	+2 OCV with Thrown Knives
3	Acrobatics
3	Breakfall
3	Contortionist
2	KS: Circus Customs And Lore 11-
3	Sleight Of Hand
3	Ventriloquism
Total Cost Of Package Abilities: 21	

SCIENTIFIC PARENT PACKAGE DEAL

Abilities

Cost Ability

- 2 One SS or KS 11-
- 1 Another SS or KS 8-

Total Cost Of Package Abilities: 3

DAD WAS A SCIENTIST

The character's father was a Scientist of some sort (or perhaps a Gadgeteer or Professor), and the character learned a lot helping him with his work.

I FOUGHT IN THE GREAT WAR

It's common for heroes in the Pulp era to have fought on the battlefields of the Great War (see page 14). This provides an excuse to give the character all the military Skills, Contacts, and background details you want. The accompanying Package Deal represents their military experience. It doesn't include a *Military Rank* Fringe Benefit or military Disadvantages because the War's long over. If the character's still on active duty, he may also want to take the Soldier Package Deal (or at least some parts of it).

GREAT WAR VETERAN PACKAGE DEAL

Abilities

Cost Ability

- 4 +2 CON
- 2 KS: The Great War 11-
- 2 PS: Soldier (or other, as appropriate) 11-
- 3 Tactics
- 2 WF: Small Arms
- 3 3 points' worth of abilities from the following list: Combat Piloting, Language (German or French), Systems Operation, Weapon Familiarity, Weapon-smith, any relevant Background Skill, Contacts

LAP OF LUXURY

The character's family was rich, allowing him to grow up with all the finer things.

WEALTHY UPBRINGING PACKAGE DEAL

Abilities

Cost Ability

- 3 High Society
- 6 6 points' worth of Background Skills (or, at the GM's option, other Skills) representing the character's hobbies, interesting things he learned in school, or the like
- 11 Contacts: 11 points' worth, representing famous or influential people the character knows through his family and exposure to Society

Total Cost Of Package Abilities: 20

MISSIONARY'S CHILD PACKAGE DEAL

Abilities

Cost Ability

- 2 AK or CK of country or region character's parents worked in 11-
- 2 One KS at 11- representing the character's knowledge of the history and customs of the country or region his parents worked in
- 2 KS: Christian Theology And Lore 11-
- 2 Language: 2 points' worth of Languages spoken in the country or region character's parents worked in

Total Cost Of Package Abilities: 6

Options

Value Ability

- 2 *Diplomat's Child*: The character's parent weren't missionaries, but diplomats with a long-term posting. Remove KS: Christian Theology And Lore.
- 12 *Raised In The Orient*: The character grew up in an exotic Oriental culture and learned its unusual fighting style. Character defines his basic Package Deal abilities appropriately (e.g., AK: China) and buys 12 points' worth of Martial Arts.

MISSIONARY'S CHILD

The character's parents were missionaries, so he grew up in a distant land while helping them bring the Gospel to strange heathen folk.

NEWSBOY PACKAGE DEAL

Abilities

Cost Ability

- 2 KS: Recent History And Events 11-
- 1 Streetwise 8-

Total Cost Of Package Abilities: 3

NEWSBOY

When he was a kid, the character sold papers. Thanks to his sharp memory and observant nature, he learned a thing or two that may come in handy now that he's an adult.

TRAVELIN' CHILD

The character's parents were diplomats, archaeologists, or in some other profession that required them to travel all around the world. As they dragged him from one place to another, he kept his eyes and ears open and learned a lot.

TRAVELIN' CHILD PACKAGE DEAL

Abilities

Cost Ability

- 4 AKs or CKs of places the character's lived in or visited
- 2 2 points' worth of KSs pertaining to his parents' profession
- 3 3 points' worth of Languages the character learned in his travels

Total Cost Of Package Abilities: 9

CHARACTERISTICS

Most *HERO System* gamers start designing their characters by purchasing Characteristics. Several Characteristics, and related issues, have important implications for *Pulp Hero* games.

Normal Characteristic Maxima

Pulp Hero campaigns typically impose Normal Characteristic Maxima as a default for the campaign; characters must abide by the NCM restrictions without getting any Disadvantage points for doing so. But in some cases the GM may want to reconsider that decision. For games that verge more toward the Superheroic — such as some Masked Crimefighter campaigns — the Normal Characteristic Maxima rules may not make much sense, and may even inhibit the “feel” the GM wants to create.

Characteristic Ranges

Pulp Hero is a Heroic genre, and therefore most characters have most of their Primary Characteristics in the 10-20 range. This can cause problems of uniformity. In some campaigns, it's rare to see a combat-oriented character with STR and/or DEX of less than 20, a character who specializes in technology with an INT less than 20, or any character with a low PRE. Furthermore, because some Characteristics cost relatively few points to increase, it's not uncommon to see characters with unusually high ratings in Characteristics not associated with that character type — such as crotchety old Professors with STR 15-20.

This potential uniformity is an important feature of the *HERO System*, one that allows players to build whatever characters they want. But it may cause problems in some campaigns, particularly those where GMs and players want to emphasize the differences between the various major archetypical characters. If “Characteristic uniformity” causes a problem in your game, here are some possible solutions:

- Lower the Normal Characteristic Maxima breakpoint. If characters have to start paying double at 15 instead of 20, Characteristics in the 18-20 range become rarer. However, PCs may end up with fewer points to spend on Skills and abilities, which causes problems of its own.
- Lower the Normal Characteristic Maxima breakpoint selectively by character type. Choose one Characteristic that's important for each character archetype (for example, STR for Two-

Fisted Heroes, DEX for Aviators and sneaky or agile characters, INT for Gadgeteers and Scientists). That archetype can buy that Characteristic up to 20 for the normal cost, but must pay double at a lower breakpoint (such as 15) for all other Characteristics. For example, maybe the GM lets each character pick one Primary Characteristic he can buy up to 20 for the normal cost, but the character has to pay double for each point of any other Primary Characteristic above 15. This heightens each archetype's natural strengths, but may cause difficulties when you try to build some character concepts.

- Sever the relationship between a Primary Characteristic and one or more of the Figured Characteristics it affects. If characters only get ED and REC from CON, and not END or STUN, they may be more likely to keep CON at a lower level than they otherwise would so they can put points into END and STUN. Again, this may lead to characters spending too many of their points on Characteristics.
- Assign a useful bonus to a Characteristic that makes characters want to buy it in unusual amounts, instead of amounts ending in 0, 3, 5, and 8. For example, suppose you establish a house rule saying that if two characters have the same DEX (a not uncommon occurrence in a *Pulp Hero* campaign), the character with the highest INT gets to act first in a Phase. This prompts at least some characters to spend a little more on INT, since INT 16 is better than INT 15 even though they both generate the same INT Roll and PER Roll. Proceed with caution, however; most such changes indirectly benefit some character type more, and you may accidentally create a game balance problem. Similarly, you could rule that in Skill Versus Skill Contests involving Skills based on the same Characteristic, ties go to the character with the highest Characteristic.
- Forbid some archetypes to buy Characteristics beyond a defined maximum (or at least, not without special permission). For example, maybe the GM decides Scientists cannot buy STR above 15, and characters who specialize in physical combat can't buy INT above 15. This may significantly inhibit the creative freedom that is a hallmark of the *HERO System*, but it can really distinguish the archetypes from each other.

Primary Characteristics

STRENGTH

Doc's ritual was similar to ordinary setting-up movements, but infinitely harder, more violent. He took them without the usual exercising apparatus. For instance, he would make certain muscles attempt to lift his arm, while other muscles strove to hold it down. That way he furthered not only muscular tissue, but control over individual muscles as well. Every ligament in his great, bronzed body he exercised in this fashion.

—Kenneth Robeson, *The Polar Treasure*, in *Doc Savage Magazine*, June 1933.

Strength is one of the most prominent Characteristics in Pulp fiction. Among certain types of characters, such as Two-Fisted Heroes, Wild Men, and some Masked Crimefighters, having a STR that borders on the superhuman is practically a requirement. It isn't uncommon to see multiple PCs in an adventuring group that have high STRs.

Strength suffers from the potential problems of Characteristic uniformity and balance described above to a greater degree than any other Primary Characteristic. Given STR's relatively inexpensive cost, a character can easily spend a few points to increase it, which nets him extra points for several Figured Characteristics, improved carrying capacity, and an enhanced ability to inflict damage with fists or weapons. As noted above, this isn't out of

place for *Pulp Hero* — lots of Pulp adventurers are strong — but it may cause game balance problems that outweigh the dramatic appropriateness. Gamemasters may want to examine characters' STR scores closely and require them to scale back if they seem to have high STR for no good reason other than “rules benefits.”

DEXTERITY

DEX is a popular Characteristic for any type of character, since it dictates the character's base CV and rolls with several important Skills. It's not uncommon to see a group of *Pulp Hero* characters who all have DEXs clustered in the 15-20 range, making it difficult for characters who should be noteworthy for their agility and adroitness to truly stand out from the crowd.

Given this concern, DEX is a prime candidate for the “Characteristic uniformity” solutions described above, because characters can compensate for the lack of pure DEX in other ways. Combat Skill Levels and Martial Arts can improve a character's CV without inflating his DEX, Lightning Reflexes keeps his initiative rating high, and Skill Levels with several (or all) Agility Skills can raise his Skill Rolls.

CONSTITUTION AND BODY

In a genre where Killing Attacks are the norm, and combat occurs frequently, most heroes can justify at least a few extra points of CON and BODY to keep themselves from dying like flies — which, after all, wouldn't be much like the pulps, whose heroes often withstand prodigious beatings and grievous wounds and still go on to save the day. Since high CON and BODY tend to encour-



PULP NAMES

Most Pulp-era heroes will be in their 20s or 30s, meaning they were probably born in the first decade of the twentieth century. According to Social Security card application data, here's a list of the ten most popular names for American boys and girls during that time:

MALE NAMES

1. John
2. William
3. James
4. George
5. Joseph
6. Charles
7. Robert
8. Frank
9. Edward
10. Henry

FEMALE

1. Mary
2. Helen
3. Margaret
4. Anna
5. Ruth
6. Elizabeth
7. Dorothy
8. Mildred
9. Alice
10. Florence

age “heroic” actions by characters, Characteristic uniformity causes far fewer (if any) problems compared to STR or DEX.

INTELLIGENCE

A high INT is perhaps most associated with characters who work with technology, like Gadgeteers and Scientists. But since it represents the ability to process and react to information, a high INT is appropriate for virtually any type of Pulp adventurer — Doc Savage and Indiana Jones are nothing if not quick-witted and clever.

Characters who hit the Normal Characteristic Maxima for INT, or who shouldn't have an overall high INT, should consider Enhanced Perception, or 5-point Skill Levels with Intellect Skills. The latter, which also apply to PER Rolls, substitute for INT effectively for characters with lots of Intellect Skills.

EGO

At least a few points of EGO are appropriate for almost any *Pulp Hero* character. Heroes should have great willpower, and EGO reflects that. To encourage characters to buy it, the GM could even reduce its cost to 1 Character Point per point. Since most *Pulp Hero* games don't routinely involve powers targeted with ECV, decreasing the cost of EGO won't make psychic characters unbalancingly effective.

PRESENCE

Force of personality, courage, and general impressiveness are a key element in many *Pulp Hero* character conceptions — they're defining elements of Pulp heroes in general. It's not uncommon to find that every character in a *Pulp Hero* campaign has a PRE of 15 or higher, but this just contributes to the fun of the game rather than causing problems. Characters who don't necessarily want to be impressive themselves, but who are fearless, jaded, or blasé, can buy some extra PRE with the -1 Limitation, *Only To Protect Against Presence Attacks*. Conversely, characters who want to be particularly impressive in some specific way can buy the *Reputation* Perk, or extra PRE with Limitations like *Only For Fear-/Intimidation-Based Presence Attacks* (-1).

Figured Characteristics

PHYSICAL DEFENSE AND ENERGY DEFENSE

Pulp heroes can withstand a lot of punishment, but buying their natural defenses up too high may not seem “realistic” — and can get expensive. Instead of straight PD and ED, characters who want a little more protection can buy Talents like *Combat Luck* (or abilities like *Can Take A Punch* or the other defensive Heroic Talents on pages 264-96). Of course, GMs should carefully evaluate a character's defenses to make sure he's not *too* well protected. The *Pulp Hero* genre features a lot of gunfights and combat, and if characters aren't at least a little concerned about the possibility of getting injured, the game may suffer.

SPEED

Characteristic uniformity occurs frequently with SPD. Most *Pulp Hero* characters have SPD 3 or 4; a few pay the extra cost for SPD 5 to be *really* fast. Because SPDs tend to cluster at the low end of the scale, even a single extra point of SPD can offer a character a significant advantage. It not only allows him to take more actions in combat, but it increases his overall movement speed and ability to Recover from injuries and END use. Gamemasters should examine any character with an unusually high SPD (above 4) to make sure he won't unbalance the campaign.

ENDURANCE

As a Heroic genre, *Pulp Hero* uses the rule that STR costs 1 END per 5 points (not 10), while Powers and the like still cost 1 END per 10 Active Points. Even allowing for that, and for the END cost of Encumbrance (*HERO System 5th Edition, Revised*, page 379) and movement, many characters have far more END than they generally need. This makes it easy for them to Push (when appropriate), which may cause problems during the game. If necessary, the GM should consider using the Long-Term Endurance rules (*HERO System 5th Edition, Revised*, page 425) as a balancing factor.

SKILLS

Skills is one of the most important *HERO System* elements for *Pulp Hero* games. One of the things that defines the Pulp hero is his competence, and in *HERO System* terms you usually represent that by giving a character a generous helping of Skills. This section offers some additional details about and rules for Skills in the Pulp adventures.

It's not uncommon for a Pulp hero, particularly a Detective, to have one or two unusual Skills that help define him and set him apart. Lipreading is a popular choice for this; so are obscure Science Skills (like SS: Graphology) or Systems Operation.

TECHNOLOGICAL SKILLS

Several of the technology-oriented Skills have descriptions below; these discuss the sorts of technology in use during the Pulp era. But don't forget Weird Science — if a game world includes Weird tech, the devices characters encounter may be much more advanced, or different from, the “realistic” technology of the period. See Chapter Five for more information on Pulp technology.

ACROBATICS

In campaigns that emphasize Air Adventure, the GM may want to create an alternate version of this Skill called *Aerobatics* — the ability to perform barrels rolls and other aerial “stunts.” In that case, Combat Piloting should be restricted to aerial maneuvers that impose no more than a -3 penalty on the Skill roll; more difficult maneuvers require *Aerobatics*. (Characters using *Aerobatics* still suffer the penalty, though possibly at a reduced level; it's just that having the Skill is necessary even to attempt them.) Alternately, *Aerobatics* can simply serve as a Complementary Skill for Combat Piloting.

BUGGING

Audio and visual bugs are available in the Pulp era; wiretapping is also possible. However, these devices aren't nearly as small and concealable as they are in the modern day. The GM may want to impose penalties of -2 (or more) on Bugging (and related Concealment) rolls to reflect the poorer, more obvious technology.

BUREAUCRATICS

When adjudicating the effects of Bureaucrat-ics (and related Skills like PS: Research), the GM should remember that the Pulp era is a slower age with slower communications, one that's much less technologically oriented. Characters can't run a quick search of the county records on a computer — they've got to thumb laboriously through them, using whatever indices or other organizational

tools are available. Getting information to or from a distant colonial office or outpost may take days, weeks, or months. In these situations, knowing the right person (Contacts) or flattering the right bureaucrat the right way (which may require other Interaction Skills) can really speed things up... but only so much.

COMPUTER PROGRAMMING

Generally, this Skill is inapplicable to *Pulp Hero* games; computers as we know them don't exist. The only characters that might buy it are scientists like Vannevar Bush who are trying to create “differential analyzers” and similar calculating devices.

CRIMINOLOGY

There were no traces of fingerprints upon the dials of the safe. ... The revolver gave no clew. It had belonged to the millionaire, and he kept it within the safe. ... The two bullets — the one that had pierced Laidlow's brain and the one extracted from the secretary's arm — were found to have been fired from the same pistol. There were no fingerprints upon the firearm.

—Maxwell Grant, *The Living Shadow*, in *The Shadow Magazine*, April 1931

In the pulps, a “criminologist” could be just about anyone who was particularly adept at solving crimes; Pulp writers didn't use the term with precision. In many ways this Skill, which incorporates both the ability to analyze forensic trace evidence and various other investigation techniques, fits the loose Pulp usage quite well. It's perfectly appropriate for Pulp detectives and cops, but it isn't quite as advanced as in the modern day. Criminalists of the era have a lot of scientific tools at their disposal, but still lack many of the ones most commonly used by their twenty-first century descendants. (This applies to Forensic Medicine as well.) For example:

Ballistics

New York had and used a large collection of forensic ballistic data by the early Twenties, and other agencies and governments can likewise analyze bullets, firing pin marks, and other ballistic evidence during the Pulp era.

Blood Analysis

Karl Landsteiner discovered the four basic blood types in 1901, but blood typing isn't a common criminalistic tool in the Pulp era. A few investigators and agencies, mostly in Europe, used it as early as the mid-Twenties. American law enforcement

didn't start establishing significant crime laboratories that can perform blood typing work until the mid-to-late Thirties. However, just about any police department in the Pulp era can perform the precipitin test to distinguish animal blood from human, and early studies of blood splatter evidence are available for investigators trying to puzzle out the events of a crime.

DNA

DNA "fingerprinting" doesn't exist in the Pulp era. DNA hasn't even been discovered yet.

Fingerprinting

Fingerprinting was developed as a criminal investigation technique in the late 1800s, and by the Pulp era was commonly used all over the world. Characters had best beware leaving their prints all over crime scenes; it's likely that if the cops arrest them for anything, they'll get printed.

But even when cops or characters have fingerprint evidence, using it isn't easy. Matching a specific fingerprint to a specific suspect poses no difficulties, but searching through fingerprint records to find a match to an unknown print is a laborious, time-consuming chore. Not all police agencies even maintain collections of fingerprints yet. The FBI and most large metropolitan departments do, but they don't share information and there's no way to access their collections remotely.

Forging fingerprints is a favorite Pulp fiction plot device. Villains and clever crooks use skin taken from the hands of a dead man, specially-molded plastic prostheses worn on the fingers, and similar devices to make it look like someone else did the dastardly deed, forcing the hero to fall back on methods other than fingerprinting to solve the crime.

Other Techniques

Most other forensic techniques are available to Pulp-era characters, even if they're not widely used or as well-understood as they are today; indeed, many are referred to, in simple fashion, in the Sherlock Holmes stories of the Victorian era. Characters can analyze soil samples, cigar or cigarette ashes, hair, dental records, handwriting, laundry marks, and the like to make comparisons and thus connect the suspect to the scene of the crime.

Criminalistic Tools

Investigators have a whole slew of tools available for forensics work. Microscopes and cameras work much better than in previous times, enhancing characters' ability to provide valid evidence. The spectroscope, used for identifying chemicals and other substances, has been invented. Criminalists know how to use X-rays and ultraviolet light to find evidence invisible to the naked eye.

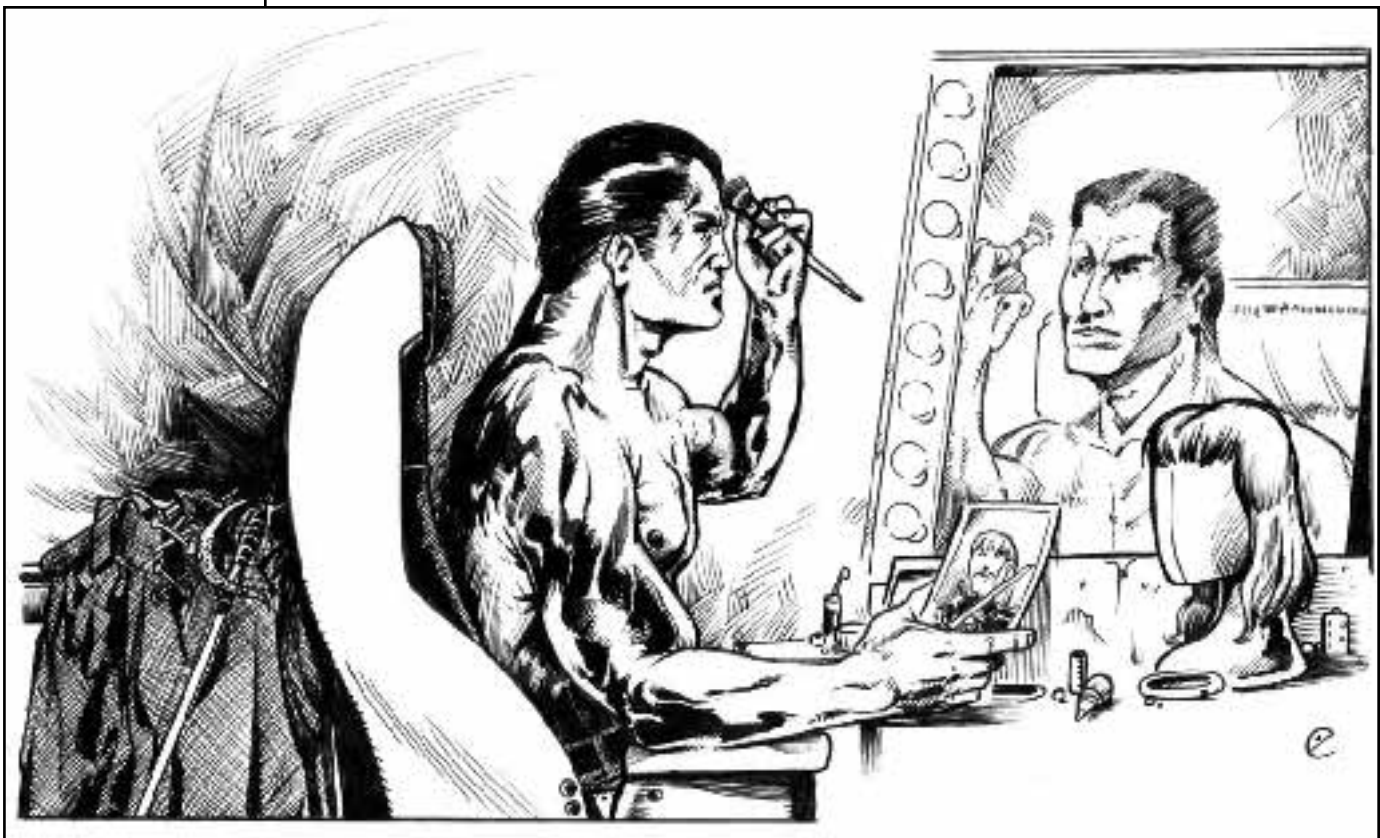
At the GM's option, characters suffer penalties of -1 (or worse) to Criminology rolls involving technology because Pulp-era devices tend to work poorly and less efficiently than modern ones.

Weird Tech

Of course, the Weird tech of the pulps can change anything said above. Technical Detectives and other characters sometimes used far-out gadgets that even modern forensic scientists would envy to gather evidence, unravel mysteries, and unmask killers.

CRYPTOGRAPHY

In the Pulp era, codes and ciphers weren't nigh-unbreakable things created by computers, they were still primarily the product of human minds



and (relatively) simple devices. This makes Cryptography a useful Skill for characters involved in espionage and military matters: by sitting down with some paper and pencils and working hard, there's a chance they can actually crack a cipher. Breaking a code probably means an adventure to steal the enemy's codebook, but what's life without a little adventure?

Despite the above, the most famous encoding device in history, the Enigma machine used by Germany in World War II, was available (it was patented in 1918). According to Simon Singh's *The Code Book*, it was marketed in differently-wired versions to the military and to business; a single unit cost about \$3,000. It never sold well to business, but beginning in 1925 Germany bought a total of 30,000 of them for military and state uses.

The "translation only" version of Cryptography is perfect for archaeologists, treasure-seekers, and other characters who like to read ancient languages or decipher treasure maps.

DISGUISE

A little plastic material transformed his face from the lean hard features of Richard Wentworth to the somewhat puffy face of Joe Moulton. A touch of shadow-dye under the eyes gave the effect of deep hollows, indicative of dissipation. Paper-thin aluminum plates inserted in the nostrils broadened the nose; and false tooth-bridges changed Wentworth's own perfectly white and even teeth into a mouthful of crooked bicuspid and molars liberally furnished with gold caps. A wig of dun-colored hair completed the change, and Richard Wentworth gazed with satisfaction into the mirror which revealed the personality of Joe Moulton, gambler.

—Grant Stockbridge, "The Spider And The Pain Master," *The Spider Magazine*, January 1940

Disguise is probably the most ubiquitous non-combat skill used by Pulp heroes. Most of them, including pretty much every hero of a single-character pulp, were experts at changing their appearance and impersonating others. (Obviously Acting and Mimicry were also often involved.) Typically a Pulp character could create a foolproof disguise with only a few basic supplies and a few minutes (or seconds) of work, so it's perfectly appropriate for GMs to dispense with most modifiers and let characters disguise themselves quickly and easily. Gamemasters desiring greater "realism" should consult the accompanying table for appropriate modifiers.

LOCKPICKING

Most of the locks of the Pulp era are relatively simple pin tumbler locks (+1 to -1 modifier to pick), but some types of more advanced locks are available (though no form of electronic lock is). Pulp-era safecrackers will run into disk tumbler locks (-1 to -3 penalty to pick) and other relatively secure locks.

On the other hand, lockpicking tools are also becoming better. The pick gun is invented in 1922, for example.

MARTIAL ARTS

He began to bob and weave and duck, stabbing outward with his left hand, holding the right cocked for an uppercut if the opening came.

—Robert Leslie Bellem, "Last Round," *Spicy Mystery Stories*, October 1942

Martial arts in the common perception of the word — advanced, often mysterious, fighting styles from the Orient — are not common in the Pulp era. Outside of a few schools in Chinatowns in major cities, there's nothing resembling martial arts instruction in the US or other civilized nations; most people have never heard of karate or kung fu, much less more esoteric arts. While it's possible for characters to buy Martial Arts that represent well-known Western fighting styles — Boxing, Dirty Infighting, Fencing, even Savate — the GM should forbid them to buy more unusual arts unless they have a *really* good explanation. Usually that exception applies to the one character in the group who was raised in China (or an Oriental ethnic sidekick). For such a character, his shtick is that he knows exotic Martial Arts. The Gadeteer has his Weird Science, the Aviator has his plane, the Masked Crimefighter has his eerie laugh; the Character Raised In The Orient has Martial Arts.

RIDING

Riding is a much more common Skill among Pulp characters than modern-day characters. Cars certainly exist in the Pulp era (their numbers increase enormously most years, particularly in the Twenties), but they're concentrated in civilized countries and around cities. Many, many people grow up in the countryside riding horses and mules; in other countries the camel still rules the roadways. Adding even a Familiarity with Riding

DISGUISE MODIFIERS TABLE

Circumstance	Modifier
Character disguises self as different gender	-2 or worse
Disguise identity is...	
Smaller than character	-2
Larger than character	-1
Significantly heavier than character	-2
Significantly lighter weight than character	-4
Disguise identity is...	
1-2 decades older/younger than character	-2
3-4 decades older/younger than character	-5
5 or more decades older/younger than character	-9
Character must maintain disguise for...	
Several days	-1
1 Week to 1 Month	-2
Over 1 Month	-3 (or worse)
Character disguises self as specific other person	-1 to -3 (or worse) when encountering people who know the person character is impersonating

is a good way to give a character a touch of background that doesn't necessarily have anything to do with his current career... and which may come in handy on his adventures.

SECURITY SYSTEMS

The glimmer of The Shadow's flashlight showed an electrical connection in the form of an antiquated burglar alarm. This device was no trouble to The Shadow. He skillfully detached the connections; then worked on the door itself.

—Maxwell Grant, *The Chinese Disks*, in *The Shadow Magazine*, November 1934

The security devices of the Pulp era are surprisingly sophisticated. Advances in electronics, including the invention of the vacuum tube for radio, made it possible to build better devices than mechanically-triggered alarms. Pressure mats and plates, vibration detectors, and simple electric eyes were all available in addition to taut-wire alarms and similar mechanical devices.

SLEIGHT OF HAND

While it's not as common as Disguise, this Skill crops up frequently in the pulps. Many characters (not to mention pulp authors) have experience as stage magicians and put their skill with prestidigitation to work fighting crime or thwarting Nazi fiends. Other heroes just seem adept at palming objects and picking pockets, with no particular explanation for where they learned this useful ability.

SURVIVAL

Few Skills are as useful to globetrotting adventurers as this one. In campaigns based primarily around exploration, treasure-hunting, and the like, the GM might even want to consider making Survival a sort of "Everyadventurer Skill" so all the PCs have at least an 8- in one environment.

SYSTEMS OPERATION

Calling Barranca... calling Barranca....

—several characters in *Only Angels Have Wings*

In the Pulp era, this Skill primarily applies to radio (and, for Gadgeteers and their ilk, primitive television systems) — radar's only just under development, and is a top-level military secret, so most PCs will never encounter it. Radios are common, but not nearly as sophisticated or easy to use as modern-day versions; characters may have to make frequent rolls to maintain the strength of a transmission, overcome interference, and the like.

TRADING

Modern-day characters rarely buy Trading; these days, prices tend to be fixed. But in the Pulp era it's a different story. Characters are likely to venture into strange lands where bargaining with a merchant isn't only common, it's expected; and during the Depression, small-scale barter economies often sprang up

even in parts of the US. So a character who knows how to dicker may save himself a plaster or two.

TRANSPORT FAMILIARITY

Many of the TF categories listed on page 74 of the *HERO System 5th Edition*, Revised rulebook don't apply, or apply a little differently, in the Pulp era. There are no spacecraft (aside from ones the heroes encounter in Science Fiction adventures, of course!), for example.

Air Vehicles: Most Pulp planes are Small Planes (some of the larger Thirties passenger and cargo craft may qualify as Large Planes). There's no need for a separate Combat Aircraft subcategory; military fighter planes fall under Small Planes. Autogyros also belong to the Small Planes subcategory.

Riding Animals: As with the *Riding Skill*, this category is a much more common Skill than in the present day. With the GM's permission, characters may substitute one of the following TFs for the TF: Small Motorized Ground Vehicles they receive as an Everyman Skill: Camels, Equines, or Huge Animals.

Recreational Vehicles: SCUBA exists only in a primitive form beginning in 1933. Characters can also take *Diving Suit*, the Skill of using diving suits that receive air via a tube from a generator on ship or shore. Parachuting is just one TF; advanced military parachuting doesn't really exist in the sense implied by the two standard parachuting TFs. Hanggliding, Jetskis, Snowboarding, and Windsurfing don't exist.

WEAPON FAMILIARITY

Pilots can buy one WF: Vehicle Weapons, known as *Biplane Weapons*, to use the weapons on any type of biplane, triplane, or the like used during the Pulp era — they don't have to buy them separately for each model of plane because the weaponry is similar enough from plane to plane that one WF covers all. However, using the weapons on late-period monoplanes may require a separate WF.

PERKS

Most Perks are perfectly appropriate for *Pulp Hero* characters. A few work a little differently in the Pulp era than the modern day.

ANONYMITY

This Perk isn't nearly as useful to Pulp characters as modern-day or *Star Hero* PCs, since the authorities don't have databases, computerized tracking, and rapid global communications to keep track of people and hunt them down. Thus, if characters want it at all, it's probably not worth more than 1-2 Character Points.

COMPUTER LINK

Pulp Hero characters may not buy this Perk in its normal form. However, the GM might want to re-characterize it not as granting access to a computer database and more as *Right To Access Restricted Information Resource*. Defined as "Infor-

mation Resource,” a Pulp character could buy it to gain access to the “special” rare book room at Harvard, the Vatican’s secret library, or any other research collection or information resource that’s not available to the public at large.

FOLLOWER

Followers are extremely common in Pulp adventures. The Shadow had Harry Vincent, Cliff Marsland, and the rest of his corps of agents; the *Spider* had Ram Singh; Tarzan had an entire menagerie of animal companions; detectives have their respective Watsons; and countless other Pulp heroes had various assistants, friends, and confidantes who helped them. Some of the most common types of Followers seen in the pulps include:

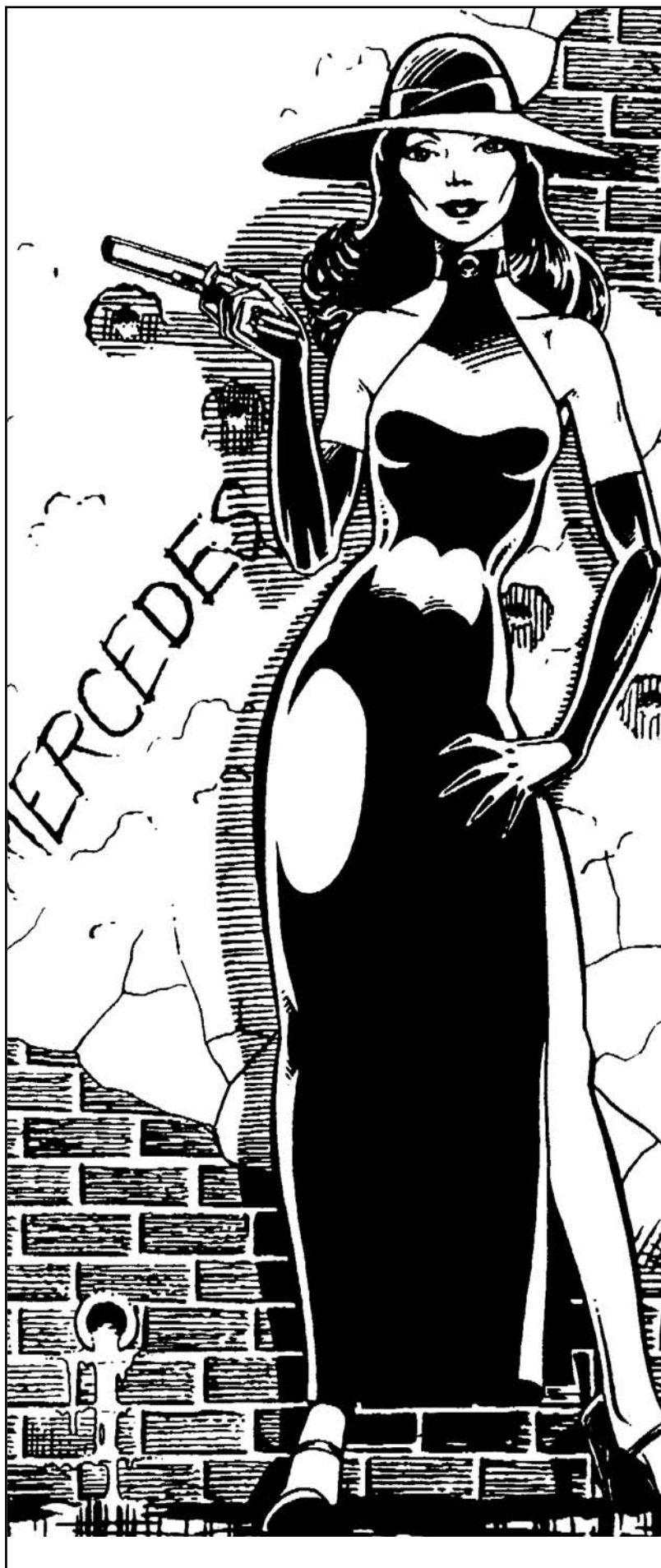
Animal Companion: A standard Follower for Wild Men, this is a great cat, wise bird, well-trained horse, or some other type of animal who accompanies the character and helps him as best it can. Usually the animal is preternaturally intelligent (for a beast) and can understand even complex spoken commands without trouble. Examples include Tarzan’s friends Bolgani the gorilla, Horta the boar, Histah the snake, Numa the lion, and Tantor the elephant.

Ethnic Sidekick: Hailing from a distant land, this faithful companion isn’t a white man — he’s Oriental, Hindu, African, or comes from a strange race or tribe few people have ever heard of. In many cases he’s of royal or noble blood, and perhaps left his people to avoid a revolution, being arrested for a crime he didn’t commit, or other unpleasantness. He may be a more or less ordinary servant, but it’s not uncommon for him to be a fierce warrior, wise sage, or other paragon of virtue and skill. He and the hero may have met during wartime, or while the character was on an adventure that brought him to the Ethnic Sidekick’s land. He serves the hero either because he recognizes his greatness of heart and spirit, they befriended one another during an adventure, or the hero saved his life and he’s now the hero’s to command. Examples from the pulps include the *Spider*’s Hindustani manservant, the mighty warrior Ram Singh, and the Green Lama’s Tibetan servant Tsarong. Ethnic Sidekicks have the Social Limitation *Minority* (see page 263).

Kid Sidekick: This plucky youth tags along on the hero’s adventures, helping out whenever and however he can (and occasionally getting into trouble, which forces the hero to come to his rescue). Since he’s “just a kid,” he can often go places and do things that an adult could not, but he suffers from the restrictions of the Social Limitation *Minor*. Examples from the pulps include Operator 5’s pal Tim Donovan and Short Round from *Indiana Jones And The Temple Of Doom*.

Followers As PCs

In many cases, a main hero’s “Followers” are so powerful and so well-developed that they’re virtually player characters instead of NPCs. Doc Savage’s five friends fall into this category, for example, and in some *Spider* stories Ram Singh and Nita Van Sloan are so skilled, tough, competent, and inde-



pendent that they transcend the “Follower” concept. In game terms, you can simulate this by having a “Follower” actually be a PC. A player who’s interested in a roleplaying challenge can voluntarily take on the role of obedient servant or faithful agent and play a character who’s subordinate to another PC. The “master” character doesn’t have to pay any Character Points for this, since he doesn’t have a true Follower in game terms, but the “Follower PC” essentially acts as if he had. For a *real* roleplaying challenge, try playing an animal companion as a PC!

FRINGE BENEFIT

Almost all of the universal and modern-day Fringe Benefits apply to *Pulp Hero* games. There’s no such thing as International Police Powers (unless the GM creates a “world police” for the game) or International Driver’s License, though. Characters can use the *Membership* Fringe Benefit to indicate rank in business, crime, government, or the military. For more detailed breakdowns of the cost of various positions, see the Perk section of *Dark Champions* and adapt the information there to a Pulp setting.

MONEY

The *Money* Perk works the same in *Pulp Hero* as in other *HERO System* games, but the amounts characters receive have to be adjusted for the economy of the time. The accompanying table lists how much wealth heroes get for their Character Points. It includes listings for 1920 (when \$1 was worth \$10 in 2005 terms — a convenient benchmark for Pulp gaming in general) and 1935 (the default time period used in Chapter Three, when \$1 equals \$14 in 2005).

PULP-ERA MONEY

Character Points	1920 (\$1 = \$10)	1935 (\$1 = \$14)
-10 (Destitute)	\$300 or less	\$200 or less
-5 (Poor)	\$1,000 or less	\$700 or less
0 (“Middle” Class)	\$7,500 or less	\$5,000 or less
1	\$10,000 or less	\$7,000 or less
2	\$20,000 or less	\$14,000 or less
3	\$30,000 or less	\$21,000 or less
4	\$40,000 or less	\$28,000 or less
5 (Well Off)	\$50,000 or less	\$35,000 or less
6	\$100,000 or less	\$70,000 or less
7	\$200,000 or less	\$140,000 or less
8	\$300,000 or less	\$210,000 or less
9	\$400,000 or less	\$280,000 or less
10 (Wealthy)	\$500,000 or less	\$350,000 or less
15 (Filthy Rich)	Unlimited	Unlimited

REPUTATION

Reputation works the same in *Pulp Hero* as it generally does in other genres. However, since most forms of mass communication are restricted or unavailable in this period, having a Reputation with a Large group (particularly world-wide) is much less common. The GM may want to increase the cost of a Large group to 3 points per +1/+1d6 to reflect this.

VEHICLES AND BASES

He... did not mention his “Fortress of Solitude,” his rendezvous built on a rocky island deep in the arctic regions. He had been there. It was to this spot that Doc retired periodically to brush up on the newest developments in science, psychology, medicine, engineering. This was the secret of his universal knowledge, for his periods of concentration there were long and intense.

The Fortress of Solitude had been his father’s recommendation. And no one on earth knew the location of the retreat. Once there, nothing could interrupt Doc’s studies and experiments.

—Kenneth Robeson, *The Man Of Bronze*, in *Doc Savage Magazine*, March 1933

Vehicles are a very common Perk in *Pulp Hero* games. Whether they’re standard cars and motorcycles that are a little bit “souped up” for better street performance, a zeppeliner’s dirigible, or a Gadgeteer’s specially-designed automobile-submarine, they add a lot to the game — after all, what’s a Pulp campaign without a car chase every now and then? See Chapter Five of this book; additionally, *The Ultimate Vehicle* and *The HERO System Vehicle Sourcebook* have writeups for approximately 200 sample vehicles, many of which are appropriate for Pulp games.

Pulp characters buy ordinary Vehicles with money in the game, but the GM may require them to spend Character Points for unusual Vehicles. In that case, he may find that the cost of Vehicles becomes prohibitive in a *Pulp Hero* campaign, since Vehicles can quickly become expensive compared to the Heroic characters played in the genre. In that case, the GM may want to reduce the cost of the *Vehicle* Perk to 1 Character Point per 10 points in the Vehicle (or 20 points, or some other divisor). Alternately, he might waive the rule that increases the cost of a Vehicle once it’s built on more points than the character who buys it.

The same considerations apply to Bases. Characters can buy them with money or Character Points, and the GM may want to consider reducing the cost by changing the divisor.

TALENTS

Talents are practically tailor-made for *Pulp Hero* — in fact, as many long-time *HERO System* fans know, the very concept was adopted into the rules as a whole from *Justice, Inc.*, the 1984 predecessor to this book. Giving a character Absolute Time Sense, Bump Of Direction, Double-Jointed, or just about any other Talent is a good way to set him apart from other PCs and provide him with a distinctive mannerism or story hook. The GM may want to consider restricting most Talents to only one PC; that way the heroes don't start stepping on one another's shticks.

Listed below are some new Talents for use in *Pulp Hero* campaigns. Additionally, the GM could designate any (or all) of the Heroic Talents on pages 264-96 as "Talents" for campaign purposes.

ANIMAL FRIENDSHIP

The character has an innate bond with animals, or a mystical ability to make animals like and respect him. Whenever he encounters an animal, he can make a PRE Roll at +3; if he succeeds, he gains that animal's friendship (though not necessarily obedience or acquiescence). He can make a similar roll to teach an animal tricks or get it to perform some task. The GM may impose penalties for fierce or angry animals, such as trained guard dogs, hunger-maddened tigers, or temple guardian apes. This Talent does not allow the character to speak with animals.

- **Animal Friendship Cost:** 20 Character Points (bought as Animal Handler [all categories], PRE +3)

HOTSHOT PILOT

This Talent represents a character who's a naturally gifted or highly-trained pilot. This has two effects. First, he receives a +2 bonus for all Combat Piloting rolls (this bonus applies to Aerobatics as well, if the campaign uses that optional Skill). Second, when piloting an aircraft no larger than 8,000 kg (enough to encompass the weights of most planes of the period, including all Great War-era biplanes and triplanes) in aerial combat, his piloting skills make the vehicle harder to hit (granting it +2 DCV).

- **Hotshot Pilot Cost:** 14 Character Points (+2 to Combat Piloting plus +2 DCV, Usable By Other [any aircraft of up to 8,000 kg; +2]; Only For An Aircraft Character Is Piloting [-2])

INSPIRE

The character's voice inspires courage and confidence in his allies and those he protects, giving them the ability to withstand fear. He must spend a Full Phase to use this Talent, and when doing so must focus on it so thoroughly that his DCV is halved.

In game terms, when the character uses this power, he adds 1d6 points to the PRE of all persons friendly to him, or whom he chooses to inspire, for a brief period. Treat this as equivalent to an Aid; the gained points fade accordingly. The effect only works on allies who can hear the character speak, sing, or otherwise communicate verbally.

- **Inspire Cost:** 11 Character Points (bought as Aid PRE 1d6, Area Of Effect (voice Radius; +1), Selective (+¼); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Incantations (voice range; -¼)).

DISADVANTAGES

Most Disadvantages work the same in *Pulp Hero* as in other genres and settings. Listed below are some genre-specific notes, options, and suggestions.

DEPENDENT NON-PLAYER CHARACTER

DNPCs abound in the pulps. Many a hero has a fiancée or love interest who's constantly getting kidnapped or into other forms of trouble, forcing him to go to the rescue. Heroes who appear to have Followers in the form of agents, operatives, or minions may actually have a Group DNPC if the "Followers" tend to be a lot more trouble than they're worth. Ethnic servants and kid sidekicks who aren't powerful enough to help the character also make good DNPCs. Other common DNPCs in the pulps include:

The Father Figure: Male Pulp heroes often have an older male in their lives who instructs, guides, advises, and helps them. Often this "father figure" is a retired adventurer who wants to pass on his skills and experience to the next generation so the heroic mission can continue, but he might be the ghost of one of the character's ancestors, an embodied god or spirit of some sort, or just an old man with good insight on the hero's activities.

The Slow Sidekick: Inspired by Sherlock Holmes and Watson, pulp authors often give Detective characters a "slow sidekick" to whom the character can explain the mystery as he unravels it (and thus, in effect, reveal it to the reader as well). This character often acts as the hero's chronicler, but first and foremost he's a friend, confidante, helper... and potential victim of the unpleasant attentions of the villain.

DISTINCTIVE FEATURES

The *Spider* bent over one of the dead and scrawled in crimson upon his forehead his warning symbol — the seal of the *Spider*!

—Grant Stockbridge, "Secret City Of Crime," *The Spider Magazine*, February 1943

Besides the usual uses of this Disadvantage (scars, distinguishing voices or odors, uniforms...), Pulp stories feature two special types of Distinctive Features. The first is the *group-identifying token*. Members of group working for a particular hero carry or display a special object — often a ring, other piece of jewelry, or tattoo — as a token of their membership and allegiance. Examples include the red rings worn by the Shadow's agents in the movie *The Shadow* (1994) and the tattoos displayed by the members of the Knights of the Cruciform Sword from *Indiana Jones And The Last Crusade*.

THE VALUE OF A DOLLAR

Here's a list of what \$1 is worth in modern terms in various years of the Pulp era (rounded to the nearest dollar). For quick-and-dirty calculations, assume \$1 in Pulp times can buy what costs \$10 today. See page 335 for the prices of various goods and services.

Year	What \$1 Is Worth In 2005
1920	\$10
1921	\$11
1922	\$11
1923	\$11
1924	\$11
1925	\$11
1926	\$11
1927	\$11
1928	\$11
1929	\$11
1930	\$11
1931	\$13
1932	\$14
1933	\$15
1934	\$14
1935	\$14
1936	\$14
1937	\$13
1938	\$14
1939	\$14



The second is the *ego signature* — a special mark or symbol with which the character indicates his presence or activities. The most famous of these are the red spider mark the *Spider* leaves on his victims and the Z that Zorro slashes on buildings and foes; others include the gray stickers left by the Gray Seal, the tiny black stars used by Black Star, and the bat-shaped seals left by the Black Bat. Besides serving to identify the hero if he's caught carrying it (or the tools to make it), the ego signature poses the

additional problem of giving villains a way to frame a hero for crimes he didn't commit.

HUNTED

"Doctor Jones — again we see there is nothing you can possess which I cannot take away. And you thought I'd given up."

—Belloq once again foils Indy in *Raiders Of The Lost Ark*

What's a hero without enemies? It's a rare Pulp adventurer who doesn't have an adversary or two chasing him down, making Hunted one of the most common Disadvantages in many *Pulp Hero* games. For some campaigns, it may make more sense to take this as a Floating Hunted ("enemy of the week") so that the character doesn't ruin the fun by leaving his enemy behind or shooting him dead.

PHYSICAL LIMITATION

Since Pulp heroes tend to be physical paragons, this Disadvantage is relatively rare in *Pulp Hero* campaigns. However, there are occasional characters (such as "defective detectives") who have to overcome various handicaps while battling bad guys, and even the handsomest hero sometimes looks even better with a slight scar or an eyepatch. Characters who grew up in lost civilizations and are now trying to become part of the modern world might take the *Knows Nothing Of Earth Culture* version of this Disadvantage.

PSYCHOLOGICAL LIMITATION

[S]ome day, the *Spider* would falter — as he so nearly had fallen this night. Some day his enemies or the police would trap the *Spider*, and on that day he wanted no one save himself to suffer.

No, he could never marry Nita. He had fought violently against love of her, but the emotion had been greater than their combined strength. So they had bowed to the inevitable, snatching what moments of happiness might be theirs; working together when the needs of humanity called the *Spider* forth once more to battle for its rights.

—Grant Stockbridge, "Death's Crimson Juggernaut," *The Spider Magazine*, November 1934

"Yes, blow it up. Blow it back to God. All your life has been spent in pursuit of archaeological relics. Inside the Ark are treasures beyond your wildest aspirations. You want to see it open as well as I. ... Do as you will."

—the wily Belloq exploits Indy's Psychological Limitation *Must Recover Artifacts For The Betterment Of Mankind* in *Raiders Of The Lost Ark*

With their codes of honor and quirky outlooks, Pulp heroes often have Psychological Limitations. Some of the most common ones seen in the genre include:

Pulp Hero's Burden (Common, Strong; 15 points):

The character has taken it upon himself to protect society from the evils that beset it. He willingly puts himself in danger to save others from master villains, evil cults, super-weapons, invasions from beyond, and similar threats. To gird himself for this battle and prevent unnecessary distraction, he cuts himself off from society, denying himself the pleasures of romance and companionship so that no one he loves suffers harm because of his work. In other words, he puts his duty before all, even his own health and happiness.

Pulp Hero's Code (Common, Total; 20 points): Most Pulp heroes subscribe to a particular code of conduct. He's a man of honor, always keeping his word even if doing so causes him problems (for example, when a villain tricks him into making a promise and then turns it against him). He only kills in self-defense, does not attack unarmed or defenseless foes, and never kills women. In short, he's a true-blue hero who's a role model for young people everywhere.

Spanish Honor (Common, Total; 20 points): In Pulp stories set in Mexico, Central America, and South America, the locals are often depicted as following a particularly Latin code of conduct. Like the Pulp Hero's Code, *Spanish Honor* mandates that a man's word is his bond, no matter how inconvenient that word may become. Beyond that, a man's honor must remain unsullied; if anyone questions it, he must find a way to restore it and exact vengeance... even if that means killing the man who insulted him. To a man with Spanish Honor, maintaining his principles and his honor is more important than life itself.

REPUTATION

One common Reputation in modern-day games, *Racist*, doesn't really apply in *Pulp Hero* games. While not everyone in the Pulp era (or Pulp stories) was a racist even by modern standards, for the most part the idea that some races or peoples were better than others, and that some races possessed stereotypical negative qualities, was an accepted (or at least unchallenged) belief.

SOCIAL LIMITATION

"Please — every second is precious. Just to make sure you are the right man, will you tell me your real name?"

"Richard Benson."

"The Avenger!"

"Yes."

"You must help me, Mr. Benson!"

—the Avenger's Social Limitation *Famous* attracts the attention of a woman in need in "Cargo Of Doom," by Kenneth Robeson, *Clues Detective Stories*, May 1943

Many Social Limitations crop up frequently in Pulp stories. Masked Crimefighters almost always have a Secret Identity, for example, and many a character who's known for his heroic deeds or wealth has Public Identity or Famous. In some uncivilized lands, the heroes may encounter NPCs who are Slaves.

Several other Social Limitations that pervade the pulps are less enjoyable. Characters who aren't white (American or European) almost always have to take *Minority* (Frequently, Minor; 15 points) to represent their second-class status in "civilized" society. In games that often take the character to uncivilized lands, the Disadvantage may be worth less — but First World peoples don't have a monopoly on racial bigotry.

Female characters usually take *Woman* (Occasionally, Minor; 5 points). This Disadvantage reflects the fact that women have second-class status in Pulp-era society (particularly in uncivilized lands, where they may be regarded as the property of their husbands or fathers). A woman who doesn't conform to what society expects of her — and few female PCs do, since by definition women don't go on adventures! — will likely find herself snubbed and the subject of scurrilous rumors, and encounter other difficulties when mingling with "respectable" people.

POWERS, POWER MODIFIERS, AND POWER FRAMEWORKS

Generally speaking, Powers (and Power Modifiers and Frameworks) work the same in *Pulp Hero* as in other genres and settings. They're not necessarily used much, since Pulp heroes tend to focus on Skills, Perks, and Talents, but they do crop up. More than one Pulp adventurer has bought some extra Running or Hand-To-Hand Attack, created a special ability using Powers like Damage Reduction or Enhanced Senses, or built a special poison using Drain. And of course Powers are part and parcel of Weird Science devices (see Chapter Five).

See page 360 regarding special rules for using Luck as *Heroic Action Points*, which give the PCs a greater degree of control over the events of an adventure to simulate the incredible coincidences and heroic luck so common to the pulps.

HEROIC TALENTS

Also known as *Super-Skills*, *Action Stunts*, or the like, Heroic Talents (not to be confused with regular Talents) represent various abilities *Pulp Hero* characters might have to reflect their superior level of skill, fighting ability, or cleverness. They range from abilities that are in effect advanced or unusual forms of Skills, to weird and psychic powers that may defy rational explanation. But they're all part of thrilling Pulp adventure!

Some Heroic Talents are built as naked Advantages to apply to various weapons, or the like. At the GM's option, characters can place these powers in a Multipower or other Power Framework, even though that's normally not allowed.

See the text elsewhere in this chapter, and *The Ultimate Martial Artist* and *Dark Champions*, for other abilities appropriate for *Pulp Hero* characters.

THE ABILITY TEMPLATE

This section describes each ability with a standard template. The information provided applies only to the standard ability; the options may have different areas of effect, ranges, END costs, and so forth.

- *Name* indicates the name of the ability. Of course, you can rename it to suit your own character if you prefer.
- *Effect* lists the basic game effect of the ability in simple terms: Energy Blast 3d6, NND; Life Support: Extended Breathing. This tells you quickly what an ability can do so you don't have to delve into the full game write-up.
- *Target/Area Affected* describes who or what the ability affects. An Attack Power usually indicates "One character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. (Of course, sometimes even a "one character" ability can be Spread, or used with Rapid Fire or Sweep to affect more than one target; an ability's shorthand description doesn't override the rules.) "Self" indicates the ability only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" ability.)
- *Duration* lists the ability's duration, typically Instant, Constant, or Persistent (see the *HERO System 5th Edition, Revised*, page 98).
- *Range* lists the range for the ability. Ranged abilities usually have a range in inches (Active Points x 5" in most cases), but may have "LOS" (Line Of Sight) range. "No Range" indicates that the ability has No Range; "Self" that the ability only affects the character using it; "Touch" that the ability involves having to touch another character (which usually requires an Attack Roll). (See the *HERO System 5th Edition, Revised*, page 101, for more information.)
- *END Cost* lists the ability's Endurance cost.
- *Skill Roll Penalty* indicates the penalty for using a Skill Roll to use the ability, either because the ability has the *Requires A Skill Roll* Limitation or for times when the GM permits the character to use the ability as an impromptu "action hero trick" based on a Skill Roll. It's calculated by dividing the Active Point cost of the ability by 10 (the options list other possibilities). As usual, a character shouldn't use a Skill to perform one of these abilities repeatedly; if he wants to use a Heroic Talent frequently, he should pay Character Points for it. "N/A" indicates that characters can't activate that ability with a Skill Roll — it's not a "trick" so much as it is an innate ability a hero might possess.
- *Description* provides a (usually brief) textual description of the ability. This section notes any special rules or rules applications relevant to the ability.
- *Game Information* is a full write-up of the ability in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)
- Lastly, many abilities have *Options* listed below the game information. These describe various ways to alter the ability to create a slightly different ability.

OFFENSIVE ABILITIES

ACCURATE

Effect:	Targeting Skill Levels: +4 OCV versus Hit Location Modifiers with Firearms
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Skill Roll Penalty:	N/A

Description: The character is an extremely accurate shot, able to hit specific parts of targets (such as the parts not protected by Concealment or body armor) with relative ease.

Game Information: *Targeting Skill Levels: +4 OCV versus Hit Location Modifiers with Firearms. Total cost: 8 points.*

OPTIONS:

- 1) **Strong Accuracy:** Increase to +8 OCV. Total cost: 16 points.
- 2) **Can Shoot The Wings Off A Fly:** Increase to +12 OCV. Total cost: 24 points.
- 3) **Weak Accuracy:** Decrease to +2 OCV. Total cost: 4 points.
- 4) **Universally Accurate:** Increase to with All Attacks. Total cost: 12 points.

AWE-INSPIRING

Effect:	+20 PRE, Only To Make Presence Attacks
Target/Area Affected:	Special
Duration:	Persistent
Range:	Self
END Cost:	0
Skill Roll Penalty:	N/A

Description: The character has such presence — such self-confidence, force of personality, and bravura — that he can easily impress others and persuade them to do what he wants.

Game Information: *+20 PRE (20 Active Points); Only To Make Presence Attacks (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Heroic Talent:** Increase to +30 PRE. Total cost: 20 points.
- 2) **Weak Heroic Talent:** Decrease to +10 PRE. Total cost: 7 points.
- 3) **Tough Heroic Talent:** Add Requires A Presence Roll (assumes a PRE Roll of 12- or 13-; -¾). Total cost: 9 points.

- 4) **Fear-Inspiring:** The only emotion the character can inspire is fear. Change to Only To Make Fear-/Intimidation-Based Presence Attacks (-1). Total cost:

Standard: 10 points.
Strong: 15 points.
Weak: 5 points.

BITE THROUGH NAILS

Effect:	HKA ½d6, Penetrating, Concentration (½ DCV), Extra Time (Full Phase), Limited Use
Target/Area Affected:	One nail or the like
Duration:	Instant
Range:	Touch
END Cost:	1
Skill Roll Penalty:	-1

Description: The character's undergone training to increase the strength of his jaw muscles and the sturdiness of his teeth so that if necessary, he can literally bite through a tenpenny nail. This isn't much use as an attack, but it really improves a character's chance to free himself from ropes, escape locked rooms, and the like.

Game Information: *HKA 1 point, Penetrating (+½) (7 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Limited Use (only works on things the character can get his mouth around; -½). Total cost: 3 points.*

CHOKING GRASP

Effect:	Energy Blast 3d6, NND
Target/Area Affected:	One character
Duration:	Constant
Range:	Touch
END Cost:	4
Skill Roll Penalty:	-4

Description: The character knows a special way of grabbing someone around the neck that causes no permanent harm, but induces unconsciousness if maintained for a few Phases.

Characters can of course buy the *Choke Hold* Martial Maneuver to choke their enemies into submission. Choke Hold incapacitates the head and prevents the target from speaking, but suffers an OCV penalty and isn't Constant. This version suffers no penalty and keeps doing damage as long as it's maintained, doesn't require the character to buy 10 Character Points' worth of Martial Arts, and avoids the need to use the Grab rules, but it costs END and doesn't have the other benefits of a Choke Hold.

Game Information: *Energy Blast 3d6, NND (defense is having rigid armor on the neck, a PD Force Field, or Life Support: Self-Contained Breathing; +1), Continuous (+1) (45 Active Points); No Range (-½). Total cost: 30 points.*

OPTIONS:

- 1) **Strong Choking Grasp:** Increase to Energy Blast 4d6. 60 Active Points; total cost 40 points.

- 2) **Weak Choking Grasp:** Decrease to Energy Blast 2d6. 30 Active Points; total cost 20 points.
- 3) **Tough Choking Grasp:** Add Requires A DEX Roll (assumes a DEX Roll of 12- or 13-, no Active Point penalty; -¼). Total cost: 26 points.

COMPULSION

Effect: Mind Control 8d6
Target/Area Affected: One character
Duration: Instant
Range: 5"
END Cost: 4
Skill Roll Penalty: -4

Description: The character has such an impressive manner and commanding voice that people leap to obey him when he gives them a direct order.

Game Information: *Mind Control 8d6 (40 Active Points); Incantations (orders must be loud and obvious; -¼), Limited Normal Range (5"; -½), Requires A PRE Roll (assumes a PRE Roll of 12- or 13-, no Active Point penalty; -¼). Total cost: 20 points.*

OPTIONS:

- 1) **Strong Compulsion:** Increase to Mind Control 10d6. 50 Active Points; total cost 25 points.
- 2) **Weak Compulsion:** Decrease to Mind Control 6d6. 30 Active Points; total cost 15 points.
- 3) **Tougher Compulsion:** Remove “no Active Point penalty” (RSR changes to -¾). Total cost: 16 points.
- 4) **Master’s Compulsion:** Remove Requires A PRE Roll (-¼). Total cost: 23 points.
- 5) **Challengeable Compulsion:** Add “is subject to Skill Versus Skill Contests” to Requires A PRE Roll (-¼). Total cost: 18 points.
- 6) **Group Command:** The character can compel a group of people to obey. Add Area Of Effect (voice range [see *Fantasy Hero*, pages 133-34]; +1) and change Limited Normal Range (-½) to No Range (-½). 80 Active Points; total cost 40 points.

DISQUIETING AURA

Effect: Change Environment, -4 PRE
Target/Area Affected: 8" Radius
Duration: Constant
Range: No Range
END Cost: 3
Skill Roll Penalty: N/A

Description: When the character wants, he can be pretty eerie and frightening — just being near him is enough to disturb and unnerve people.

Game Information: *Change Environment 8" radius, -4 PRE for purposes of resisting character’s Presence Attacks (35 Active Points); No Range (-½), Requires A PRE Roll (assumes a PRE Roll of 12- or 13-, no Active Point penalty; -¼). Total cost: 20 points.*

OPTIONS:

- 1) **Stronger Aura I:** Increase to -6 PRE. 45 Active Points; total cost 26 points.
- 2) **Stronger Aura II:** Add Reduced Endurance (0 END; +½). 52 Active Points; total cost 30 points.
- 3) **Weak Aura:** Decrease to -3 PRE. 30 Active Points; total cost 17 points.
- 4) **Tougher Aura:** Remove “no Active Point penalty” (RSR changes to -¾). Total cost: 15 points.
- 5) **Master’s Aura:** Remove Requires A PRE Roll (-¼). Total cost: 23 points.
- 6) **Other Disquieting Effects:** The fear a character inspires could have plenty of other effects besides just making his enemies more susceptible to his Presence Attacks. Here are some other possibilities, which a character could buy separately, or as one Change Environment power with the *Multiple Combat Effects* and/or *Variable Combat Effects* Adders:
- -4 EGO for purposes of resisting the character’s Interrogation rolls
 - -4 OCV because his enemies are too afraid to attack him effectively
 - -4 DCV because his enemies are paralyzed with fear
 - -4 STR as his enemies become weak with fear

Here’s an example of how you might create such a power: Change Environment 8" radius (inspire fear in the character’s enemies), -4 PRE for purposes of resisting character’s Presence Attacks, Multiple Combat Effects, Variable Combat Effects (50 Active Points); No Range (-½), Requires A PRE Roll (assumes a PRE Roll of 12- or 13-, no Active Point penalty; -¼). Total cost: 29 points.

DOOR-SMASHING FISTS

Effect: HA +4d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4
Skill Roll Penalty: N/A

Description: The character's enormous fists are strong and tough enough to smash down the sturdiest doors... and men!

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Increased Endurance Cost (x2 END; -½). Total cost: 10 points.

OPTIONS:

- 1) **Strong Fists:** Increase to HA +6d6. 30 Active Points; total cost: 15 points.
- 2) **Weak Fists:** Decrease to HA +2d6. 10 Active Points; total cost: 5 points.
- 3) **Skilled Fists I:** The character's also a more skilled fighter than the average person. Character also buys +2 OCV with HA. Total cost 4 points; total cost of ability 14 points.
- 4) **Skilled Fists II:** The character's so good at using his fists that he's also tougher to hit in a fight. Character also buys +2 with HA (can be applied to OCV or DCV). Total cost 6 points; total cost of ability 16 points.
- 5) **Untiring Fists:** The character's so good at smashing things he doesn't tire himself out. Remove Increased Endurance Cost (-½). Total cost: 13 points.

EERIE LAUGH

Effect: +15 PRE, Only To Make Fear-/Intimidation-Based Presence Attacks
Target/Area Affected: Special
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: -1

Description: The character can emit a chilling, mocking laugh that makes even tough criminals and fierce natives shiver with fear. However, this only works when the character surprises the target, or the target is already on edge or in a disadvantageous position — the character can't just walk up to someone in the street and laugh them into a state of anxiety, he has to make use of the environment and his own unnerving appearance to put the fear into someone.

Game Information: +15 PRE (15 Active Points); Only To Make Fear-/Intimidation-Based Presence Attacks (-1), Only Works In Limited Circumstances (see text; -¼). Total cost: 7 points.



OPTIONS:

- 1) **Eerie Laugh:** Increase to +20 PRE. 20 Active Points; total cost 9 points.
- 2) **Less Eerie Laugh:** Decrease to +10 PRE. 10 Active Points; total cost 4 points.

HEROIC INTIMIDATION

Effect: +4 with Interaction Skills, Extra Time (Full Phase), Only To Intimidate
Target/Area Affected: One character
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: So steely is the character's gaze, so intense his demeanor, that his stare can unnervingly even the most hardened criminal or fiendish master villain.

Game Information: +4 with Interaction Skills (20 Active Points); Extra Time (Full Phase; -½), Only To Intimidate (-1). Total cost: 8 points.

OPTIONS:

- 1) **Strong Intimidation:** Increase to +6 with Interaction Skills. 30 Active Points; total cost 12 points.
- 2) **Weak Intimidation:** Decrease to +2 with Interaction Skills. 10 Active Points; total cost 4 points.

HIPSHOOTER

Effect: +1 OCV with Hipshot
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character's exceptionally skilled at hipshooting. He can fire quickly (usually from the hip after he's just drawn his gun) without taking time to properly aim but still have just as good a chance to hit as he normally would. In effect, this allows him to use the *Hipshot* Optional Combat Maneuver every Phase he's not using some other Combat Maneuver and thus gain +1 DEX to act first without losing -1 OCV.

Game Information: +1 OCV with Hipshot. Total cost: 2 points.

OPTIONS:

- 1) **Strong Hipshooter:** This form of Hipshooter works with the Optional Combat Maneuver *Hurry* instead. In effect, it lets the character use *Hurry* every Phase he's not using some other Combat Maneuver and thus gain +1d6 DEX to act first without losing -2 CV. He still suffers Skill and Characteristic Roll penalties, however. Change to: +2 OCV with *Hurry* (total cost: 4 Character Points) **plus** +2 DCV (10 Active Points); Only To Counteract *Hurry* DCV Penalty (-2) (total cost: 3 points). Total cost: 7 points.

HYPNOSIS

Effect: Mind Control 7d6, OIF, Hypnosis Only
Target/Area Affected: One character
Duration: Instant
Range: No Range (eye contact)
END Cost: 3
Skill Roll Penalty: -3

Description: The character has mastered the art of mesmerism. In proper conditions — calm, relaxing ones — he can use any small, shiny object to focus the subject's thoughts and hypnotize him. Although built with Mind Control, this ability does not allow the full range of Mind Control effects — generally the best result he can obtain is EGO +20, and the GM may impose other restrictions in the interest of "realism."

Game Information: *Mind Control* 7d6 (35 Active Points); *OIF* (any watch, pen, or other object for the subject to focus on; -½), *Hypnosis Only* (cannot achieve full range of Mind Control effects, see text; -½), *Concentration* (0 DCV throughout activation; -1), *Extra Time* (1 Minute; -1½), *Eye Contact Required* (-½), *Gestures* (must wave focusing object in front of subject's eyes throughout activation; -½), *Incantations* ("You are getting sleepy...", throughout activation; -½), *No Range* (-½), *Requires A PS: Hypnotist Roll* (-¼). Total cost: 5 points.

OPTIONS:

- 1) **Strong Hypnosis:** Increase to Mind Control 10d6. 50 Active Points; total cost 7 points.
- 2) **Weak Hypnosis:** Decrease to Mind Control 5d6. 25 Active Points; total cost 4 points.
- 3) **Easier Hypnosis:** Change to Requires A PS: Hypnotist Roll (-1 per 20 Active Points; -0). Total cost: 5 points.
- 4) **Tougher Hypnosis:** Change to Requires A PS: Hypnotist Roll (-1 per 5 Active Points; -¾). Total cost: 5 points.
- 5) **Master's Hypnosis:** Remove Requires A PS: Hypnotist Roll (-¼). Total cost: 5 points.
- 6) **Cinematic Hypnosis:** This for of Hypnosis is much easier and quicker to use. Mind Control 8d6 (40 Active Points); Hypnosis Only (cannot achieve full range of Mind Control effects; -½), *Concentrate* (0 DCV throughout activation; -1), *Extra Time* (1 Turn; -1¼), *No Range* (-½). Total cost: 9 points.

NERVE TOUCH

Effect: Energy Blast 4d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4
Skill Roll Penalty: -4

Description: The character knows a special technique for striking vulnerable points on a target's body so that he renders him unconscious without inflicting any physical harm.

Characters can of course buy the *Nerve Strike* Martial Maneuver to inflict this sort of NND damage. This version suffers no penalty and doesn't require the character to buy 10 Character Points' worth of Martial Arts, but costs END.

Game Information: *Energy Blast 4d6, NND (defense is rigid armor protecting his vulnerable spots, a PD Force Field, or any type of Lack Of Weakness; +1) (40 Active Points); No Range (-½). Total cost: 27 points.*

OPTIONS:

- 1) **Strong Nerve Touch:** Increase to Energy Blast 6d6. 60 Active Points; total cost 40 points.
- 2) **Weak Nerve Touch:** Decrease to Energy Blast 3d6. 30 Active Points; total cost 20 points.
- 4) **Tough Nerve Touch:** Add Requires A DEX Roll (assumes a DEX Roll of 12- or 13-, no Active Point penalty; -¼). Total cost: 23 points.

PARALYZING TOUCH

Effect: Entangle 4d6, 4 DEF, Takes No Damage From Attacks, Activation Roll 14-
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 6
Skill Roll Penalty: -6

Description: The character knows a special technique for striking vulnerable points on a target's body so that he paralyzes his foe without inflicting any physical harm.

Game Information: *Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½) (60 Active Points); No Range (-½), Activation Roll 14- (-½), Only Works On Humans (-½). Total cost: 24 points.*

OPTIONS:

- 1) **Strong Paralyzing Touch:** Increase to Entangle 5d6, 5 DEF. 75 Active Points; total cost 30 points.
- 2) **Weak Paralyzing Touch:** Decrease to Entangle 3d6, 3 DEF. 45 Active Points; total cost 18 points.
- 3) **Tougher Paralyzing Touch I:** Change to Activation Roll 11- (-1). Total cost: 20 points.
- 4) **Tougher Paralyzing Touch II:** Change to Requires A DEX Roll (assumes a DEX Roll of 12- or 13-, no Active Point penalty; -¼). Total cost: 27 points.
- 5) **Master's Paralyzing Touch:** Remove Activation Roll 14- (-½). Total cost: 30 points.



PILEDRIVER

Effect: Does Knockback for up to STR 20
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1
Skill Roll Penalty: N/A

Description: The character's punches are so powerful that they usually send his target flying or staggering back across the room.

Game Information: Does Knockback (+¼) for up to STR 20. Total cost: 5 points.

OPTIONS:

- 1) Strong Piledriver: Increase to STR 30. Total cost: 7 points.
- 2) Weak Piledriver: Decrease to STR 15. Total cost: 4 points.
- 3) Tougher Piledriver: Add Requires A STR Roll (assumes a STR Roll of 12- or 13-; -¾). Total cost: 3 points.

PISTOLERO

Effect: Range Skill Levels: +4 versus the Range Modifier with Handguns
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character is so skilled a pistol shot that he can hit distant targets as easily as he can close ones. When shooting at targets up to 35 yards (16") away, he suffers no Range Modifier penalty.

Game Information: Range Skill Levels: +4 versus the Range Modifier with Handguns. Total cost: 8 points.

OPTIONS:

- 1) Strong Pistolero: The character can make shots out to nearly 70 yards (32") without difficulty. Increase to +6 versus the Range Modifier. Total cost: 12 points.
- 2) Weak Pistolero: Decrease to +2 versus the Range Modifier. Total cost: 4 points.

QUICK FIRE I

Effect: Autofire (up to 5 shots; +½) for any non-Autofire firearm built on up to 60 Active Points
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0
Skill Roll Penalty: -3

Description: The character can attack in a manner like the *Rapid Fire* Optional Combat Maneuver, but he's so nimble he suffers no DCV penalties when doing so. On the other hand, he suffers the usual penalties associated with Autofire if he does not buy Skills such as Accurate Sprayfire and Concentrated Sprayfire.

Even though the cost of this Heroic Talent depends on the Active Points in the attack, the GM should consider letting the character apply it even to firearms that exceed the Active Point total. Some types of bullets significantly increase the Active Point cost of a gun, though they don't alter it in any way, so it may make common sense and dramatic sense to let the character use this ability with them.

Game Information: Autofire (up to 5 shots; +½) for any non-Autofire firearm built on up to 60 Active Points (30 Active Points); OIF (any non-Autofire firearm of opportunity; -½), Requires A Shooting Tricks Roll (-½), Not While Targeting (-½). Total cost: 12 points.

OPTIONS:

- 1) Improved Quick Firing: Increase to any non-Autofire firearm built on up to 90 Active Points. 45 Active Points; total cost 18 points.
- 2) Weak Quick Firing: Decrease to any non-Autofire firearm built on up to 45 Active Points. 22 Active Points; total cost 9 points.
- 3) Easier Quick Firing: Change to Requires A Shooting Tricks Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 4) Tougher Quick Firing: Change to Requires A Shooting Tricks Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 5) Master's Quick Firing: Remove Requires A Shooting Tricks Roll (-½). Total cost: 15 points.
- 6) Quicker Firing: Increase to Autofire (up to 10 shots; +1). 60 Active Points; total cost 24 points.

TOMMY GUNNER FROM HELL

Effect: +4 OCV with Autofire Firearms against a single target
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character is extremely accurate when using Autofire attacks against a single foe.

Game Information: +4 OCV with Autofire Firearms (20 Active Points); Only Apply When Character Uses Autofire Against A Single Target (-¼), Must Use Maximum Number Of Autofire Shots (-¼), Not While Targeting (-½). Total cost: 10 points.

OPTIONS:

- 1) **Strong Machine Gunnery:** Increase to +6 OCV. 30 Active Points; total cost 15 points.
- 2) **Weak Machine Gunnery:** Decrease to +2 OCV. 10 Active Points; total cost 5 points.

DEFENSIVE ABILITIES**CAN TAKE A PUNCH**

Effect: Physical Damage Reduction, Resistant, 50%, Requires A CON Roll, Character Must Be Aware Of Attack
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: -3

Description: Also known by such names as *Tough*, *Shrug It Off*, or *Chin Block*, this power represents a character's general resilience and toughness. If he's aware of a punch (or any other physical attack) and can prepare himself for it, he usually takes much less damage from it. This ability explains how a hero can get bruised up in so many fights during a scenario but always keep struggling and stay on his feet until he wins.

Game Information: Physical Damage Reduction, Resistant, 50% (30 Active Points); Requires A CON Roll (assumes CON Roll of 12- or 13-, no Active Point penalty; -¼), Character Must Be Aware Of Attack (-½). Total cost: 20 points.

OPTIONS:

- 1) **Strong Toughness:** Remove Requires A CON Roll (-¼). Total cost: 24 points.
- 2) **Weak Toughness:** Decrease to Physical Damage Reduction, Resistant, 25%. 15 Active Points; total cost 10 points.

3) **Restricted Toughness:** The character can't reduce the BODY damage he takes, only the STUN. Add STUN Damage Defined As Pain/Shock Only (-½). Total cost: 15 points.

CINEMATIC SAFETY

Effect: Physical and Energy Damage Reduction, Resistant, 50%, Only Applies To Damage From Taking Cinematic Risks
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: In campaigns where the GM wants a "cinematic" feeling to the games, characters can buy this ability. It allows a character to jump onto speeding cars, get in a fistfight with someone three times his size, or take any other dangerous and unusual risk without fear of being quickly Knocked Out or killed. "Normal" risks, like firefights with an evenly-matched enemy force, wouldn't be "cinematic" enough for the Damage Reduction to apply. The GM decides whether the defense applies to any given attack.

Game Information: Physical and Energy Damage Reduction, Resistant, 50% (60 Active Points), Only Applies To Damage From Taking Cinematic Risks (-½). Total cost: 40 points.

OPTIONS:

- 1) **Strong Safety:** Increase to Physical and Energy Damage Reduction, Resistant, 75%. 120 Active Points; total cost 80 points.
- 2) **Weak Safety:** Decrease to Physical and Energy Damage Reduction, Resistant, 25%. 30 Active Points; total cost 20 points.
- 3) **Tough Safety:** Add Requires A Luck Roll (1 level of Luck required; -1). Total cost: 24 points.
- 4) **Tougher Safety:** Add Requires A Luck Roll (2 levels of Luck required; -1½). Total cost: 20 points.
- 5) **Toughest Safety:** Add Requires A Luck Roll (3 levels of Luck required; -2). Total cost: 18 points.

GOOD THING *THAT WAS THERE!*

Effect: +20 PD, Only To Protect Against Falling Damage
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: There's luck, and then there's *luck*. Somehow, whenever the character takes a long fall — from a tall building, a helicopter, when his parachute fails to open — there's always something soft where he lands. It might be a truck full of mattresses, a big pile of leaves, or something else, but whatever it is, it really helps to break his fall.

Game Information: +20 PD (20 Active Points); Only To Protect Against Falling Damage (-2). Total cost: 7 points.

OPTIONS:

- 1) **Strong Fall-Breaking:** Increase to +30 PD. 30 Active Points; total cost 10 points.
- 2) **Weak Fall-Breaking:** Decrease to +10 PD. 10 Active Points; total cost 3 points.
- 3) **Tough Fall-Breaking:** Add Requires A Luck Roll (two levels of Luck required; -1½). Total cost: 4 points.

GOT A LUNGFUL OF AIR

Effect: Life Support: Self-Contained Breathing
Target/Area Affected: Self
Duration: Uncontrolled
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character has an uncanny knack for taking in a lungful of air right before he gets hit with a gas attack, someone attempts to strangle him, or the like.

This power requires the GM's permission, since it uses Uncontrolled in an unusual way. The value of the Advantage is reduced to -0 because it's applied to define a maximum duration for an ability built with a Power that's normally Persistent.

Game Information: Life Support: Self-Contained Breathing, Uncontrolled (lasts for 1 Minute maximum; +0) (10 Active Points); Activation Roll 14- (-½). Total cost: 7 points.

HANG ON!

Effect: +5 to DEX Rolls, Only For Grabbing Ledges
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: -1

Description: Pulp adventurers spend a lot of time teetering on the edges of cliffs, speeding trains, pits in the ground, tall buildings, and the like. A character with this ability has a particular knack for grabbing and holding onto ledges, edges, roots, cornices, or anything else that might keep him from falling off such places when he loses his balance... or is pushed!

Game Information: +5 to DEX Rolls (15 Active Points); Only For Grabbing Ledges (and similar things; -2). Total cost: 5 points.

OPTIONS:

- 1) **Strong Hanging On:** Increase to +6 to DEX Rolls. 18 Active Points; total cost 6 points.
- 2) **Weak Hanging On:** Decrease to +3 to DEX Rolls. 9 Active Points; total cost 3 points.
- 3) **Tougher Hanging On:** Add Requires A DEX Roll (assumes a DEX Roll of 12- or 13-, no Active Point penalty; -¼). Total cost: 5 points.

HERO'S GRACE

Effect: Armor (10 PD/10 ED), Only Versus Gunfire, Lets First BODY Through, Applies Last
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: Pulp heroes almost never get shot. Grazed, sure. Nicked, all the time. Flesh wound? — well, maybe. But seriously injured by gunfire? That never happens!

This power simulates the heroic grace that seems to help the character avoid death by bullet. When someone hits him with gunfire, apply all his other defenses first. If he still takes BODY damage, then apply this extra defense. However, in that case, at least 1 point of BODY damage (and thus some STUN) *always* gets through, representing the "nick" or "flesh wound." Since the Armor doesn't work against other types of attacks or prevent penetration by foreign objects, it's no more difficult to drug the character with a blowgun dart or poisoned arrow than anyone else.

Game Information: Armor (10 PD/10 ED) (30 Active Points); Only Versus Gunfire (-½), Always Lets First BODY Through (-½), Applies Last Of All Of The Character's Defenses (see text; -0). Total cost: 15 points.

**OPTIONS:**

1) **Strong Grace:** Increase to Armor (12 PD/12 ED). 36 Active Points; total cost 18 points.

2) **Weak Grace:** Decrease to Armor (8 PD/8 ED). 24 Active Points; total cost 12 points.

3) **Tough Grace:** Add Requires A Luck Roll (1 level of Luck required; -1). Total cost: 10 points.

4) **Tougher Grace:** Add Requires A Luck Roll (2 levels of Luck required; -1½). Total cost: 9 points.

5) **Toughest Grace:** Add Requires A Luck Roll (3 levels of Luck required; -2). Total cost: 7 points.

6) **You Didn't Even Nick Me:** The character's so protected by Heroic Grace that he doesn't even get nicked much of the time. Remove Always Lets First BODY Through (-½). Total cost: 20 points.

7) **I'm Not Afraid Of Your Spears, Either:** The character's good fortune protects him against any type of weapon (though since it still lets 1 BODY through, drugging the character remains easy). Remove Only Versus Gunfire (-½). Total cost: 20 points.

8) **True Heroic Grace:** The character's just plain hard to seriously hurt by any means (including drugs that have to penetrate his skin). Remove Only Versus Gunfire (-½) and Always Lets First BODY Through (-½). Total cost: 30 points.

IT DOESN'T HURT THAT MUCH

Effect: +4 to EGO Rolls, Only For Wounding Rolls

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: The character's got a real tolerance for pain. When he has to make EGO Rolls to resist the effects of Wounding, he's much more likely to succeed than other characters.

Game Information: +4 to EGO Rolls (12 Active Points), Only For Wounding Rolls (-2). Total cost: 4 points.

OPTIONS:

1) **Strong Tolerance:** Increase to +6 to EGO Rolls. 18 Active Points; total cost 6 points.

2) **Weak Tolerance:** Decrease to +2 to EGO Rolls. 6 Active Points; total cost 2 points.

IT LOOKS WORSE THAN IT IS

Effect: Armor (8 PD/8 ED)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character has an uncanny knack for emerging from combat, car crashes, and other potentially deadly situations virtually unscathed. Oh, sure, he might *look* like he's been badly injured, but once you examine him closely and wipe away the blood, you discover it's just a flesh wound... or maybe someone else's blood.

Game Information: *Armor (8 PD/8 ED). Total cost: 24 points.*

OPTIONS:

- 1) Strong Toughness:** Increase to Armor (10 PD/10 ED). Total cost: 30 points.
- 2) Weak Toughness:** Decrease to Armor (6 PD/6 ED). Total cost: 18 points.
- 3) Tough Toughness:** Add Requires A CON Roll (assumes a CON Roll of 12- or 13-, -1 per 20 Active Points; -½). 24 Active Points; total cost 16 points.
- 4) Tougher Toughness:** Add Requires A CON Roll (assumes a CON Roll of 12- or 13-, -1 per 10 Active Points; -¾). 24 Active Points; total cost 14 points.
- 5) Toughest Toughness:** Add Requires A CON Roll (assumes a CON Roll of 12- or 13-, -1 per 5 Active Points; -1¼). 24 Active Points; total cost 11 points.
- 6) Lucky Toughness I:** Add Requires A Luck Roll (1 level of Luck required; -1). 24 Active Points; total cost 12 points.
- 7) Lucky Toughness II:** Add Requires A Luck Roll (2 levels of Luck required; -1½). 24 Active Points; total cost 10 points.
- 8) Lucky Toughness III:** Add Requires A Luck Roll (3 levels of Luck required; -2). 24 Active Points; total cost 8 points.

NOBODY COULD SURVIVE THAT!

Effect: Luck 12d6, Only To Avoid "Certain Death", Extra Time (at least 1 Hour)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character has an uncanny knack for surviving what seems like certain death: plane crashes, a hail of arrows, falling off a mountainside, or the like. (For best dramatic effect, other characters should witness his "death" and report it.) However, it takes him some time — a minimum of 1 Hour, and often days, weeks, or months — to reveal that he's still alive. This may be because he has to crawl out of the wreckage, walk to town after his weeping friends leave his "dead" body out in the wilderness, escape from the cruel natives who captured him, heal and recuperate in a field hospital, or the like.

This ability uses the Luck rules. The GM determines how many levels of Luck a character has to roll to survive any particular would-be fatal event.

Game Information: *Luck 12d6 (60 Active Points); Only To Avoid "Certain Death" (-1), Extra Time (at least 1 Hour, and often longer; -3). Total cost: 12 points.*

OPTIONS:

- 1) Strong Survival:** Increase to Luck 16d6. 80 Active Points; total cost 16 points.
- 2) Weak Survival:** Decrease to Luck 8d6. 40 Active Points; total cost 8 points.

PAIN TOLERANCE

Effect: Physical and Energy Damage Reduction, Resistant, 50%, Requires A CON Roll, STUN Only, Character Must Be Aware Of Attack

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: -6

Description: The character's so tough he can shrug off the pain caused by attacks. The Damage Reduction only applies to STUN that represents pain or shock; it wouldn't affect, for example, a drug that makes the character sleepy (a special effect of Drain STUN).

Game Information: *Physical and Energy Damage Reduction, Resistant, 50% (60 Active Points); Requires A CON Roll (assumes CON Roll of 12- or 13-, no Active Point penalty; -¼), Only Works Against STUN Damage Defined As Pain/Shock (-½), Character Must Be Aware Of Attack (-¼). Total cost: 30 points.*

OPTIONS:

- 1) Strong Tolerance:** Increase to Physical and Energy Damage Reduction, Resistant, 75%. 120 Active Points; total cost 60 points.
- 2) Weak Tolerance:** Decrease to Physical and Energy Damage Reduction, Resistant, 25%. 30 Active Points; total cost 15 points.
- 3) Enhanced Tolerance:** The character is so tough he doesn't have to be aware of an attack to resist the pain. Remove Character Must Be Aware Of Attack (-¼). Total cost: 34 points.
- 4) Will To Toughness:** Change Requires A CON Roll to Requires An EGO Roll. Total cost: 30 points.

POISON EXPOSURE

Effect: Life Support: Immunity to one type of poison

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: By repeatedly exposing himself to small doses of a particular poison or venom, the character has rendered himself immune to its effects.

Game Information: *Life Support: Immunity to one type of poison (chosen by character when he buys the power). Total cost: 1-3 points (depending on commonality of poison).*

TIGHTENED MUSCLES

Effect: +10 PD

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Skill Roll Penalty: N/A

Description: The character has a special technique for tightening his rock-hard muscles so he can better resist punches, impacts, and similar blows.

Game Information: *+10 PD (10 Active Points); Costs Endurance (-½). Total cost: 7 points.*

OPTIONS:

- 1) Even Tighter Muscles:** Increase to +12 PD. 12 Active Points; total cost 8 points.
- 2) Less Tight Muscles:** Decrease to +8 PD. 8 Active Points; total cost 5 points.

UNBREAKABLE WILL

Effect: Mental Defense (10 points + EGO/5), Only Versus Mind-Affecting Drugs

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: The character has such a strong will that drugs designed to affect his mind — truth serums, mind control drugs, and so forth — are much less effective against him (if they're effective at all).

In game terms, this power provides Mental Defense that works against drugs defined as Mental Powers with the *Based On CON* Limitation. Even though such powers are normally resisted with the appropriate physical or energy defenses, in this case the GM should also apply the Mental Defense from this power.

Game Information: *Mental Defense (10 points + EGO/5) (10 Active Points); Only Versus Mind-Affecting Drugs (-1). Total cost: 5 points.*

OPTIONS:

- 1) Strong Willpower:** Increase to Mental Defense (15 points + EGO/5). 15 Active Points; total cost 7 points.
- 2) Weak Willpower:** Decrease to Mental Defense (5 points + EGO/5). 5 Active Points; total cost 2 points.
- 3) Tough Willpower:** Add Requires An EGO Roll (assumes a EGO Roll of 12- or 13-, -1 per 10 Active Points; -¾). 10 Active Points; total cost 4 points.
- 4) Tougher Willpower:** Add Requires An EGO Roll (assumes a EGO Roll of 12- or 13-, -1 per 5 Active Points; -1¼). 10 Active Points; total cost 3 points.

UNIMPRESSED

Effect: +20 PRE, Only To Protect Against Presence Attacks
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character's so strong-willed, jaded, or blasé that it's difficult to frighten, impress, or overawe him.

Game Information: +20 PRE (20 Active Points); Only To Protect Against Presence Attacks (-1). Total cost: 10 points.

OPTIONS:

- 1) Strong Unimpressed: Increase to +30 PRE. 30 Active Points; total cost 15 points.
- 2) Weak Unimpressed: Decrease to +10 PRE. 10 Active Points; total cost 5 points.

MOVEMENT ABILITIES

SKY-HIGH

Effect: Leaping +3"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Skill Roll Penalty: N/A

Description: The character can leap great distances. (For reference purposes, as of 1940 the world records for leaping are 2.09 meters (1.04") for the high jump, and 8.13 meters (4.06") for the running long jump. Characters who can leap significantly greater distances than that may begin to strain the verisimilitude of the campaign.)

Game Information: Leaping +3". Total cost: 3 points. (In campaigns using the Normal Character Maxima rules, this cost may change depending on how far the character can already Leap.)

OPTIONS:

- 1) Strong Leaping: Increase to Leaping +4". Total cost: 4 points.
- 2) Weak Leaping: Decrease to Leaping +2". Total cost: 2 points.
- 3) Acrobatic Leaping: The character's acrobatic prowess enables him to leap much further than untrained people can. Change to Leaping +5" (5 Active Points); Requires An Acrobatics Roll (-½). Total cost: 3 points.

SPRINTER

Effect: Running +3"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Skill Roll Penalty: N/A

Description: The character can run much faster than most people.

Game Information: Running +3" (9" total). Total cost: 6 points. (In campaigns using the Normal Character Maxima rules, this cost may change depending on how far the character can already Run.)

OPTIONS:

- 1) Strong Running: Increase to Running +4" (10" total). Total cost: 8 points.
- 2) Weak Running: Decrease to Running +1" (7" total). Total cost: 2 points.

STRONG SWIMMER

Effect: Swimming +1"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Skill Roll Penalty: N/A

Description: The character can swim much faster than most people.

Game Information: Swimming +1". Total cost: 1 point. (In campaigns using the Normal Character Maxima rules, this cost may change depending on how far the character can already Swim.)

OPTIONS:

- 1) Strong Swimming: Increase to Swimming +2". Total cost: 2 points.

ULTIMATE CLIMBING

Effect: Clinging (normal STR), Requires A Climbing Roll
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: -1

Description: The character is a superbly skilled climber. Even if he has no equipment, he can scale the sheerest, slipperiest surfaces with ease.

Game Information: Clinging (normal STR) (10 Active Points); Requires A Climbing Roll (-½), Cannot Cling To Ceilings Or Surfaces Of More Than 120° Angle (-¼), Cannot Resist Knock-back (-¼). Total cost: 5 points.

OPTIONS:

- 1) **Strong Heroic Talent:** Increase to Clinging (normal STR +9 STR). 13 Active Points; total cost 6 points.
- 2) **Tougher Heroic Talent:** Change to Requires A Climbing Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 3) **Master's Heroic Talent:** Remove Requires A Climbing Roll (-½). Total cost: 7 points.
- 4) **Perching:** The character can stand on tiny ledges, balance on doorframes, wedge himself into ceiling corners, and the like without fear of falling. While doing this, he cannot move; the Clinging only allows him to hold himself in place once he gets to his chosen position. Change to Clinging (normal STR) (10 Active Points); Requires A Climbing Roll (-½), Only To "Perch" (-½), Cannot Resist Knockback (-¼). Total cost: 4 points.

SENSORY ABILITIES

ACUTE FORESIGHT

Effect: Precognition, Time Modifiers
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 0
Skill Roll Penalty: N/A

Description: The character is so gifted with foresight, so wise, or so logically analytical that he can evaluate the most likely course of actions for people, phenomena, and events around him and predict what will happen. The further forward in time the time period the character analyzes, the less accurate his predictions tend to be.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½) (75 Active Points); No Range (-½), Precognition Only (-1), Requires An INT Roll (assumes an INT Roll of 14; -½), Time Modifiers (-½). Total cost: 21 points.*

EAGLE-EYED

Effect: +6 PER versus Range Modifier for Sight Group
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character has eyes like an eagle — he can see at a distance details most people can only make out close up.

Game Information: +6 PER versus Range Modifier for Sight Group. Total cost: 9 points.

OPTIONS:

- 1) **Stronger Eyes:** Increase to +8 PER versus Range Modifier for Sight Group. Total cost: 12 points.
- 2) **Weak Heroic Talent:** Decrease to +4 PER versus Range Modifier for Sight Group. Total cost: 6 points.

FACE READING

Effect: Telepathy 8d6, Requires Observation Of Subject
Target/Area Affected: One character
Duration: Instant
Range: 5"
END Cost: 0
Skill Roll Penalty: N/A

Description: Some Pulp adventurers have an uncanny knack for being able to tell what others are thinking. By observing someone for a little while and knowing a little basic psychology, a character with this Heroic Talent can make astounding deductions as to what that person is thinking. If the Skill Roll, Attack Roll, or Effect Roll fails, he gets an incorrect idea of what the subject is thinking. The GM may rule that there are situations in which there's no possibility of "reading" someone's mind this way.

Game Information: *Telepathy 8d6, Reduced Endurance (0 END; +½) (60 Active Points); Concentration (0 DCV throughout; -1), Does Not Provide Mental Awareness (-¼), Extra Time (5 Minutes; -2), Character Must Closely Observe Subject, Including Facial Expressions, During Activation Period (-½), Can Only Read Surface Thoughts (-½), Instant (character cannot continue to read thoughts based on a single ECV Attack Roll; -½), Limited Normal Range (5"; -½), Requires A Deduction Roll (no Active Point penalty; -0) (total cost: 10 points) plus Telepathy +6d6, Reduced Endurance (0 END; +½) (45 Active Points); same Limitations as above, plus Only To Achieve +20 "Target Cannot Detect Telepathy" Modifier (-½) (total cost: 7 points). Total cost: 17 points.*

OPTIONS:

- 1) **Strong Face Reading:** Increase to Telepathy 10d6. 75 + 45 = 120 Active Points; total cost 12 + 7 = 19 points.
- 2) **Weak Observation:** Decrease to Telepathy 6d6. 45 + 45 = 90 Active Points; total cost 7 + 7 = 14 points.

OBSERVANT

Effect: +2 PER with Sight Group
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character has trained himself to be much more observant of his surroundings than most people are.

Game Information: +2 PER with Sight Group.
Total cost: 4 points.

OPTIONS:

- 1) **Strong Heroic Talent:** Increase to +3 PER with Sight Group. Total cost: 6 points.
- 2) **Weak Heroic Talent:** Decrease to +1 PER with Sight Group. Total cost: 2 points.

ODOR IDENTIFICATION

Effect: +3 PER with Smell/Taste Group and KS: Scents And Odors (INT Roll)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character has trained himself to develop his olfactory senses. Not only does he have a keen sense of smell, he's practiced sampling and identifying a myriad of odors so he knows them on scent. When a Fiendish Oriental Mastermind tries to kill him by exposing him to the fumes of the black lotus, he can instantly tell what they are and avoid the trap; when he meets a princess who favors a rare perfume, he knows what it is right away and can impress her with his sophistication.

Game Information:

Cost Power
6 *Keen Nose:* +3 PER with Smell/Taste Group
3 *The Nose Knows:* KS: Scents And Odors (INT Roll)

Total cost: 9 points

OPTIONS:

- 1) **Strong Nose:** Increase to +4 PER and INT Roll +1. Total cost: 12 points.
- 2) **Weak Nose:** Decrease to +2 PER and an 11- roll. Total cost: 6 points.

PRETERNATURAL HEARING

Effect: +2 PER with Hearing Group
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: Through a combination of natural ability and intense training, the character has developed his sense of hearing to an incredible degree. He can even hear sounds that are above the normal human range, such as dog whistles. (See *You're Bluffing*, below, for a related ability.)

Game Information:

Cost Power
4 +2 PER with Hearing Group
3 Ultrasonic Perception (Hearing Group)

Total cost: 7 points.

OPTIONS:

- 1) **Strong Hearing:** Increase to +3 PER with Hearing Group. Total cost: 9 points.
- 2) **Weak Hearing:** Decrease to +1 PER with Hearing Group. Total cost: 5 points.

PRETERNATURAL SMELL

Effect: +2 PER with Smell/Taste Group, Tracking for Smell/Taste Group
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: Whether he was raised by wild animals or has simply worked hard to develop his olfactory senses, the character has an unusually acute sense of smell. He can even track people and animals by scent alone in the right conditions.

Game Information:

Cost Power
4 +2 PER with Smell/Taste Group
10 Tracking for Smell/Taste Group

Total cost: 14 points.

OPTIONS:

- 1) **Strong Nose:** Increase to +3 PER with Smell/Taste Group. Total cost: 16 points.
- 2) **Weak Nose:** Decrease to +1 PER with Smell/Taste Group. Total cost: 12 points.

RATCHET READING

Effect: Detect Phone Number
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: By listening to the ratchets on a rotary-dial phone, the character can perceive the number being called. He has to be close by to do this (since the noise only carries so far), and his ability won't avail him for other types of phones, but at times this skill provides valuable information.

Game Information: *Detect Phone Number* (INT Roll +2) (*Hearing Group*) (5 Active Points); *Only Works With Rotary-Dial Phones* (-½). *Total cost: 3 points.*

YOU'RE BLUFFING

Effect: Detect Spoken Falsehood
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character's hearing is so keen, his insight into human conduct so accurate, and his eye for the details of human behavior so precise that it's virtually impossible to lie to him. By hearing the quavers in a liar's voice and analyzing the way he speaks, the character can discern when he's telling a falsehood and when he speaks truthfully. The character can't perceive what the truth is, only that the subject is lying.

Game Information: *Detect Spoken Falsehood* (INT Roll +2) (*Hearing Group* [character may change this to *Sight Group* if he depends more on visual cues]). *Total cost: 5 points.*

OPTIONS:

- 1) **Strong Detection:** Increase to INT Roll +4. Total cost: 7 points.
- 2) **Weak Detection:** Decrease to INT Roll. Total cost: 3 points.

PSYCHIC POWERS

Psychic Powers are the strange and eerie mental abilities possessed by some Pulp heroes (particularly Psychic Detectives and their ilk). They're not appropriate for all campaigns; in particular, campaigns featuring a lot of standard mysteries will suffer if characters can use Psychic Powers to telepathically interrogate suspects and psychometrically view the scene of the crime. The GM has the final say on whether characters can buy Psychic Powers; he can even allow characters to buy some powers but forbid others.

Many Psychic Powers require a *Psychic Powers* Skill Roll. This is a form of the *Power Skill* that's based on an EGO Roll, and represents the somewhat-unreliable nature of mental abilities.

ASTRAL PROJECTION

Effect: Duplication (create one 275-point Duplicate), Altered Duplicate (100%)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 11 to activate
Skill Roll Penalty: -5

Description: The character can create an "astral form," a second self composed of pure psychic energy that leaves his body and can act on its own. While the astral form exists, the character's physical body remains helpless, incapacitated, and unable to act, with 0 DCV (comatose, essentially). However, because the two are both just aspects of the same being, any damage inflicted upon one affects the other as well (thus, killing either form kills both). Additionally, the two can only remain separate for up to 24 hours; if they do not recombine within that time, they both die.

The astral form possesses all the character's Psychic Powers, all of his Intellect and Interaction Skills, and all of his memories (similarly, the character retains the astral form's memories after the two rejoin). It may or may not possess his physical abilities, but typically does not. Even if it does, it can only use them on other astral forms and like characters, for it is intangible (it must buy Desolidification, Reduced Endurance (0 END), Persistent, Inherent, Always On, and thus must apply the *Affects Physical World* Advantage to any powers, psionic or otherwise, it wishes to use to affect the solid world). Most astral forms are Invisible and can fly (they buy Invisibility and Flight); many can cross the world in the blink of an eye (MegaScaled Flight or Teleportation). See page 54 of *The Ultimate Mystic* for further discussion of, and options for, astral forms.

The write-up below assumes the character is built on at least 150 Character Points and that he builds his astral form on that many points plus enough to buy the additional abilities such forms possess.

Game Information: *Duplication* (creates 275-point astral form), *Altered Duplicate* (100%;



+1) (110 Active Points); Costs Endurance (to activate; -¼), Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), Feedback (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½), Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.

OPTIONS:

1) Rejoining Mastery: The astral form can recombine with the character easily and from a distance. Add Easy Recombination (Half Phase Action at half DCV), Ranged Recombination (+½). 150 Active Points; total cost 27 points.

2) Rapid Astral Projection: The character can quickly and easily unleash his astral form. Remove Extra Time (-1½). Total cost: 27 points.

3) Astral Projection Variant: The character can only use his astral form for reconnaissance and spying; it cannot attack others, move things, or perform any other actions but observation. Change to:

Cost Power

30 *Astral Projection (Variant):* Multipower, 67-point reserve, all Character Is Incapacitated And Helpless While Using Power (-1), Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼)

2u 1) *Local Astral Projection:* Clairsentience (Sight and Hearing Groups), 16x Range (2,400"); Character Is Incapacitated And Helpless While Using Power (-1), Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼)

3u 2) *Distant Astral Projection:* Clairsentience (Sight and Hearing Groups), MegaScale (1" = 1,000 km, can scale back to 1" = 1 km; +1¼); Character Is Incapacitated And Helpless While Using Power (-1), Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼)

Total cost: 35 points.

AURA VISION

Effect:	Detect Aura (see text)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Skill Roll Penalty:	N/A

Description: The character has the ability to see *auras* around objects and living beings. An aura is a brightly colored radiance that extends for several inches about a person or object. The color of a person's or object's aura has meaning to those experienced in perceiving auras. (See the Aura Table for details.)

All objects have a basic blue-white aura (magical or unusual objects are an exception); living things have more variation in their aura colors. Creatures and monsters also have auras. No one can “disguise” his aura (at least, not without really special and bizarre powers); that's why auras are so useful for figuring out who's really a werewolf or which person in the room in a roomful of suspects is the murderer. Auras lack individuality and specificity — they're *not* unique to individuals like fingerprints are — but the character should suspect something if a supposedly meek, mild-mannered person has a blazing red aura. A person's aura rarely consists of one color; it's normally a mixture of several hues, and the mix changes with the subject's current emotional state.

Aura Vision normally depends on the character's Sight; anything that blocks or interferes with Sight (such as a Sight Group Flash or Darkness versus the Sight Group) prevents him from seeing auras. However, the effective range of Aura Vision is only about 3” in dim light, or 1” or less in bright sunlight. The GM should apply modifiers to the Aura Vision roll for ambient conditions, such as bright lights (-1 to -3), many people crowded together (-2), distractions (-1 to -3), and so on. Rare instances exist of characters whose Aura “Vision” relates to some other sense (see Options).

The GM should handle Aura Vision carefully in a game. Since it's so difficult to hide or disguise an aura, Aura Vision may prove unbalancingly helpful to PCs, especially ones engaged in solving mysteries, so the GM may not always want to allow characters to buy it. However, if the GM creatively describes the various patterns and colors a hero sees in an aura, Aura Vision can really contribute to a game. The GM should feel free to add more colors to the table, and also the meanings of different colors in combinations or patterns. It's more fun when the meanings of colors remain at least slightly ambiguous, so the players must interpret the results for themselves.

Game Information: *Detect Aura (INT Roll) (Sight Group), Discriminatory. Total cost: 10 points.*

OPTIONS:

1) Enhanced Aura Vision: The character's Aura Vision is especially acute. Increase to INT Roll +4. Total cost: 14 points.

2) Psionic Aura Vision: The character's ability to “see” auras depends on his mental senses, not his visual ones. Change to Mental Group and add Sense. Total cost: 12 points.

3) True Aura Vision: The character's ability to “see” auras depends on no other senses; he can perceive them even when blind and deaf. Change to no Sense Group and add Range and Sense. Total cost: 17 points.

AURA TABLE

Color	Meaning
Blue-white	The basic aura color; the color of all inanimate objects
Pink	Compassionate, warm, sociable
Pale Pink	Psychotic; indicates weakness or confusion
Rose	Generous, unassuming, motherly
Red	Energetic, a leader, extroverted; anger, moodiness
Dark Red	Emotion, desire, sensuality
Orange	Sincere, open-hearted, a sense of justice, fair play
Yellow-orange	Friendly, witty, humorous
Dark Yellow	Cowardice, fear, inferiority
Yellow	Intellectual, a teacher, deep thinker
Pale Yellow	Idealistic, humanitarian
Yellow-green	Greedy, stubborn; also jealous, deceitful, distrusting
Green	Practical, composed; also indicates a love for nature
Light Green	Brooding, lonely; often a loner
Dark Green	Envy, hate, maliciousness
Blue-green	Psychic or spiritual powers, a seeker after knowledge
Blue	Peaceful, calm, a strong character
Light Blue	Creative, spiritual
Dark Blue	Blind faith, superstitious, fearful
Lavender	Conservative, sensitive, civilized
Violet	Excitable, easily swayed by arguments, loves variety
Purple	Royalty, majesty, calm; a true leader
White	Purity, innocence, honesty; often found in children
Gray	Sickness, anxiety, a negative attitude
Black	Rage, anger, savagery, black magic, extreme illness
Gold	The color of saints; the highest, most spiritual color

CLAIRVOYANCE

Effect: Clairsentience (Sight Group)
Target/Area Affected: Self
Duration: Constant
Range: 1,600"
END Cost: 4
Skill Roll Penalty: -4

Description: The character can perceive distant areas without having to look at them directly — a handy ability for spying on the enemy or surveying an area for ambushes and traps before entering it.

Game Information: *Clairsentience (Sight Group), 16x Range (1,600") (40 Active Points); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½). Total cost: 12 points.*

OPTIONS:

1) Long-Range Clairvoyance: The character can remotely view areas many kilometers away. Change to:

Cost Power

- 14 *Clairvoyance:* Multipower, 45-point reserve; all Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½)
- 1u 1) *Local Clairvoyance:* Clairsentience (Sight Group), 16x Range (1,600"); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½)
- 1u 2) *Distant Clairvoyance:* Clairsentience (Sight Group), MegaScale (1" = 1,000 km, can scale back to 1" = 1 km; +1¼); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½)

Total cost: 16 points.

2) Clairvoyance And Clairaudience: The character can both see and hear distant places. Add Hearing Group (makes range 2,400"). 50 Active Points; total cost 15 points.

3) Enhanced Clairvoyance: The character's control over his long-distance "visions" allows him to move the perception point. Add Mobile Perception Point. 45 Active Points; total cost 14 points.

4) Blind Clairvoyance: While using Remote Viewing, the character cannot use any of his normal senses. Add Blackout (-½). Total cost: 11 points.

5) Clairvoyance Puppet: The character's Clairsentience works by accessing the minds of others so he can see and hear what they perceive. If there's no one in the area the character wants view, he can't view it. Add Hearing Group, Mobile Perception Point, and Only Through The Senses Of Others (-½). 55 Active Points; total cost 15 points.

CLOUD MEN'S MINDS

Effect: Invisibility to Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Skill Roll Penalty: -2

Description: The character has learned the mysterious ability to "cloud men's minds" so they cannot see him. At the GM's option, every full 5 points of Mental Defense a character has provides a +1 bonus to PER Rolls to perceive the character while he's Invisible (or, if the GM prefers, a -1 to the character's Psychic Power roll).

Game Information: *Invisibility to Sight Group (20 Active Points); Requires A Psychic Powers Roll (-½). Total cost: 13 points.*

OPTIONS:

1) Strong Clouding: Add No Fringe. 30 Active Points; total cost 20 points.

2) Weak Clouding I: Add Bright Fringe (-¼). Total cost: 11 points.

3) Weak Clouding II: The character's power only works if he stands still. Add Chameleon (-½). Total cost: 10 points.

4) Easier Clouding: Change to Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

5) Tougher Clouding: Change to Requires A Psychic Powers Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

6) Master Clouding: Remove Requires A Psychic Powers Roll (-½). Total cost: 20 points.

DOWSING

Effect: Detect Water, Metal, Minerals, And Caverns (EGO Roll)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Skill Roll Penalty: -2

Description: The character has the ability to detect water (and other liquids, like oil), metal, minerals, and even caverns that are beneath the surface of the Earth. To do this he must walk around the surface of the area he's searching beneath, concentrating on what he's seeking. Some dowsers used a forked stick or other "dowsing rod" to help them; they hold the stick parallel to the ground, and when it dips down, they know that what they're looking for is directly below them.

Game Information: *Detect Water, Metal, Minerals, And Caverns (EGO Roll) (Mental Sense Group) (20 Active Points); Concentration (½ DCV; -¼), Costs Endurance (-½), Extra Time (a minimum of 1 Turn, and often longer; -1¼), Requires A Psychic Powers Roll (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Dowsing I:** Increase to EGO Roll +3. 23 Active Points; total cost 7 points.
- 2) **Strong Dowsing II:** The character can usually tell how much of whatever he's looking for he's found, and its quality. Add Discriminatory. 25 Active Points; total cost 7 points.
- 3) **Dowsing Rod:** As Strong Dowsing I, but the ability also has OIF (dowsing rod or stick of opportunity; -½). 23 Active Points; total cost 6 points.

FORESIGHT

Effect: Clairsentience (Sight and Hearing Groups), Precognition Only
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 5
Skill Roll Penalty: -5

Description: The character can foresee the future — though his powers don't always work, and even when they do, the further into the future he looks the harder it becomes to see clearly. However, even visions of the near future often prove vague and unreliable; the visions the character receives are typically unclear, and he can often interpret them in multiple ways.

As noted on page 141 of the *HERO System 5th Edition, Revised*, the GM must determine whether the events the character views are immutable (they will happen, regardless of what the character does) or flexible (the character can change the future through his present conduct). The GM must also decide what the character's vision really means, and should keep in mind that Clairsentience in general, and Precognitive Clairsentience in particular, is a "stop sign" power that can easily wreak havoc with game balance if not handled properly.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition (50 Active Points); Precognition Only (-1), Requires A Psychic Powers Roll (-½), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 14 points.*

OPTIONS:

- 1) **Flashes Of Foresight:** The character cannot invoke his precognitive powers at will; visions come upon him unbidden and unexpectedly. Add No Conscious Control (-2). Total cost: 9 points.

MEDIUM

Effect: Summon Ghost
Target/Area Affected: N/A
Duration: Instant
Range: No Range
END Cost: 10 to Summon; 1 END per Phase thereafter to maintain ghost's existence
Skill Roll Penalty: -0

Description: The character is a *medium* — a person who has the power to contact the spirit world and call forth a ghost. Usually he does this so he or one of the ghost's loved ones can ask the ghost an important question.

To raise a ghost, the medium must first go into a trance. This takes an hour of concentration and effort, and works best in dim, quiet, tranquil surroundings (typically the home of the medium or deceased). At the end of the hour, the medium makes his Psychic Powers roll. The GM may grant the medium a bonus if he has an object that was beloved by or important to the deceased (or if the medium performs the Summoning at the deceased's grave or some other location of particular significance). The GM may impose a penalty if the circumstances aren't conducive to entering and maintaining a trance. If the roll succeeds, the medium calls forth the ghost he wants. If it fails, that can mean one of three things (usually the more he fails by, the worse the results). The simplest is that no ghost appears; that's the best the medium can hope for. If things don't go well, then the medium may summon a different spirit (usually one that's not very friendly...) — or he may summon the right spirit, but have left himself vulnerable so the spirit automatically takes control of him (typically with dire results).

If the summoning succeeds, the medium must defeat the ghost in an EGO Roll Versus EGO Roll Contest, as usual for Summon (this may prove difficult due to the Active Point penalty to the EGO Roll; a smart medium buys Skill Levels with EGO Rolls in addition to this power). If he wins, the ghost performs tasks as ordered. The character can only make the ghost do two types of tasks: minor physical effects that prove it exists and is present (ring a bell, lift a small object, rustle the curtains, create a ghostly image of itself with ectoplasm); and answering questions. In the latter case, the ghost may speak through the medium's mouth, or may manifest and speak for itself.

Technically speaking, the medium usually tries to Summon the ghost of a specific person, which would normally call for the *Specific Being* (+1) Advantage. However, in this case, since the creatures he Summons tend to be very similar in most respects and are powerless to do more than answer questions, the *Expanded Class* Advantage covers the special effect sufficiently for most campaigns. At the GM's option, Summoning a specific ghost involves a penalty to the Psychic Powers roll (-3 or more), whereas Summoning a "generic" spirit entails no penalty.

Mediums often use their powers at *seances* — special gatherings of people who want to question the summoned spirit. Seance participants usually sit with the medium around a table in a dimly-lit room, holding hands in a circle and focusing their thoughts and energies to help the medium. At the GM's option, a medium gets a +1 bonus to his Psychic Powers roll for having one person help via a seance, +2 for 3-4 people, +3 for 5-8 people, and so forth. The GM may also apply this bonus to the EGO Roll Contest if desired.

Game Information: *Summon 1 Ghost built on up to 405 Character Points, Expanded Class (any ghost or related spirit, see text; +¼) (101 Active Points); Concentration (0 DCV throughout Summoning and as long as the ghost is in existence; -1), Extra Time (a minimum of 1 Hour, and often more; -3), Costs 1 END Per Phase To Maintain Ghost's Existence In This World (-¼), Requires A Psychic Powers Roll (no Active Point penalty; -0), Limited Tasks (see text; -¼). Total cost: 18 points.*

OPTIONS:

- 1) Strong Summoning:** The character can enter a trance much more quickly than other mediums. Change to Extra Time (minimum of 20 Minutes; -2½). Total cost: 20 points.
- 2) Tiring Summoning:** Maintaining the conjuration tires the medium out quickly. Change to Costs 3 END Per Phase To Maintain Ghost's Existence In This World (-½). Total cost: 18 points.
- 3) Tougher Summoning:** Change to Requires A Psychic Powers Roll (-½). Total cost: 17 points.
- 4) Master's Summoning:** Remove Requires A Psychic Powers Roll (-0). Total cost: 18 points.

PERCEIVE THE PAST

Effect:	Clairsentience (Sight and Hearing Groups), Retrocognition Only
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	5
Skill Roll Penalty:	-5

Description: The character can perceive the past — he can see and hear what once happened in a particular place, making it easy for him to solve mysteries and fill in the gaps in his information. However, even visions of the recent past often prove vague and unreliable; the visions the character receives are typically unclear, and can often be interpreted in multiple ways. The further back in time the character looks, the harder it becomes to obtain a clear picture.

As discussed on page 141 of the *HERO System 5th Edition, Revised*, the GM should handle retrocognitive powers carefully. Used properly, they add a lot of flavor and fun to adventures; used improperly, they can completely spoil mystery- and investigation-oriented scenarios.

Game Information: *Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½), Retrocognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 9 points.*

OPTIONS:

1) Eyes Of The Past: The character can only perceive the past through the eyes and ears of its inhabitants. Add Only Through The Senses Of Others (-½). Total cost: 9 points.

2) Psychometry: Some psychics can only read the mental or emotional traces, signatures, or residues that cling to objects or places — an ability known as *psychometry*. Sometimes psychometric readings are only feelings or impressions; at other times they are full-blown visions of some past event.

Objects may have differing “psychometric values.” For example, a mirror broken during a murder may hold traces of some of the fear or hatred associated with the killing, but simply registers “fear” or “hatred” — the character cannot perceive what caused that fear or hatred, since the object was only indirectly involved in the act in question. On the other hand, the murder weapon contains strong traces of the emotions involved,

and can probably grant the character a vision of exactly what happened during the murder — as the instrumentality of the killing, the weapon is so central to the event and its emotions that it carries traces of everything that happened.

In some cases psychometric Retrocognition also allow a character to gain information about a person by examining an object that person considers important, or which he has handled or used frequently (for example, a favorite piece of jewelry, a car, a favored weapon).

To represent these restrictions, replace Vague And Unclear (-½) with Psychometry (-½). Total cost: 9 points.

PSYCHIC TRACKING

Effect:	Mind Scan 10d6
Target/Area Affected:	One character
Duration:	Constant
Range:	Special
END Cost:	5
Skill Roll Penalty:	-5

Description: The character has the power to locate other people with his mind. It’s easier for him to locate a mind he’s familiar with or has previously contacted; tracking the mind of a complete stranger is very difficult (at best). In game terms, standard Mind Scan modifiers apply, with emphasis on the penalties for unfamiliar minds; in fact, the GM may not even let the character attempt Psychic Tracking if he doesn’t have at least *some* pre-existing connection with the target.

Game Information: *Mind Scan 10d6 (50 Active Points); Concentration (½ DCV throughout use; -½), Extra Time (a minimum of 1 Turn, and often longer; -1¼), Requires A Psychic Powers Roll (-½). Total cost: 15 points.*

OPTIONS:

1) Strong Tracking: Increase to Mind Scan 12d6. 60 Active Points; total cost 18 points.

2) Weak Tracking: Decrease to Mind Scan 8d6. 40 Active Points; total cost 12 points

3) Easier Tracking: Change to Requires A Psychic Powers Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.

4) Tougher Tracking: Change to Requires A Psychic Powers Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

5) Master’s Tracking: Remove Requires A Psychic Powers Roll (-½). Total cost: 18 points.

REVEALING CONVERSATION

Effect: +5 to Conversation
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character’s psychic powers make him superbly skilled at gathering information surreptitiously. While speaking with someone he subtly uses mind-reading to steer the conversation where he wants it to go and lull the victim into revealing things he might otherwise keep secret.

Game Information: +5 to Conversation. Total cost: 10 points.

OPTIONS:

- 1) **Strong Conversation:** Increase to +7 with Conversation. Total cost: 14 points.
- 2) **Weak Conversation:** Decrease to +3 with Conversation. Total cost: 6 points.

SENSITIVE

Effect: Mental Awareness
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character is a *sensitive* — someone with the ability to perceive psychic “vibrations” and emanations. When someone uses psychic powers near him, or he encounters similar phenomena, he can sense them. The GM typically grants a bonus of +1 to the PER Roll for every full 10 Active Points in the Psychic Power being used, but he may also impose the standard Range Modifier (which doesn’t normally apply to Mental Awareness). At the GM’s option, Sensitive characters can perceive not just abilities built with Mental Powers, but any ability defined as a “Psychic Power.”

Game Information: Mental Awareness. Total cost: 5 points.

OPTIONS:

- 1) **Greater Sensitivity:** The character can also perceive the type of Psychic Power being used and how strong it is. Add Discriminatory. Total cost: 10 points.
- 2) **Lesser Sensitivity:** The character’s ability to sense Psychic Powers doesn’t always work. Add Requires A Psychic Powers Roll (-½). Total cost: 3 points.

THOUGHT TRANSFERENCE

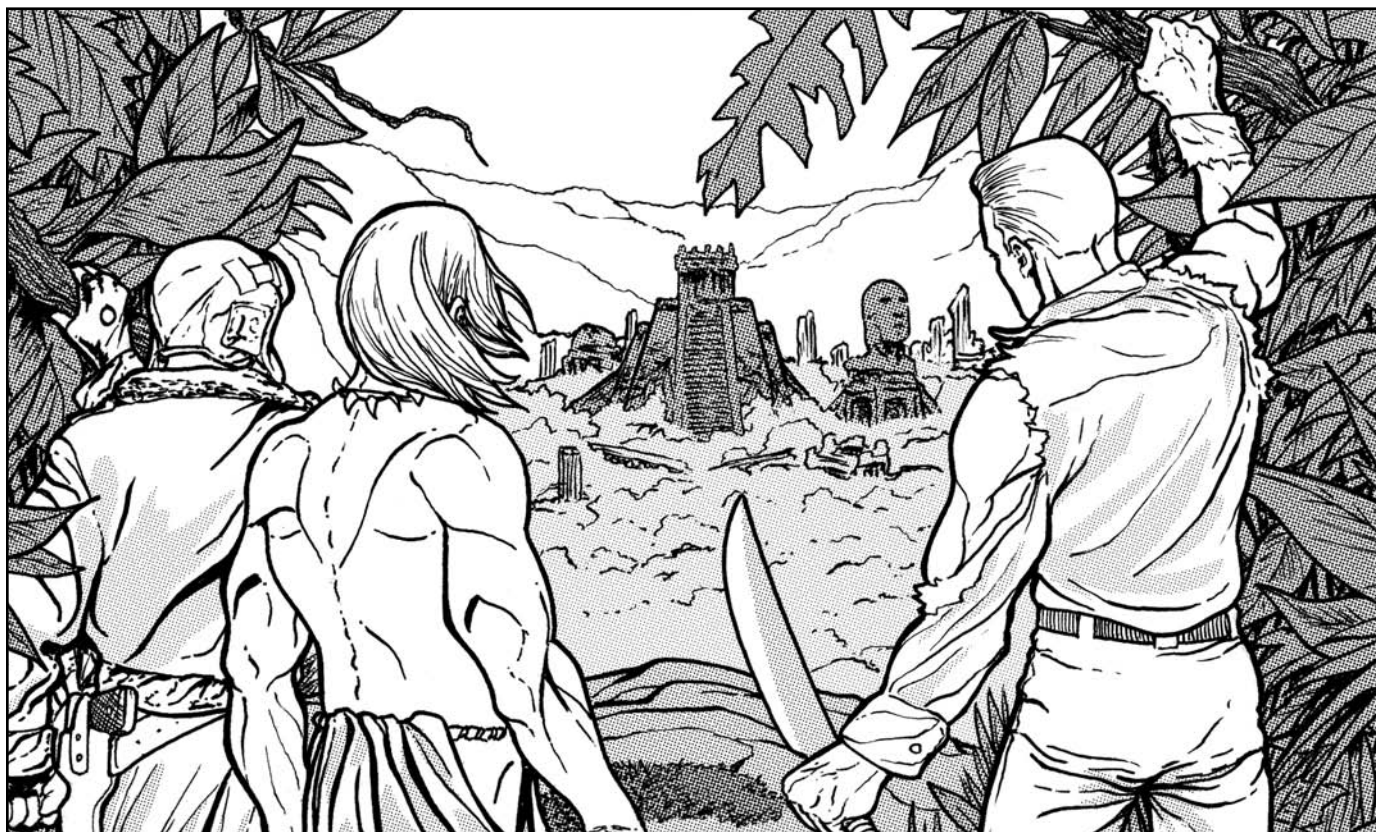
Effect: Telepathy 8d6
Target/Area Affected: One character
Duration: Constant
Range: LOS
END Cost: 4
Skill Roll Penalty: -4

Description: The character has the ability to read the thoughts in another person’s mind, or to project his own thoughts into that person’s mind. The deeper the character wants to delve into another person’s mind, the more likely it is that his attempt to find information will fail.

Game Information: Telepathy 8d6 (40 Active Points); Concentration (½ DCV throughout use; -½), Extra Time (at least a Full Phase, and sometimes more; -½), Requires A Psychic Powers Roll (-½). Total cost: 16 points.

OPTIONS:

- 1) **Deep Thought Transference:** Increase to Telepathy 12d6. 60 Active Points; total cost 24 points.
- 2) **Weak Thought Transference:** Decrease to Telepathy 6d6. 30 Active Points; total cost 12 points.
- 3) **Rapid Thought Transference:** The character can search the victim’s mind quickly, gathering a lot of information in a short period of time. Add Autofire (5 shots; +1½). 100 Active Points; total cost 40 points.
- 4) **Communicative Thought Transference:** The character can only communicate telepathically; he cannot search through another person’s mind for information. Add Communication Only (-¼). Total cost: 14 points.
- 5) **Telepathically Deaf:** The character can broadcast his thoughts to other people, but cannot “hear” their thoughts in return. Add Broadcast Only (-½). Total cost: 13 points.
- 6) **Telepathically Mute:** The character can hear the thoughts of other people, but cannot “speak” his thoughts to them in return. Add Receive Only (-½). Total cost: 13 points.
- 7) **Hidden Thought Transference:** The character’s Telepathy is so precise, and his skill with using it so great, that he can often conceal from the victim the fact that he (the character) has read the victim’s mind. Add Telepathy +6d6 (30 Active Points); Limitations as above plus Only To Make Telepathy Undetectable By Victim (-1) (total cost: 9 points). 40 + 30 = 70 Active Points; total cost 16 + 9 = 25 points.
- 8) **Empathy:** The character cannot perceive and transmit thoughts — he can only perceive emotions and feelings (he can’t transmit them). Add Empathy (-½). Total cost: 13 points.



MISCELLANEOUS ABILITIES

CAN FIND FOOD ANYWHERE

Effect:	Life Support (Diminished Eating: need only eat once per week), Requires A Survival Roll
Target/Area Affected:	Special
Duration:	Special
Range:	Self
END Cost:	1 Continuing Fuel Charge lasting 1 Week
Skill Roll Penalty:	-1

Description: The character is a born survivalist with a real knack for finding food in the wild. Even in the most barren places he can usually turn up enough food to survive for a week at least. If necessary, he can apportion this seven man-days of food among multiple people (thus allowing him to feed seven people for a day, fourteen for half a day, and so on). The GM may rule that some areas are so barren that the character's roll suffers standard Survival penalties despite the fact that Required Skill Rolls normally don't.

Game Information: *Life Support (Diminished Eating: need only eat once per week) (1 Active Point); Requires A Survival Roll (-½), 1 Continuing Fuel Charge lasting 1 Week (-0). Total cost: 1 point.*

OPTIONS:

1) **Master's Heroic Talent:** Remove Requires A Survival Roll (-½). Total cost: 1 point.

CAN HANDLE HIS BOOZE

Effect:	+10 CON; Only For Resisting The Effects Of Intoxication
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Skill Roll Penalty:	N/A

Description: The character's so big and burly, so hardy, or such an experienced boozehound that it's mighty difficult to get him drunk.

This Heroic Talent differs from *I Can Drunk Just As Good Fight!*, a form of Environmental Movement. That Talent doesn't stop a character from getting drunk, it merely counteracts the penalties he'd otherwise suffer for being intoxicated. This Heroic Talent increases the character's CON for purposes of determining whether he ever gets drunk in the first place (or suffers from any other form of intoxication).

Game Information: +10 CON (20 Active Points); Only For Resisting The Effects Of Intoxication (-2). Total cost: 7 points.

OPTIONS:

1) **Strong Drinker:** Increase to +15 CON. 30 Active Points; total cost 10 points.

2) **Weak Drinker:** Decrease to +5 CON. 10 Active Points; total cost 3 points.

CONTORTIONIST’S FEET

Effect: Extra Limbs (feet usable as hands)
Target/Area Affected: Self
Duration: Inherent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character is so skilled a contortionist that he can use his feet just as well as if they were hands.

Game Information: *Extra Limbs (feet usable as hands), Inherent (+¼). Total cost: 6 points.*

FACIAL MANIPULATION

Effect: Shape Shift (Sight, Touch, and Hearing Groups), Imitation, Facial Features And Voice Only
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character has such fine control over his facial muscles that he can use them to alter the shape of his face, making him look just like someone else.

Game Information: *Shape Shift (Sight, Touch, and Hearing Groups), Imitation, Reduced Endurance (0 END; +½) (39 Active Points); Facial Features And Voice Only (-1), Extra Time (1 Minute to activate; -¾). Total cost: 14 points.*

OPTIONS:

1) Moldable Face: The character doesn’t have fine control over his facial muscles. Instead, something’s happened to the character’s face to make it malleable, allowing him to mold it so that he resembles other people. It stays in the alternate shape until he changes it (or, at the GM’s option, until his face experiences a strong impact, such as a punch, which deforms it). Add Persistent (+½). 52 Active Points; total cost 19 points.

FADE INTO SHADOW

Effect: Invisibility to Sight Group, Only In Darkness/Shadows, Requires A Stealth Roll
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: -3

Description: The character is so stealthy and skilled at hiding himself that he seems to practically merge with the shadows. As long as there’s a patch of shadow or darkness large enough to cover his form, he can stand in it and effectively become invisible.

Game Information: *Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); Chameleon (-½), Only When In Darkness/Shadows (-½), Requires A Stealth Roll (-½). Total cost: 12 points.*

OPTIONS:

- 1) Strong Fading:** Add No Fringe. 45 Active Points; total cost 18 points.
- 2) Weak Fading:** Add Bright Fringe (-¼). Total cost: 11 points.
- 3) Easier Fading:** Change to Requires A Stealth Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 4) Tougher Fading:** Change to Requires A Stealth Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 5) Master’s Fading:** Remove Requires A Stealth Roll (-½). Total cost: 15 points.
- 6) Challengeable Fading:** Add “is subject to Skill Versus Skill Contests” to Requires A Stealth Roll (-¾). Total cost: 11 points.

FINANCIAL GENIUS	
Effect:	+4 with all Financial Skills
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Skill Roll Penalty:	N/A

Description: The character is a wizard of Wall Street, a financial genius and maker of money *par excellence*. He's so skilled at analyzing the stock market, making investments, and running corporations that even other captains of industry turn to him for advice.

In game terms, this ability provides a +4 bonus to Skill Rolls pertaining to financial matters. Typically this means Professional Skills like Stockbroker, Businessman, Industrialist, Banker, Financier, and the like, but other Skills may sometimes fall under the rubric of "Financial Skills." For example, the Skill Levels might apply to a Deduction roll made to determine what a business rival is up to, or to a Conversation roll made in an effort to wheedle insider trading data out of someone. The GM determines what Skills the bonus can apply to.

Game Information: +4 with all Financial Skills.
Total cost: 20 points.

OPTIONS:

- 1) True Financial Genius:** Increase to +6 with all Financial Skills. Total cost: 30 points.
- 2) Not Quite So Much A Genius:** Decrease to +2 with all Financial Skills. Total cost: 10 points.
- 3) The Midas Touch:** The character is so skilled that people who work with him and listen to his financial advice often benefit from his abilities. Character also buys Luck 6d6 (30 Active Points); Only For Finance/Moneymaking (-1). Total cost: 15 points (total cost of overall ability: 35 points).

GADGETS	
Effect:	Gadget Pool (40 points) plus Gadgeteering (INT Roll +5)
Target/Area Affected:	Varies
Duration:	Varies
Range:	Varies
END Cost:	Varies
Skill Roll Penalty:	Varies

Description: The character is a technological and engineering genius, able to build all sorts of devices (including, if appropriate, Weird Science gadgets) in his laboratory or workshop. At the GM's option, a character can make minor changes or adjustments to his gadgets in the field (assuming he has the tools, spare parts, and time he needs to do so), but any major alterations must take place in the lab.

Game Information:

Cost Power

- 50 *Gadgets:* Variable Power Pool (Gadget Pool), 40 base + 20 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Powers Can Only Be Changed In A Laboratory (-½)
- 13 *Power:* Gadgeteering (INT Roll +5)

Total cost: 63 points.

OPTIONS:

- 1) More Gadgets!:** Increase to 60 base + 30 control cost. Cost of VPP 75 points; total cost of ability 88 points.
- 2) Fewer Gadgets:** Decrease to 30 base + 15 control cost. Cost of VPP 37 points; total cost of ability 50 points.
- 3) Talented Inventor/Tinkerer:** Increase to INT Roll +8. Total cost of Gadgeteering 19 points; total cost of ability 69 points.
- 4) Not So Talented Inventor/Tinkerer:** Decrease to INT Roll +3. Total cost of Gadgeteering 9 points; total cost of ability 59 points.

GENIUS INSIGHT

Effect:	+5 with All Noncombat Skills; Activation Roll 14-, Only Applies To Knowledge/Wisdom-Related Rolls
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
Charges:	1
Skill Roll Penalty:	N/A

Description: The character has a certain gift of insight he can apply to the problems that confront him. It's not universally reliable, but it usually seems to come in handy at crucial points during an adventure.

Game Information: +5 with All Noncombat Skills (40 Active Points); Activation Roll 14- (-½), 1 Charge (-2), Only Applies To Knowledge/Wisdom-Related Rolls, Not To Physical Actions (-1). Total cost: 9 points.

OPTIONS:

- 1) **Strong Insight I:** Increase to +7 with All Noncombat Skills. 56 Active Points; total cost 12 points.
- 2) **Weak Insight I:** Decrease to +3 with All Noncombat Skills. 24 Active Points; total cost 5 points.
- 3) **Weak Insight II:** Change to Activation Roll 11- (-1). Total cost: 8 points.

GETTA LOAD'A HER!

Effect:	+3 INT, +3 PRE, +4 COM, and +2 with Interaction Skills
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Skill Roll Penalty:	N/A

Description: Intended for female characters, this ability signifies a woman who has *It*. Gorgeous, confident, clever, and alluring, she's as sweet as honey-covered chocolate when she wants to be, and as bitter as three-day-old black coffee when she's mad. (Male characters can also buy this ability; it works well for handsome, charming, but potentially sleazy movie stars and the like.)

Game Information:

Cost Power

3	+3 INT
3	+3 PRE
2	+4 COM
10	+2 with Interaction Skills

Total cost: 18 points.

OPTIONS:

- 1) **All That, And More:** Increase to +5 INT, +5 PRE, +6 COM, and +3 with Interaction Skills. Total cost: 28 points.
- 2) **Still Got Some Moxie On The Ball:** Decrease to +2 INT, +2 PRE, +2 COM, and +1 with Interaction Skills. Total cost: 10 points.

GIFTED LINGUIST

Effect:	Universal Translator (INT Roll +5)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Skill Roll Penalty:	N/A

Description: The character has a real talent for figuring out speech and writing, effectively allowing him to speak, read, and write any language on Earth. However, this only applies to human languages the character might conceivably have learned. If a language has been dead for millennia and no one today can translate its writing, the character probably can't either (unless he makes his roll at a significant penalty or the GM allows a major Pulp "coincidence"). The languages of alien invaders, Mole People, and other nonhuman entities he cannot understand at all unless he pays Character Points to learn them, or the GM rules that through sufficient exposure over the course of the campaign he's picked them up.

Game Information: *Universal Translator (INT Roll +5) (25 Active Points); Learnable Earth Languages Only (see text; -¼). Total cost: 20 points.*

OPTIONS:

- 1) **More Gifted:** Increase to INT Roll +7. 27 Active Points; total cost 22 points.
- 2) **Less Gifted:** Decrease to INT Roll +3. 23 Active Points; total cost 18 points.

GREAT ESCAPES

Effect:	Luck 8d6, Only For Escapes
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Skill Roll Penalty:	N/A

Description: The character has a knack for escaping from dangerous situations. If he's losing a fight and needs to get away, perhaps a train or other vehicle happens by at just the right time for him to jump on it and ride to safety, leaving his opponent far behind. If he's in a car chase, maybe he drives right by an alley just as a bus backs out and blocks his pursuers. Somehow, when it's all on the line and the character *really* needs to escape, circumstances work out in his favor.

Game Information: *Luck 8d6 (40 Active Points); Only For Escapes (see text; -1½). Total cost: 16 points.*

OPTIONS:

1) **Strong Luck:** Increase to Luck 10d6. 50 Active Points; total cost 20 points.

2) **Weak Luck:** Decrease to Luck 6d6. 30 Active Points; total cost 12 points.

HEIGHT MANIPULATION

Effect: +3 to Disguise; Only For Height Changes

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: By carefully manipulating his muscles and skeletal structure, the character can increase or decrease his height by up to three inches. This does a lot to enhance a disguise, though it doesn't help if the person the character's disguising himself as is the same height as he, or if the people who'll see him don't know the subject's height.

Game Information: +3 to Disguise (6 Active Points); Only For Height Changes (see text; -¼). Total cost: 5 points.

HEROIC COMPETENCE

Effect: +3 Overall

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: The character is blessed with the universal competence, confidence, and dash that mark the true Pulp hero. No matter what he puts his hand to, somehow he seems to do it well.

Game Information: +3 Overall Skill Levels. Total cost: 30 points.

OPTIONS:

1) **More Competent:** Increase to +4 Overall Skill Levels. Total cost: 40 points.

2) **Less Competent:** Decrease to +2 Overall Skill Levels. Total cost: 20 points.

HERO'S LUCK

Effect: Luck 6d6

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: Some action heroes are preternaturally lucky. No matter what sort of scrapes they get in, somehow things always seem to work out in their favor.

Game Information: Luck 6d6. Total cost: 30 points.

OPTIONS:

1) **Strong Luck:** Increase to Luck 8d6. Total cost: 40 points.

2) **Weak Luck:** Decrease to Luck 4d6. Total cost: 20 points.

HEY! IT'S HIM!

Effect: Reputation: famed adventurer and righter of wrongs (throughout the US and the world) 14-, +3/+3d6

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: Despite the lack of twenty-first century mass communications, the word of the character's heroism, bravery, and cleverness have spread far and wide — even tribesmen in the desolate Arabian wastes, cloistered Tibetan monks, and South Seas islanders have heard of and admire him!

Game Information: Reputation: famed adventurer and righter of wrongs (throughout the US and the world) 14-, +3/+3d6. Total cost: 9 points.

OPTIONS:

1) **Stronger Reputation:** Increase to +5/+5d6. Total cost: 15 points.

2) **Weaker Reputation:** Decrease to +2/+2d6. Total cost: 6 points.

I CAN HANDLE ANY PLANE YOU GOT

Effect: +10 DEX and +2 SPD, Only For Flying
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character's such a skilled aviator that he can handle even the most advanced aircraft (whose controls are too sensitive for most flyers).

Game Information:**Cost Power**

- 15 *I Can Handle Any Plane You Got:* +10 DEX; Only For Flying (-1)
 10 *I Can Handle Any Plane You Got:* +2 SPD; Only For Flying (-1)

Total cost: 25 points.

OPTIONS:

- 1) **Even Better Flyer:** Increase to +15 DEX and +3 SPD. Total cost: 37 points.
 2) **Not Quite As Good A Flyer:** Decrease to +5 DEX and +1 SPD. Total cost: 12 points.

I KNOW HOW TO DO THAT

Effect: Familiarity with all Characteristic-Based Skills that aren't already Everyman Skills
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: For some reason, the character knows how to do a *lot* of things. Maybe he spent his entire lifetime studying to be an adventurer, has the psychic power to analyze and respond properly to various situations, or perhaps he's immortal (or really long-lived) and has learned a lot during his lifetime.

In game terms, the character has a Familiarity (an 8- roll) with all Characteristic-Based Skills that aren't already Everyman Skills. This Heroic Talent does not provide any ability with Skills that don't involve rolls (Combat Skill Levels, Defense Maneuver, Languages, Weapon Familiarity, and the like), for which characters cannot buy Familiarities, or for Background Skills that characters have to define at the time of purchase (such as KSs, PSs, and SSs). In the case of Skills that require the character to select a category (such as Fast Draw, Forgery, Gambling, Navigation, and Survival), the character must define which category his Familiarity is with.

Game Information: *Familiarity with all Characteristic-Based Skills that aren't already Everyman Skills (see above). Total cost: 44 points.*

LATTER-DAY SHERLOCK HOLMES

Effect: +5 to Deduction, Criminology, and Interrogation
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character is the greatest detective since the days of the gentleman at 221-B Baker Street. By dint of his observational and deductive powers, he can determine all manner of important facts that remain hidden from others... and then use those facts when confronting the suspect to wring out a confession!

Game Information: *+5 to Deduction, Criminology, and Interrogation. Total cost: 15 points.*

OPTIONS:

- 1) **Strong Heroic Talent:** Increase to +7. Total cost: 21 points.
 2) **Weak Heroic Talent:** Decrease to +3. Total cost: 9 points.

MASTER OF DISGUISE

Effect: Shape Shift (Sight Group, any human form, Imitation), Extra Time (1 Hour)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: -6

Description: A character with this ability is a master of disguise. Give him an hour and the right supplies, and he can make himself look like anyone of roughly the same height and weight. The disguise remains in effect even if he's Knocked Out or goes to sleep (*i.e.*, it's Persistent), but can be damaged by punches to the face (or similar impacts), and will start to fall apart after a few days (at the latest) if the character can't "touch it up" periodically.

Game Information: *Shape Shift (Sight Group, any human form), Imitation, Reduced Endurance (0 END; +½), Persistent (+½) (60 Active Points); OIF (disguise supplies of opportunity; -½), Extra Time (1 Hour; -3), Requires A Disguise Roll (-½). Total cost: 12 points.*

OPTIONS:

- 1) **Strong Disguise:** Change to Extra Time (20 Minutes; -2½). Total cost: 13 points.
 2) **Weak Disguise:** Change to Extra Time (6 Hours; -3½). Total cost: 11 points.
 3) **Easier Disguise:** Change to Requires A Disguise Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
 4) **Tougher Disguise:** Change to Requires A Disguise Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

5) **Master's Disguise:** Remove Requires A Disguise Roll (-½). Total cost: 13 points.

6) **Challengeable Disguise:** Add “is subject to Skill Versus Skill Contests” to Requires A Disguise Roll (-¾). Total cost: 11 points.

7) **Rapid Disguise:** So skilled is the character, and/or so high-quality his equipment, that he can prepare a disguise much faster than even other experts. Change to Extra Time (5 Minutes; -2). Total cost: 15 points.

MASTER OF MIMICRY

Effect: Shape Shift (Hearing Group, any human voice, Imitation)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Skill Roll Penalty: -6

Description: A character with this ability has an amazingly — sometimes frighteningly — accurate ability to imitate the voices of others. To any human ear his voice is an exact duplicate of the one he imitates. The character must have heard a voice before (either in person or on tape) to imitate it, but he can change his voice so it's not recognizable as his any time.

Game Information: *Shape Shift (Hearing Group, any human voice), Imitation, Reduced Endurance (0 END; +½) (37 Active Points); Requires A Mimicry Roll (-½). Total cost: 25 points.*

OPTIONS:

1) **Strong Mimicry:** The character can not only imitate human voices, he can mimic other sounds — bird calls, sirens, and so forth — as long as they're within the decibel and octave range of the human voice. Change to any sound. 52 Active Points; total cost 35 points.

2) **Weak Mimicry:** The character can disguise his own voice, but lacks the skill to imitate other voices. Remove Imitation. 22 Active Points; total cost 15 points.

3) **Easier Mimicry:** Change to Requires A Mimicry Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.

4) **Tougher Mimicry:** Change to Requires A Mimicry Roll (-1 per 5 Active Points; -1). Total cost: 18 points.

5) **Master's Mimicry:** Remove Requires A Mimicry Roll (-½). Total cost: 37 points.

6) **Challengeable Mimicry:** Add “is subject to Skill Versus Skill Contests” to Requires A Mimicry Roll (-¾). Total cost: 21 points.

NEVER LOOK MUSSED

Effect: Cosmetic Transform 2d6 (worn dirty/mussed clothing into clean/unmussed)
Target/Area Affected: One set of clothing currently being worn
Duration: Instant
Range: No Range
END Cost: 1
Skill Roll Penalty: N/A

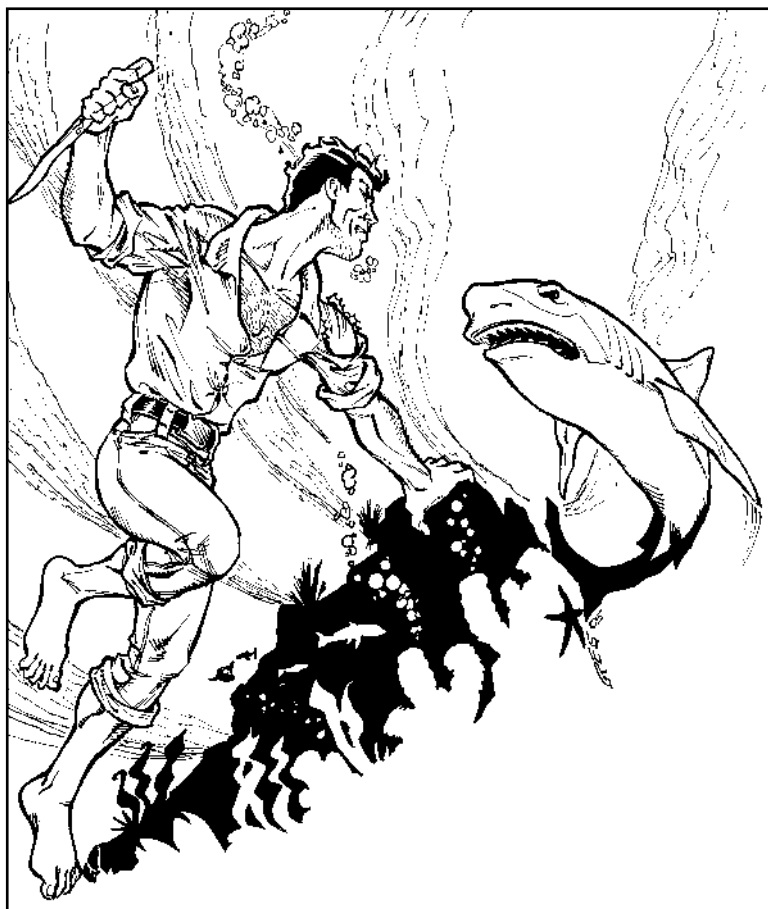
Description: The character has such style and panache that he always seems to look good no matter what he's been through. After an eight-hour trek through the jungle, his clothes are as clean and free of sweat-stains as when he began walking. If he falls in the mud, somehow his clothes remain clean, or he can almost instantly get them that way.

Game Information: *Cosmetic Transform 2d6 (any dirty/mussed clothing the character's currently wearing into its clean/unmussed form; heals back by getting dirty/mussed again) (10 Active Points); Limited Target (clothing currently being worn; -½). Total cost: 7 points.*

OPTIONS:

1) **Tougher Heroic Talent:** Add Requires A Luck Roll (1 level; -1). Total cost: 4 points.





PEARLDIVER'S LUNGS

Effect: Life Support (Extended Breathing: 1 END per 30 Seconds)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: Thanks to that time he spent diving for pearls in the South Seas, or maybe just a regimen of special training, a character with this ability can hold his breath much longer than most people.

Game Information: *Life Support (Extended Breathing: 1 END per 30 Seconds).* Total cost: 2 points.

QUICK-CHANGE ARTIST

Effect: Cosmetic Transform 2d6 (one set of clothing into another), Requires A Sleight Of Hand Roll
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0
Skill Roll Penalty: -1

Description: The character has the ability to quickly change one set of clothing he's wearing for another — a highly useful skill for impersonating people, disguising his efforts to tail someone, and so forth. Typically he can only change from the set of clothing he's wearing into another set that he has prepared (this is defined with 1 Recoverable Charge — recovering the Charge requires him to prepare another set of clothing). In some situations, the GM might allow the character to change into any one of several sets of clothing that are available.

Game Information: *Cosmetic Transform 2d6 (one set of clothing into another) (10 Active Points); Extra Time (Full Phase; -½), No Range (-½), Requires A Sleight Of Hand Roll (-½), Self Only (-½), 1 Recoverable Charge (see text; -1¼).* Total cost: 2 points.

OPTIONS:

- 1) **Strong Change:** Increase to Cosmetic Transform 3d6. 15 Active Points; total cost 3 points.
- 2) **Weak Change:** Decrease to Cosmetic Transform 1d6. 5 Active Points; total cost 1 point.
- 3) **Tougher Change:** Change to Requires A Sleight Of Hand Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 4) **Master's Change:** Remove Requires A Sleight Of Hand Roll (-½). Total cost: 3 points.
- 5) **Challengeable Change:** Add "is subject to Skill Versus Skill Contests" to Requires A Sleight Of Hand Roll (-¾). Total cost: 2 points.

SCIENTIFIC GENIUS

Effect: +5 with all Science Skills
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: There are scientists, and then there are *scientists*. The character's one of the latter — a genius almost without parallel in scientific fields. Whether it has to do with biology, chemistry, physics, or Weird Sciences not yet fully understood by man, he has an intuitive grasp of the subject.

Game Information: +5 with all Science Skills.
Total cost: 25 points.

OPTIONS:

- 1) **True Genius:** Increase to +7 with all Science Skills. Total cost: 35 points.
- 2) **Not Quite Such A Genius:** Decrease to +3 with all Science Skills. Total cost: 15 points.



SEXY DISTRACTION

Effect: Mind Control 10d6, Set Effect (pay attention only to me)
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 5
Skill Roll Penalty: -5

Description: Intended primarily for sneaky “femme fatale” characters, this ability represents the way such a character distracts other persons (primarily men). By dressing in an attractive or provocative manner and flirting with the target, she can either (a) get close enough to plant a bug on him or take something from him with Sleight Of Hand, or (b) hold his attention while her confederates do something the target would ordinarily object to (like slipping past security devices). If anyone attacks or directly threatens the target in a way he can perceive — such as pointing a gun at him — the Mind Control immediately ends.

In most cases, the character only needs to achieve an EGO +10 result with this power — most men don't mind having a pretty woman flirt with them. But depending on the circumstances, a higher Effect Roll may be necessary to distract the victim sufficiently.

Game Information: *Mind Control 10d6 (50 Active Points); Effect Ends Immediately If Anyone Directly Threatens Target (-½), No Range (-½), Only Works On Persons Of Appropriate Sexual Orientation (-¼), Set Effect (pay attention only to me, ignore other non-threatening activity going on around you; -1), Requires A Seduction Roll (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Distraction:** Increase to Mind Control 12d6. 60 Active Points; total cost 16 points.
- 2) **Weak Distraction:** Decrease to Mind Control 8d6. 40 Active Points; total cost 11 points.
- 3) **Easier Distraction:** Change to Requires A Seduction Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 4) **Tougher Distraction:** Change to Requires A Seduction Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 5) **Master's Distraction:** Remove Requires A Seduction Roll (-½). Total cost: 15 points.
- 6) **Challengeable Distraction:** Add “is subject to Skill Versus Skill Contests” to Requires A Seduction Roll (-¾). Total cost: 12 points.

TONGUE UNTIED

Effect: Extra Limb (tongue), Only For Untying Knots
Target/Area Affected: Self
Duration: Inherent
Range: Self
END Cost: 0
Skill Roll Penalty: -1

Description: To gain an edge against anyone who might capture him, the character's taught himself to untie knots with his tongue.

Game Information: *Extra Limb (tongue), Inherent (+¼) (6 Active Points); Only To Untie Knots (-2). Total cost: 2 points.*

WAKEFULNESS

Effect: Life Support (Diminished Sleep: only needs to sleep 8 hours per Week)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Skill Roll Penalty: N/A

Description: The character has trained himself to get by on as little as one hour of sleep a night (or one uninterrupted night per week). This frees up an enormous amount of time in which he can fight his war on crime, go adventuring, or perform Weird Science experiments.

Game Information: *Life Support (Diminished Sleep: only needs to sleep 8 hours per Week). Total cost: 1 point.*

WORKING THE PEDALS

Effect: Aid Running 2d6, Only Works On Ground Vehicles
Target/Area Affected: One ground vehicle
Duration: Instant
Range: Touch
END Cost: 2 (4 Charges)
Skill Roll Penalty: -2

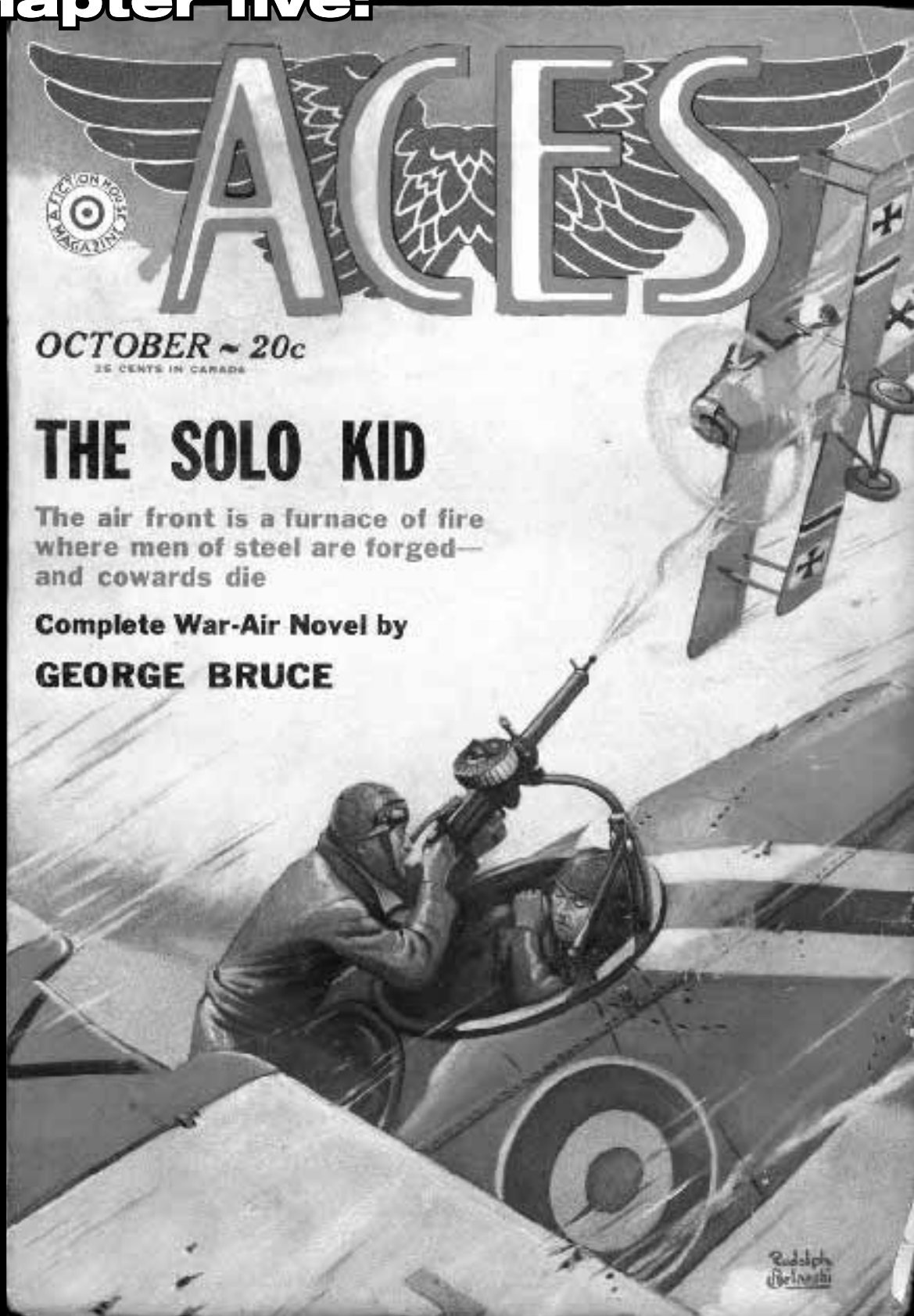
Description: The character's extremely good at driving in high-speed, high-pressure situations. He knows just how to work the accelerator, brake, and clutch to get bursts of extra speed at the right time.

Game Information: *Aid Running 2d6, Trigger (+¼) (25 Active Points); Only Works On Ground Vehicle The Character Is Currently Driving (-1), Requires A Combat Driving Roll (-½), 4 Charges (-1), Costs Endurance (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Driving:** Increase to Aid Running 3d6. 37 Active Points; total cost 9 points.
- 2) **Weak Driving:** Decrease to Aid Running 1d6. 12 Active Points; total cost 3 points.
- 3) **Easier Driving:** Change to Requires A Combat Driving Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 4) **Tougher Driving:** Change to Requires A Combat Driving Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 5) **Master's Driving:** Remove Requires A Combat Driving Roll (-½). Total cost: 7 points.
- 6) **Challengeable Driving:** Add "is subject to Skill Versus Skill Contests" to Requires A Combat Driving Roll (-¾). Total cost: 5 points.

chapter five:



**GATS, DUESIES, AND AUTOGYROS
PULP EQUIPMENT**

PULP TECHNOLOGY

One of the most fascinating things about the Pulp era, both in fiction and real life, is the technological development that's going on. The Twenties and Thirties are perhaps the last great era of the tinkerer — a time when a man with some scientific knowledge and plenty of creativity and drive could make major technological innovations all by himself. For example, when John Baird invented mechanical television in 1923, he created his working model using a cardboard disk, a tea chest, a biscuit tin, bicycle lamp lenses, knitting needles, and string. The Cambridge scientists who discovered the neutron and first split the atom used instruments they cobbled together mostly from spare telephone hardware.

THE STANDARDS OF TECHNOLOGY

To provide some idea of the current state of technology during the Pulp period, the accompanying table lists various devices, objects, technologies, and inventions. They're organized into four categories:

- *Common* devices and technologies have been around for a long time — typically a decade, if not significantly longer, by the start of the Pulp era. The technological principles behind them are well understood, and the devices themselves are readily available commercially.
- *Recent* devices and technologies are those invented just before the Pulp era or in the early years of the Pulp era (roughly 1915-1930), or which even if discovered earlier didn't become common or commercially available until the Pulp era. As the Pulp era progresses, they become more commonplace (and often cheaper).
- *Rare* devices and technologies are those invented late in the Pulp era (roughly 1931 or later), or which even if invented earlier remain rare or unusual in the Thirties. They're often

still considered cutting-edge developments, and if they're available commercially, will probably be expensive.

- *Unavailable* devices and technologies are not yet invented or discovered as of the end of 1939.

Devices and technologies are listed alphabetically within the four categories. Listed with each one is the date of its invention; if two dates are listed in the parentheses, the first is an early or "primitive" version, the second for the device more like the modern devices currently associated with that term. Since reference sources often differ about the date of an invention (due to disputes between inventors, confusion over dates of creation versus dates of patenting, conflicting information, and other factors), the date considered the most reliable is usually listed. If reliability seems equivalent, the earliest date is listed.

Of course, many technologies were preceded by more primitive versions incorporating some of their features and innovations, so clever Gadgeteers and Scientists might be able to cobble together a device a few years before the date listed. On the other hand, just because a device was invented on a particular date doesn't mean it's widely known about. It may take years for word to reach a PC about some technological development (or for it to become commonly used — for example, both the dishwasher and the washing machine were invented decades before they became common household appliances).

MATERIALS

Compared to the modern day, when many objects are made out of synthetic, processed, or manufactured materials, Pulp-era objects are more likely to be made of natural materials: wood, leather, metal, glass. Various types of plastics and other synthetics exist, but are often relatively new or rare, and haven't necessarily penetrated to the obscure corners of the world where Pulp adventurers so often go.

TECHNOLOGY AVAILABILITY

Common Devices/Technologies

Adding machine (1872)
 Air conditioner (1902)
 Airplane (1903)
 Airship (zeppelin) (1900)
 Aspirin (1899)
 Automobile (1885)
 Battery, dry cell (1866)
 Bicycle (1839)
 Blue jeans (1850)
 Blueprints (1840)
 Burglar alarm, electric (1858)
 Cash register (1884)
 Coca-Cola (1886)
 Contact lens (1887)
 Corn flakes (1906)
 Crayons (1903)
 Diesel engine (1892)
 Dynamite (1866)
 Electric chair (1890)
 Electric starter (1911)
 Electromagnet (1825)
 Elevator, safety (1861)
 Escalator, modern (1900)
 Ether anaesthesia (1842)
 Film, roll (1881)
 Flamethrower (1912)
 Flashlight (1898)
 Internal combustion engine (1876)
 Light bulb (1878)
 Lock, cylinder/Yale (1861)
 Machine gun, Gatling (1862)
 Machine gun, Maxim (1885)
 Matchbook (1889)
 Matches, safety (1844)
 Metal detector (1881)
 Mimeograph (1875)
 Morse code (1838)
 Motion pictures (1895)
 Motorcycle (1885)
 Movie camera (1904)
 Neon light (1902)
 Panama Canal (1914)
 Paper clip (1899)
 Pasteurization (1856)
 Pen, fountain (1884)
 Phonograph (1877)
 Photoelectric cell (1873)
 Photography (1811)
 Plastic (primitive) (1862)
 Postage stamp (1837)
 Potato chips (1853)
 Radio receiver (1901)
 Rayon (1855)
 Razor, safety (1901)
 Refrigerator (1834)
 Relativity, theory of (1905)
 Revolver (1836)
 Roller coaster (1898)
 Roller skates (1863)
 Safety pin (1849)
 Seismograph (1880)
 Sewing machine, Howe (1846)
 Sonar (1906, 1915)
 Stapler (1841)
 Steam turbine (1884)
 Stethoscope (1816)
 Submarine (1898)

Suez Canal (1869)
 Swiss Army knife (1891)
 Telegraph (1837)
 Telephone (1876)
 Telephone, pay (1889)
 Thermometer (1867)
 Toilet paper (1880)
 Toothpaste tube (1892)
 Torpedo (1866)
 Traffic light (1868, 1923)
 Traveler's checks (1891)
 Trolley car (1911)
 Typewriter (1867)
 Vacuum cleaner (1899)
 Vulcanization (1839)
 X-rays (1895)
 Zipper (1893, 1913)

Recent Devices/Technologies

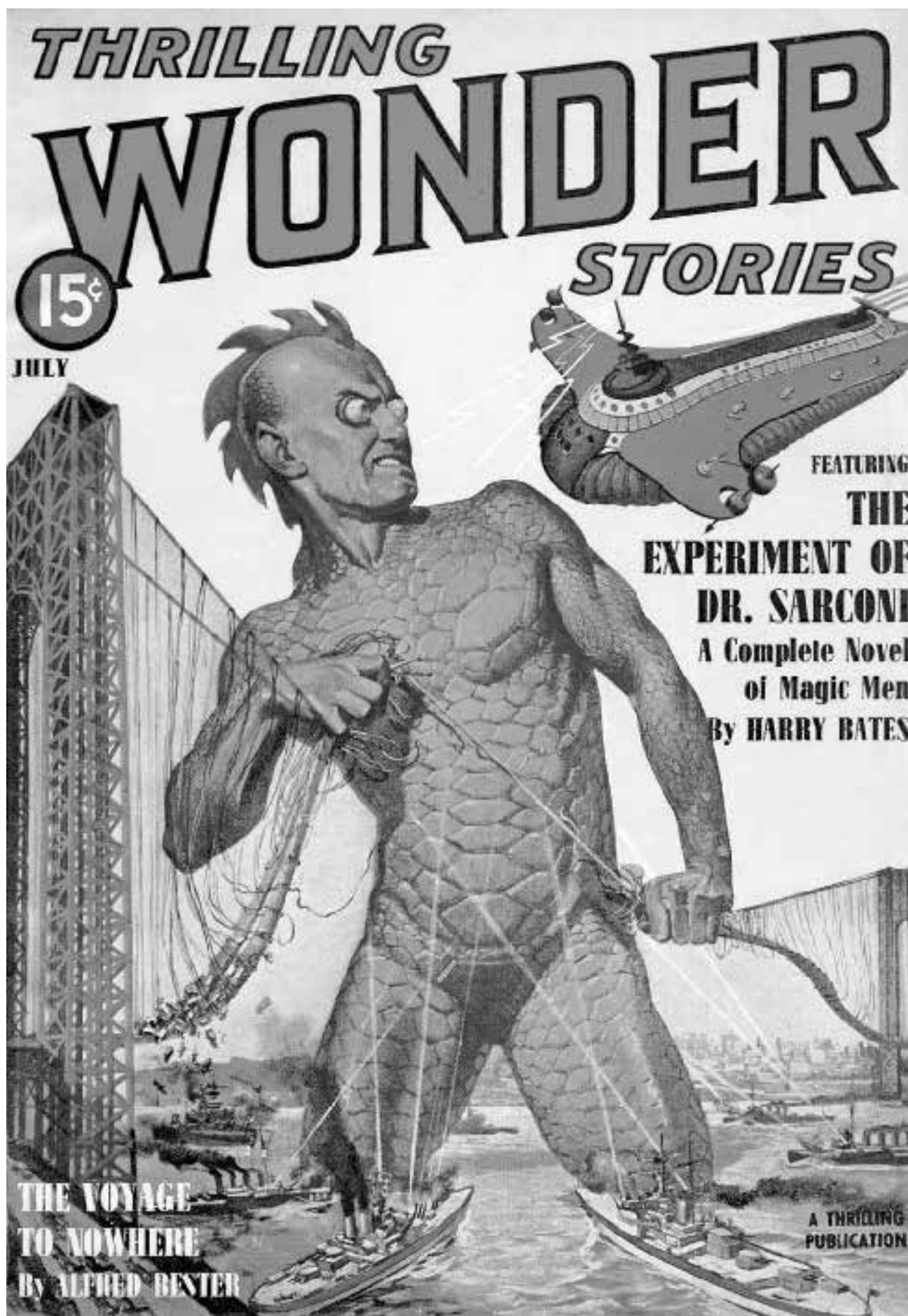
Aircraft carrier (1921)
 Autogyro (1923)
 Automatic pilot (1914)
 Band-Aid (1920)
 Bra (1913)
 Bubble gum (1928)
 Car radio (1927)
 Cellophane (1912)
 Coal oil (1921)
 Dry ice (1925)
 Electrical ignition (1911)
 Film, color (1912)
 Freon (1928)
 Gas chamber (1924)
 Gas mask (1914)
 Geiger counter (1913, 1928)
 Jukebox (1906)
 Kleenex (1924)
 Loudspeaker, dynamic (1924)
 Penicillin (1928)
 Polygraph (lie detector) (1921)
 Radio tuner (1916)
 Razor, electric (1923)
 Retractable landing gear (1911)
 Rubber, synthetic (1926)
 Scotch tape (1930)
 Silencer (1909)
 Skiing, water (1927)
 Stainless steel (1916)
 Tank (1912)
 Tank, rotating turret (1922)
 Telephone, rotary-dial (1923)
 Telephotography (1924)
 Tetanus shot (1927)
 Watch, self-winding (1923)

Rare Devices/Technologies

Aerosol spray can (1926)
 Computer, analog (1930)
 Defibrillator (1932)
 Dishwasher (1886)
 Electron microscope (1931)
 Engine, jet (1937)
 Engine, turboprop (1938)
 Helicopter, early (1907)
 Helicopter, modern (1924, 1939)
 Jet engine (1930)
 Nylon (1936)
 Pen, ballpoint (1935, 1938)
 Photocopier (1937)
 Polaroid photography (1932)
 Radar (1887, 1935)
 Radio, FM (1933)
 Rocket, liquid-fueled (1926)
 SCUBA (primitive) (1933)
 Stereo records (1933)
 Sulfa drugs (1935)
 Television, color (1925)
 Television, electronic (1927)
 Television, mechanical (1923)
 Television camera (iconoscope) (1923)
 Tires, steel-belted (1937)
 Trampoline (1930)
 Walkie-talkie (1933)
 Washing machine (1858)

Unavailable Devices/Technologies

Automatic teller machine
 Bar code
 Bikini
 Birth control pill
 Calculator, portable
 Cassettes, audio and video
 CDs
 Computer, personal (and all related technology)
 Credit cards
 DNA
 DVDs
 Flight recorder ("black box")
 Internet
 Kevlar
 Laser
 McDonald's
 Microchip
 Microwave oven
 Mini-skirt
 Nuclear and atomic weapons
 Power steering
 Radiocarbon dating
 Seat belt
 Solar cell
 Telephone, cellular
 Telephone, touch-tone
 Transistor
 VCR
 Velcro
 Video games
 World Wide Web



WEAPONS

[A] gun isn't a thing of miracles. It's a mechanical contraption that is capable of just so much and no more.

—"One Hour," by Dashiell Hammett,
Black Mask, March 1924

The primary weapon of the Pulp era is the gun. Automatics, semi-automatics, and revolvers have been around for decades, and while they're not as reliable, powerful, or accurate as their twenty-first century counterparts, they're plenty good enough to get the job done. But of course, as characters travel around the world they could easily encounter natives and other enemies armed with much more primitive, but just as deadly, weaponry: bows and arrows; spears; swords and knives; blowguns. (For these you can find write-ups in the *HERO System 5th Edition, Revised* rulebook, with more advanced information available in *Fantasy Hero*.)

The accompanying tables list many guns and other weapons that *Pulp Hero* characters might use. The weapons are listed alphabetically by category, in these categories:

- Revolvers
- Semi-Automatic Pistols
- Submachine Guns
- Rifles
- Assault Rifles
- Machine Guns
- Shotguns
- Grenades

Several categories of information are given for these weapons. Some information (caliber, number of shots, weight) derives from real-world data, while some (OCV, damage) depends on the application of the *HERO System* rules and can be changed to suit individual campaigns and tastes. The weapons listed were chosen for a variety of reasons: commonality (either in real life or in action-adventure movies and stories); interesting technology; intriguing appearance; and the like. (See *Dark Champions* for detailed discussion of how to create guns and ammunition in the *HERO System*, if you're interested in more information.)

Name: The name of the weapon. This may include a manufacturer and/or model number.

Cal: The weapon's caliber (for shotguns, this becomes "Ga," for Gauge). This is given in fractions

of an inch or in millimeters (mm). Many guns are available in other calibers than the one listed, or can be rechambered for another caliber of ammunition by a gunsmith.

Compared to later time periods, the types of ammunition used for Pulp-era firearms aren't nearly as standardized. This may make it more difficult for characters to replenish their supply of ammo during a long adventure away from civilization.

OCV: The weapon's OCV modifier. An OCV bonus for a firearm is bought as a 5-point Combat Skill Level with the *Focus*, *Required Hands*, and *Real Weapon* Limitations. An OCV and/or RMod penalty for a firearm is bought as a minor Side Effect (automatically occurs; -½) for the weapon.

RMod: The weapon's Range Modifier. A Range Modifier (RMod) bonus for a firearm is bought as a 3-point Penalty Skill Level versus the Range Modifier with the *Focus*, *Required Hands*, and *Real Weapon* Limitations. An RMod bonus never raises a character's base OCV, it can only negate Range Modifier penalties. An OCV and/or RMod penalty for a firearm is bought as a minor Side Effect (automatically occurs; -½) for the weapon.

Dam: The damage the weapon does. All figures are Killing Damage unless contained within parentheses (which indicates Normal Damage).

STUNx: The STUN Modifier for the weapon. 1d6-1 is a normal STUN Modifier roll; 1d6 means the weapon has a +1 Increased STUN Modifier, 1d6+1 a +2 Modifier, and so forth.

Shots: The number of shots in the gun's cylinder or magazine (in game terms, how many Charges the gun has). Each gun comes with one "clip" of ammunition unless noted otherwise. If a gun can use more than one size clip, the largest or most common clip is listed. Guns with a "clip" of 1 shot are single-shot guns (often for target shooting) that the user must reload after each shot.

The listed number of Charges for semi-automatic firearms does not include having one round "in the pipe" (i.e., chambering one round, then removing the magazine and replacing that round, so that the gun carries +1 round).

STR Min: The STR Min necessary to use the weapon effectively. See pages 478-79 of the *HERO System 5th Edition, Revised* rulebook for more information. Guns have the *STR Min Does Not Add/Subtract Damage* modifier, so a character without sufficient STR to fire a gun doesn't do any less damage, but does suffer the specified OCV penalty.

PER Mod: The PER Roll modifier to perceive the gun when it's concealed. See pages 450-51 of the *HERO System 5th Edition, Revised* rulebook for more information.

A/R Cost: The Active Point/Real Point Cost of the weapon, in Character Points. For greater variation, these costs use the expanded Killing Attack costs on *Dark Champions*, page 95.

Mass: The weight of the gun, in kilograms. Typically this is the unloaded weight; inserting a clip of ammunition adds a few grams.

Origin: The country where the device was created/is manufactured. Some gun manufacturers may have factories in multiple nations.

Year: The year the weapon was first available. A dash indicates the weapon was invented, in some form, long before the Pulp era.

Notes: Any notes about the weapon. All notes and abbreviations are explained at the end of the tables.

REVOLVERS

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass	Origin	Year	Notes
Colt Detective	.38	+0	+0	1d6	1d6-1	6	9	+1	15/3	0.59	USA	1926	
Colt New Service	.455	+0	+0	1d6-1	1d6	6	10	+2	34/8	1.10	USA	1909	
Colt Peacemaker	.45	+0	+0	2d6-1	1d6	6	9	+2	34/8	1.05	USA	1873	
Colt Police Positive	.32	+0	+0	1d6	1d6-1	6	9	+2	15/3	0.70	USA	1907	
Enfield No. 2 Mk I	.38	+0	+0	1d6	1d6-1	6	9	+2	15/3	0.80	Britain	1927	
H&R Model 6	.22 LR	+0	+0	1d6	1d6-1	7	8	+2	15/3	0.70	USA	1906	
Lebel Mle 1892	8mm Rev	+0	+0	1d6	1d6-1	6	9	+2	15/3	0.84	France	1892	
Nagant M1895	7.62mm Rev	+0	+0	1d6+1	1d6-1	7	9	+2	20/5	0.75	USSR	1895	
Nambu Type 26	9mm J	+0	+0	1d6	1d6-1	6	9	+2	15/3	0.93	Japan	1893	
S&W Model 10	.38	+0	+0	1d6	1d6-1	6	7	+2	15/3	0.86	USA	1902	
S&W Model 27	.357 M	+0	+0	1½d6	1d6-1	6	8	+2	25/6	0.80	USA	1927	
S&W Model 1917	.45 ACP	+0	+0	2d6-1	1d6	6	8	+2	34/8	1.00	USA	1917	
Trocaola British Army	.455	+0	+0	2d6-1	1d6	6	9	+2	34/8	1.10	Britain	1915	
Webley Mk III	.38	+0	+0	1d6	1d6-1	6	8	+2	15/3	1.10	Britain	1897	
Webley Mk IV	.455	+0	-1	2d6-1	1d6	6	8	+2	34/7	1.10	Britain	1899	
Webley No. 1 Mk VI	.455	+1	+0	2d6-1	1d6	6	10	+3	37/10	1.10	Britain	1915	
Webley-Fosbery	.455	+0	+0	1d6-1	1d6	6	8	+2	12/3	1.10	Britain	1901	
Webley-Fosbery	.38 ACP	+0	+0	1d6	1d6-1	8	8	+2	15/3	1.10	Britain	1901	



SEMI-AUTOMATIC PISTOLS

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass	Origin	Year	Notes
Astra Model 400	9mm Largo	+0	+0	1d6+1	1d6-1	8	8	+2	20/5	1.10	Spain	1921	
Astra Model 900	.32	+0	+0	1d6	1d6-1	10	9	+2	15/4	1.20	Spain	1927	
Bayard 1923	.380 Auto	+0	+0	1d6	1d6-1	6	8	+2	15/3	0.50	Belg	1923	
Beretta 1915	9mm Glisenti	+0	+0	1d6+1	1d6-1	7	8	+2	20/5	0.78	Italy	1915	
Beretta 1934	.380 Auto	+0	+0	1d6	1d6-1	7	8	+2	15/4	0.73	Italy	1934	
Beretta 1935	7.65mm Auto	+0	+0	1d6	1d6-1	7	8	+2	15/4	0.70	Italy	1935	
Bergmann Simplex	9mm	+0	+0	1d6+1	1d6-1	15	9	+2	20/6	1.00	Ger	1901	1
Browning 1910	.38	+0	+0	1d6	1d6-1	7	8	+2	15/4	0.60	USA	1910	
Browning 1922	.32	+0	+0	1d6	1d6-1	9	8	+2	15/4	0.70	USA	1922	
Browning Baby	.25 ACP	+0	-1	1d6	1d6-1	6	6	+1	15/3	0.35	USA	1922	
Browning HP M-1935	9x19mm	+0	+0	1d6+1	1d6-1	13	9	+2	20/6	1.00	USA	1935	
Colt M1911/M1911A1	.45 ACP	+1	+0	2d6-1	1d6	7	9	+2	39/10	1.10	USA	1911	
Colt Service	.380 Auto	+0	+0	1d6	1d6-1	9	9	+2	15/4	1.20	USA	1929	
Colt Woodsman	.22 LR	+1	+0	1d6	1d6-1	10	9	+2	20/6	0.70	USA	1915	
Czech Model 22	9mm Short	+0	+0	1d6	1d6-1	8	7	+2	15/4	0.70	Czech	1922	
Czech Model 24	.380 Auto	+0	+0	1d6	1d6-1	8	7	+2	15/4	0.67	Czech	1925	
Czech Model 27	.32	+0	+0	1d6	1d6-1	9	7	+2	15/4	0.67	Czech	1927	
Frommer Baby	6.35mm	+0	-1	1d6	1d6-1	6	7	+1	15/3	0.40	Hung	1912	
Frommer M29	9x19mm	+0	+0	1d6+1	1d6-1	7	8	+2	20/5	0.72	Hung	1929	
Frommer M37	7.65mm Luger	+0	+0	1d6+1	1d6-1	7	8	+2	20/5	0.80	Hung	1937	
Frommer Stop	.32	+0	+0	1d6	1d6-1	7	8	+2	15/4	0.60	Hung	1919	
Glisenti Model 1910	9mm Glisenti	+0	+0	1d6+1	1d6-1	7	8	+2	20/5	0.80	Italy	1910	
Kolibri Auto	2.7mm	-1	-2	1 point	1d6-2	7	5	+0	5/1	.007	Austria	1914	
Llama Model 11	9x19mm	+0	+0	1d6+1	1d6-1	8	8	+2	20/5	0.90	Spain	1936	
Luger P-08	.30 Luger	+1	+0	1d6+1	1d6-1	8	8	+2	20/5	0.87	Ger	1902	
MAB Model A	.25	+0	+0	1d6	1d6-1	6	8	+2	15/3	0.80	France	1921	
MAB Model D	7.65mm Auto	+0	+0	1d6	1d6-1	9	9	+2	15/4	0.70	France	1933	
Mannlicher 1901	7.65mm Mann	+0	+0	1d6+1	1d6-1	8	10	+3	20/5	0.90	Ger	1901	
MAS Model 1935	7.65mm Long	+0	+0	1d6+1	1d6-1	8	9	+2	20/5	0.70	France	1935	
Mauser C96 "Broomhandle"	7.63mm Maus	+0	+0	1d6+1	1d6-1	10	10	+3	20/5	1.18	Ger	1896	
Mauser Model 1910/14	7.65mm Auto	+0	+0	1d6+1	1d6-1	8	8	+2	20/5	0.65	Ger	1910	
Mauser Model 1934	6.35mm	+0	+0	1d6	1d6-1	9	8	+2	15/4	0.45	Ger	1934	
Nambu Baby	7mm J	+0	-1	1d6	1d6-1	7	8	+2	15/3	0.60	Japan	1920	
Nambu Model 94	8mm J	+0	+0	1d6	1d6-1	6	8	+2	15/3	0.80	Japan	1934	
Nambu Type 14	8mm J	+0	+0	1d6	1d6-1	8	8	+2	15/4	0.90	Japan	1925	
Radom Vis Wz-35	9x19mm	+0	+0	1d6+1	1d6-1	8	8	+2	20/5	1.10	Poland	1935	
Remington Derringer	.41	-1	-2	1d6+1	1d6-1	2	5	+0	20/5	0.45	USA	1866	
Sauer Behörden Model	7.65mm Auto	+0	+0	1d6	1d6-1	7	8	+2	15/4	0.60	Ger	1930	
Sauer Model 38H	.32	+0	+0	1d6	1d6-1	8	8	+2	15/4	0.70	Ger	1938	
Savage 1907	.32	+0	-1	1d6	1d6-1	10	8	+2	20/4	0.60	USA	1907	
Star Model B	9x19mm	+0	+0	1d6+1	1d6-1	8	9	+2	20/5	1.00	Spain	1928	
Steyr-Hahn	9mm Steyr	+0	+0	1d6+1	1d6-1	8	8	+2	20/5	1.00	Austria	1911	
Tokarev TT-33	7.62x26mm R	+0	+0	1d6+1	1d6-1	8	9	+2	20/5	0.80	USSR	1933	
Type 80	7.62x26mm R	+0	+0	1d6+1	1d6-1	20	10	+3	25/7	1.10	USSR	1936	
Walther Model 8	6.35mm	+0	+0	1d6	1d6-1	8	7	+2	15/4	0.36	Ger	1921	
Walther P38	9x19mm	+0	+0	1d6+1	1d6-1	8	8	+2	20/5	1.00	Ger	1937	
Walther PP	.32	+0	+0	1d6	1d6-1	8	7	+2	15/4	0.70	Ger	1929	
Walther PPK	.32	+0	+0	1d6	1d6-1	7	7	+2	15/4	0.60	Ger	1930	
Wbley & Scott M1904	.455	+0	+0	2d6-1	1d6	7	9	+2	34/11	1.40	Britain	1904	
Wbley & Scott Police	.32 ACP	+0	+0	1d6	1d6-1	8	8	+2	15/4	0.60	Britain	1906	

RIFLES

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass	Origin	Year	Notes
Hunting													
H&H African	.450 M	+0	+2	2½d6	1d6	2	16	+6	56/12	4.60	Britain	1927	2H
H&H Royal	.300 M	+0	+2	2d6+1	1d6	2	16	+6	50/11	3.40	Britain	1925	2H
H&H #2 Hammerless	.600 NE	+0	+2	3d6	1d6	2	17	+6	62/13	3.40	Britain	1903	2H
Krieghoff	11.2mm	+0	+2	2d6	1d6	2	15	+6	43/9	4.00	Ger	1922	2H
Mauser Special	9.3mm	+0	+1	1½d6	1d6-1	5	14	+6	28/6	3.90	Ger	1918	2H
Remington Model 30	.25	+0	+1	1d6	1d6-1	5	14	+6	18/4	2.50	USA	1921	2H
Remington Model 34	.22 LR	+0	+1	1d6	1d6-1	15	15	+6	18/5	2.70	USA	1932	2H
Winchester Model 70	.375 M	+1	+2	2½d6	1d6	3	12	+6	61/13	3.90	USA	1936	2H
Military													
Arisaka Type 44	6.5mm Arisaka	+1	+1	2d6	1d6-1	5	14	+6	38/9	4.00	Japan	1912	2H
Arisaka Type 99	7.7mm Arisaka	+1	+1	2½d6	1d6	5	14	+6	58/13	4.19	Japan	1939	2H
Czech ZH29	7.92mm Maus	+1	+1	2½d6	1d6	25	15	+6	68/18	4.54	Czech	1922	2H
Enfield M1917	.30-06	+0	+0	2d6+1	1d6	5	14	+6	44/9	4.36	Britain	1917	2H
FN Model 1889	7.65x53mm	+0	+0	2d6+1	1d6	5	14	+7	44/9	4.01	Belg	1889	2H
Frommer M35	8mm	+0	+1	2½d6	1d6	5	14	+6	53/11	4.04	Hung	1935	2H
Fusil MAS 1936	7.5mm French	+1	+1	2d6+1	1d6	5	13	+6	52/12	3.80	France	1936	2H
Lebel Model 1886	8mm Lebel	+0	+1	2½d6	1d6	8	14	+6	53/12	4.28	France	1886	2H
Lebel Model 1916	8mm Lebel	+0	+1	2½d6	1d6	5	14	+7	53/11	4.15	France	1916	2H
Lee-Enfield SMLE Mk III	.303 British	+1	+1	2½d6	1d6	10	13	+6	58/15	3.70	Britain	1907	2H
M-1 Garand	.30-06	+0	+1	2d6+1	1d6	8	15	+7	47/10	4.40	USA	1938	2H
Mannlicher Carcano													
M1891	6.5mm	+0	+1	2d6	1d6	6	13	+6	33/7	3.00	Italy	1891	2H, 4
Mauser Gewehr 98	7.92mm Maus	+0	+1	2½d6	1d6	5	14	+7	53/11	4.10	Ger	1898	2H
Mosin-Nagant M10													
Carbine	7.62x54mm R	+0	+0	2d6+1	1d6	5	13	+6	44/9	3.40	USSR	1910	2H
Mosin-Nagant M1938													
Carbine	7.62x54mm R	+0	+0	2d6	1d6	5	13	+5	37/8	3.50	USSR	1938	2H
Schmidt-Rubin 1931	7.5x53mm	+0	+1	2d6+1	1d6	6	14	+5	47/10	4.00	Switz	1931	2H
Simonov Model 36	7.62x54mm R	+0	+0	2d6+1	1d6	15	15	+6	47/12	4.40	USSR	1936	2H, RC1
Spanish Model 1893	7x57mm Maus	+0	+1	2d6	1d6-1	5	14	+6	33/7	3.95	Spain	1893	2H
Springfield M1903	.30-06	+1	+1	2d6+1	1d6	5	13	+5	52/12	3.94	USA	1903	2H
Tokarev SVT-38	7.62x54mm R	+0	+0	2d6+1	1d6	10	14	+6	44/10	3.95	USSR	1938	2H



SUBMACHINE GUNS

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass	Origin	Year	Notes
Astra Model 902	7.63mm Maus	-1	+0	1d6+1	1d6-1	20	9	+2	30/7	1.20	Spain	1928	AF3, 2
Beretta Model 1918	9mm Glisenti	+0	+0	1d6+1	1d6-1	25	13	+6	35/10	3.26	Italy	1918	AF5
Beretta Model 1938A	9x19mm	+0	+0	1d6+1	1d6-1	40	14	+6	40/11	5.00	Italy	1938	AF5
Bergman MP18.I	9x19mm	+0	+0	1d6+1	1d6-1	32	14	+5	35/10	4.90	Ger	1918	AF4
Bergman MP28.II	9x19mm	+0	+0	1d6+1	1d6-1	50	13	+5	40/11	4.00	Ger	1928	AF5
Bergman MP35/1	9x19mm	+0	+0	1d6+1	1d6-1	30	13	+5	40/11	4.30	Ger	1934	AF5
Czech ZK 383	9x19mm	+0	+0	1d6+1	1d6-1	30	13	+6	35/10	4.25	Czech	1938	AF5
Erma MPE or MP38	9x19mm	+0	+0	1d6+1	1d6-1	32	13	+5	35/10	4.14	Ger	1932/37	AF5
Fusil MAS M38	7.65mm French	+0	+0	1d6	1d6-1	32	12	+6	26/7	2.83	France	1938	AF5
Mausers M30/M32 “Broomhandle”	7.63mm Maus	+0	+0	1d6+1	1d6-1	20	14	+4	35/10	2.50	Ger	1930	AF5
Moschetto OVP	9mm Glisenti	+0	+0	1d6+1	1d6-1	25	13	+6	35/10	3.67	Italy	1916	AF5
PPD M-1934	7.62mm R	+0	+0	1d6+1	1d6-1	71	13	+5	45/13	3.70	USSR	1934	AF5
Star Si35	9mm Largo	+0	+0	1d6+1	1d6-1	40	13	+6	40/11	3.80	Spain	1936	AF5
Steyr-Slothurn S100	9x19mm	+0	+0	1d6+1	1d6-1	32	13	+5	35/10	3.90	Austria	1934	AF5
Suomi M31	9x19mm	+0	+1	1d6+1	1d6-1	71	14	+5	47/14	4.70	Finland	1930	AF5
Thompson M1-A1	.45 ACP	+0	+0	2d6-1	1d6	50	13	+6	61/17	4.70	USA	1921	AF5
Thompson M-1928	.45 ACP	+0	+0	2d6-1	1d6	50	14	+6	61/17	4.90	USA	1928	AF5, 3

MACHINE GUNS

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass	Origin	Year	Notes
Automatic Rifles And Light Machine Guns													
BAR M1918A2	.30-06	+0	+0	2d6+1	1d6	20	15	+7	70/16	8.90	USA	1918	AF5, Bulky, FS, AF Only
Breda M30	6.5mm	+0	+0	2d6	1d6-1	20	16	+7	52/12	10.30	Italy	1930	AF5, Bulky
Bren Mk I	.303 British	+0	+0	2½d6	1d6	30	16	+8	80/19	10.20	Britain	1937	AF5, Bulky
Chatellerault 1924/29	7.5mm French	+0	+0	2d6+1	1d6	25	15	+7	70/16	9.10	France	1924	AF5, Bulky
Czech ZB26	7.92mm Maus	+0	+0	2½d6	1d6	30	16	+7	80/19	10.20	Czech	1924	AF5, Bulky
Degtyarev DP	7.62x54mm R	+0	+0	2d6+1	1d6	47	15	+7	79/19	9.30	USSR	1928	AF5, Bulky
Hotchkiss Mk 1	.303 British	+0	+0	2½d6	1d6	30	17	+8	80/19	12.20	France	1916	AF5, Bulky
Hotchkiss 1922	6.5mm M-S	+0	+0	2d6	1d6	25	15	+7	60/14	9.50	France	1922	AF5, Bulky
Lahti Saloranta M26	7.62x54mm R	+0	+0	2d6+1	1d6	75	16	+7	87/20	8.60	Finland	1926	AF5, Bulky
Lewis Mk I	.303 British	+0	+0	2½d6	1d6	47	17	+7	90/21	12.30	Britain	1914	AF5, Bulky
MG08/15 Light Maxim	7.92mm Maus	+0	+0	2½d6	1d6	250	18	+7	147/40	17.70	Britain	1915	AF5, Bulky, FS
Nambu Type 11	6.5mm Arisaka	+0	+0	2d6	1d6-1	30	17	+7	52/12	10.20	Japan	1922	AF5, Bulky
Nambu Type 92	7.7mm Arisaka	+0	+0	2½d6	1d6	30	17	+8	80/19	55.30	Japan	1932	AF5, Bulky
Heavy Machine Guns													
Breda M37	8mm	+0	+0	2½d6	1d6	20	19	+8	60/13	19.90	Italy	1937	AF5, Bulky
Browning M2	.50	+0	+0	3d6	1d6	250	20	+9	146/32	38.10	USA	1933	AF8, Bulky
Browning M1917	.30-06	+0	+0	2d6+1	1d6	250	18	+8	114/25	15.00	USA	1917	AF8, Bulky
Maxim MG08	7.92mm Maus	+0	+0	2½d6	1d6	500	23	+9	130/29	26.50	Ger	1908	AF8, Bulky
MG34	7.92mm Maus	+0	+0	2½d6	1d6	500	20	+8	130/29	12.10	Ger	1933	AF8, Bulky
Vickers Mk I	.303 British	+0	+0	2½d6	1d6	500	18	+8	130/29	15.00	Britain	1912	AF8, Bulky

SHOTGUNS

Name	Gauge	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass	Year	Notes
.410 Shot	.410	+0	+0	1½d6	1d6	5	8	+5	44/8	3.00	—	2H, AE1, LR(20”), RR, RP
.410 Shot, DB	.410	+0	+0	1½d6	1d6	2	8	+5	75/12	3.00	—	2H, AE1, AF2, LR(20”), RR, RP
.410 Shot, Sawed-Off	.410	+0	+0	1½d6	1d6	2	8	+3	94/15	2.25	—	2H, AEC, AF2, NR, RR, RP
.410 Slug	.410	+0	+0	1½d6	1d6	5	8	+5	31/6	3.00	—	2H, LR(50”)
28, 24 Shot	28, 24	+0	+0	2d6	1d6	5	10	+5	52/10	3.00	—	2H, AE1, LR(20”), RR, RP
28, 24 Shot, DB	28, 24	+0	+0	2d6	1d6	2	10	+5	90/15	3.00	—	2H, AE1, AF2, LR(20”), RR, RP
28, 24 Shot, Sawed-Off	28, 24	+0	+0	2d6	1d6	2	10	+3	105/17	2.25	—	2H, AEC, AF2, NR, RR, RP
28, 24 Slug	28, 24	+0	+0	2d6	1d6	5	10	+5	37/6	3.00	—	2H, LR(50”)
20, 16 Shot	20, 16	+0	+0	2d6+1	1d6	5	11	+5	61/12	3.00	—	2H, AE1, LR(20”), RR, RP
20, 16 Shot, DB	20, 16	+0	+0	2d6+1	1d6	2	11	+5	105/17	3.00	—	2H, AE1, AF2, LR(20”), RR, RP
20, 16 Shot, Sawed-Off	20, 16	+0	+0	2d6+1	1d6	2	11	+3	122/19	2.25	—	2H, AEC, AF2, NR, RR, RP
20, 16 Slug	20, 16	+0	+0	2d6+1	1d6	5	11	+5	44/9	3.00	—	2H, LR(50”)
12 Shot	12	+0	+0	2½d6	1d6	5	12	+5	70/13	3.00	—	2H, AE1, LR(20”), RR, RP
12 Shot, DB	12	+0	+0	2½d6	1d6	2	12	+5	120/20	3.00	—	2H, AE1, AF2, LR(20”), RR, RP
12 Shot, Sawed-Off	12	+0	+0	2½d6	1d6	2	12	+3	140/22	2.25	—	2H, AEC, AF2, NR, RR, RP
12 Slug	12	+0	+0	2½d6	1d6	5	12	+5	50/10	3.00	—	2H, LR(50”)
10 Shot	10	+0	+0	3d6	1d6	5	12	+5	79/15	3.00	—	2H, AE1, LR(20”), RR, RP
10 Shot, DB	10	+0	+0	3d6	1d6	2	12	+5	135/22	3.00	—	2H, AE1, AF2, LR(20”), RR, RP
10 Shot, Sawed-Off	10	+0	+0	3d6	1d6	2	12	+3	157/25	2.25	—	2H, AEC, AF2, NR, RR, RP
10 Slug	10	+0	+0	3d6	1d6	5	12	+5	56/11	3.00	—	2H, LR(50”)

GRENADES

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/R Cost	Mass	Year	Notes
Grenade Rounds												
Rifle-Fired	—	—	—	2½d6X	1d6	1	—	+2	70/15	0.60	c. 1936	Activation Roll 14-
Hand-Thrown	6											
Fragmentation	—	+0	+0	2d6X	1d6-1	1	RBS	+2	45/10	0.60	c. 1936	Activation Roll 14-
Smoke	—	+0	+0	CE 4”	—	1	RBS	+2	21/5	0.35-3	Sight PER for 3 Turns, 7	
Tear Gas	—	+0	+0	Tear gas	—	1	RBS	+2	100/23	0.35	8	

Key

AE1: Area Of Effect (One Hex)
AEC: Area Of Effect (Cone)
AF: Autofire; the number after the letters indicates the maximum number of shots
ACP: Automatic Colt Pistol
AP: Armor Piercing
Auto: Automatic
Cz: Czech
DB: Double-barrelled
FS: Flash suppressor
J: Japanese
LR: Long Rifle
LR(X"): Limited Range (number indicates range)
M: Magnum
Mann: Mannlicher
Maus: Mauser
mm: millimeter
NE: Nitro Express
NR: No Range
Only: Autofire only, no single shots (a -0 Limitation; see *Dark Champions*, page 100)
R: Russian
RBS: Range Based On STR
RC1: Recoil Compensator type 1 (see *Dark Champions*, page 234)
Rev: Revolver
RL: Russian Long
RP: Reduced Penetration
RR: Reduced By Range
S&W: Smith & Wesson (an American gun manufacturer)
X: Explosion

NOTES

- 1) The Bergmann Simplex fires a special type of 9mm bullet. These bullets don't work in other 9mm firearms, and standard sizes of 9mm ammunition don't work in the Simplex.
- 2) Compared to modern submachine guns, Pulp-era submachine guns tend to be heavier and more rifle-like. They're usually fired using two hands, but since movies and fiction often show characters firing them one-handed, they don't have the *Two-Handed* (-½) Limitation. Gamemasters interested in "realism" should add that Limitation.
- 3) The Thompson M1928 is heavy, can jam easily when it gets dirty, and can be noisy when carried. In game terms, reduce all Activation Rolls for Malfunction by 1.
- 4) The Mannlicher-Carcano, developed by the Italians following German designs, has an integral bayonet that folds under the front of the barrel.

5) Machine guns fall into two categories, Light and Heavy. Light machine guns (LMGs) realistically usually have a two-man firing team, but they don't necessarily have to, so they don't get the *Crew-Served* Limitation (nor do they take *Two-Handed* as a Limitation, since they're almost always fired from a bipod or other mount). They do, however, qualify as Bulky Foci. Heavy machine guns (HMGs) take the *Crew-Served* (3 men; -½) Limitation in addition to Bulky; they have to be mounted on a tripod or vehicle. Most machine guns are belt-fed, though some LMGs can mount small boxes of about 30 rounds if necessary.

6) All Pulp-era grenades have Activation Roll 14- (-½) — there's a chance they won't explode when they're supposed to (or, if the GM is fiendish, will explode too soon, injuring the wielder). Earlier types of grenades, such as the Mills Bomb and others from the Great War period, typically have Activation Roll 11- (-1).

7) The smoke grenade is built as follows:

Change Environment 4" radius, -3 to Sight Group PER Rolls (21 Active Points); OAF (-1), Activation Roll 14- (-½), Range Based On STR (-¼), Real Weapon (-¼), 1 Continuing Charge lasting 3 Turns (-1). Total cost: 5 points.

8) Here's the effect of the tear gas hand grenade:

Sight Group Flash 4d6, Area Of Effect (6"; +1), Continuous (+1), Delayed Recovery (each BODY indicates 1 Turn of effect; +2) (100 Active Points); OAF (-1), Activation Roll 14- (-½), Range Based On STR (-¼), Real Weapon (-¼), 1 Continuing Charge lasting 1 Turn (-1¼). Total cost: 23 points.

DEFENSIVE TECHNOLOGY

Compared to later periods, the Pulp era offers relatively little in the way of personal protection for characters — but early forms of body armor are available. Typically they consist of small, overlapping steel plates sewn into a leather or canvas vest. Perhaps the most successful was the *Wisbrod vest*, invented by Eliot Wisbrod, which encased the steel plates in rubberized plastic. Wisbrod claimed it could withstand a bullet from a .45 Thompson submachine gun. He promoted the vest heavily, including with frequent live demonstrations using himself as a target!

Pulp-Era Bulletproof Vest: *Armor (8 PD) (12 Active Points); OIF (-½), Normal Mass (-1), Real Armor (-¼), Activation Roll 11- (covers Hit Locations 9-13; -1). Total cost: 3 points.*

Of course, *Weird Science* opens up all sorts of additional possibilities; see later in this chapter for details.

VEHICLES

Pulp characters do a lot of traveling. This is partly because their adventures often take them to distant lands, and partly because in the Twenties and Thirties, with cars and airplanes still relatively new, travel itself was something of an adventure! This section covers the automobiles, planes, and other vehicles characters use to get around and chase down their enemies.

The accompanying vehicle tables list the following information:

Size: The length and width of the vehicle. This does not include the wings on airplanes, the rotors of helicopters, or the like.

DCV: The DCV Mod of the vehicle for its size.

Mass (KB): The mass of the vehicle when empty and its Knockback modifier.

STR: The maximum lifting Strength of the vehicle. Use the rules for Encumbrance to determine if a vehicle is too overloaded to move at full speed.

DEF: The DEF of the vehicle.

BODY: The amount of BODY the vehicle can take before it stops running.

DEX: The maximum effective DEX which can be used when operating the vehicle.

SPD: The maximum effective SPD which can be used when operating the vehicle.

MOVE: This is listed as #x#; the first number is the vehicle's maximum Combat Movement, and the second number is the vehicle's Noncombat multiple.

MAX: The maximum amount of inches the vehicle can travel in one full Turn at Noncombat Movement velocities.

A/R: The cost of the vehicle, expressed as total cost/(cost divided by 5, *i.e.*, the cost the character pays to buy the Vehicle as a Perk).

Year: The year the vehicle was first available.

Price: The price of the vehicle the year it was first available. In later years, the price may fall; adding options and features can increase the price. Where precise data was not available, price has been estimated. "N/A" indicates a vehicle for which price is inapplicable because only governments and large corporations can afford to build them; any PC who built or bought one would have to have so much Money that the price doesn't matter.

For more information about vehicles in the *HERO System*, including full character sheets for many of the vehicles listed in the accompanying table, please refer to *The Ultimate Vehicle* and *The HERO System Vehicle Sourcebook*.

AUTOMOBILES

The Twenties and Thirties were the first golden age of the automobile. Cars finally became cheap enough that many people could afford them. By 1935, half of American families owned a car, and there were 22 million automobiles on US roads. This transportation revolution in turn affected peoples' social lives, where they lived, and the economy. For example, travel and tourism became popular (and profitable), not something limited to the upper class.

By the mid-Twenties, cars come with self-starters standard on most models — but they also come with hand cranks, just in case. A kit of tire tools is also standard motoring gear, since tires are less tough and roads more rough than in the modern day.

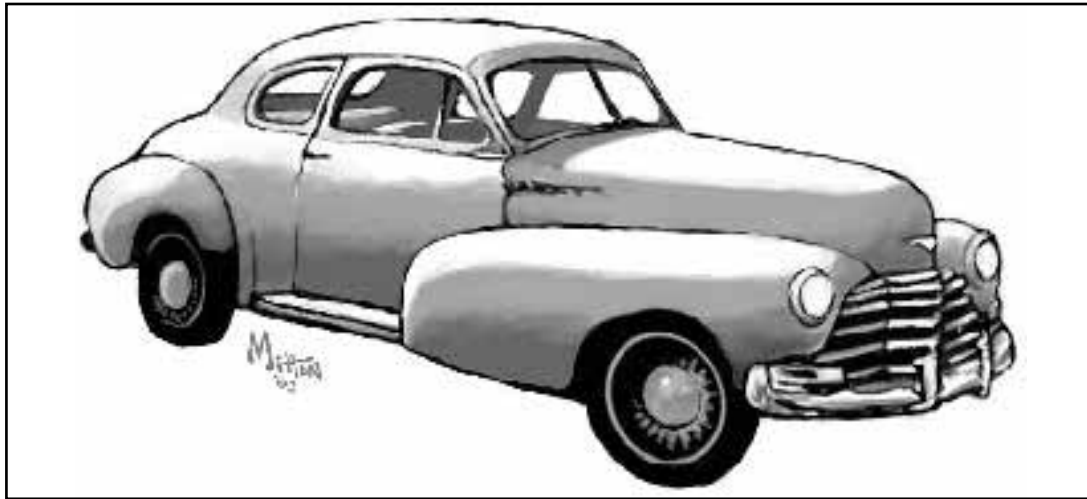
The automobiles of the Pulp era came in a variety of styles with names derived from the conveniences of horse-and-buggy days, or from the region where the style was developed. The American Society of Automotive Engineers defined the styles as follows:

A *coupe* (sometimes spelled "coupé," pronounced "koo-pay") is an enclosed, fixed-roof, two-door car with two movable glass windows per side. It typically has a single fixed cross seat and thus can accommodate two people (driver and passenger); sometimes the seat is staggered so the car can carry three persons. There's usually a luggage compartment in the back.

A *phaeton* (or "touring car") is a long, open-bodied, four-door car with two cross seats so that it can carry as many as five passengers plus the driver (some versions have a folding seat in the tonneau that can carry two more persons). It comes with a removable top and side curtains.

A *roadster* (or "runabout") is typically an open-bodied, two-doored vehicle with one cross seat (for the driver and one passenger); some have a two-person folding seat ("rumble seat") instead of a rear luggage compartment. It comes with a removable top and side curtains.

A *sedan* is typically an enclosed, fixed-roof, four-door car with two cross seats (so it can carry four or five passengers in addition to the driver) and three movable glass windows per side. A few



versions have a rumble seat, or only two doors (a “touring sedan” has a luggage trunk). A *berline* is a sedan with an enclosed two-seat area behind the driver’s compartment and a movable glass window in the partition.

A *limousine* is a long, fixed-roof, four-door car that encloses the two fixed cross seats in the compartment behind the driver, but leaves the driver’s compartment unenclosed (but still roofed). It typically has a two-person rumble seat, and has two movable windows per side.

A *brougham*, or town car, is similar to a limousine but leaves the driver’s compartment both open and unroofed. A *landaulet* resembles a brougham, but has only one fixed cross seat in the passenger compartment and no collapsible seats. The passenger compartment’s roof is usually fabric or leather supported by outside metal joints called landau bars. It may come in combinations such as berline landaulet or sedan landaulet. A *cabriolet* is like a landau, but has a rumble seat, a collapsible roof that can go over the driver’s compartment, and a collapsible roof over the passenger compartment. (The term “cabriolet” was also used for a convertible coupe.)

RUNNING BOARDS

Many automobiles of the Pulp era had *running boards*: long, flat footboards on both sides of the car that passengers used to step inside. Rather than wasting time getting into a car, Pulp heroes often “ride the running board” by standing on it and holding onto the car. This looks dashing and saves time, but poses certain risks. Every Phase a character rides the running board, he has to make a STR Roll (Characteristic Roll) as a Zero-Phase Action. If he holds on with both hands, the roll suffers no penalty; if he only holds on with one (if, for example, he wants to shoot a gun, or has

an arm wound), the STR Roll is at -1. If the driver makes any maneuvers with the vehicle that impose a penalty on his Combat Driving roll (or DEX Roll) to control the vehicle, those penalties also apply to the STR Roll. If the driver makes a Combat Driving roll in a Segment when the character doesn’t have a Phase, the character must make a STR Roll that Segment to hold on, with all the modifiers described above.

If a character succeeds with his STR Roll to ride the running board, he stays on the car and travels with it. He’s considered a passenger for purposes of vehicular combat, attacks he makes, and so forth... but of course he doesn’t get the protective benefits of being inside the car! If he fails the roll he falls off the car, taking the car’s velocity/3 in d6 of Normal Damage (the GM may convert this to the equivalent DCs of STUN damage, or eliminate it entirely, if he lands on something soft, or DCs of Killing Damage if he hits something sharp).

MOTORCYCLES

Compared to the modern day, motorcycles are more common (and perhaps more socially acceptable) in the Pulp era. During the Great War there were about 200 American firms manufacturing them, and while that number drops some by the Twenties and Thirties, there are still plenty of motorcycles on the road.

A typical Pulp-era motorcycle has a saddle that seats only one person. To carry someone else along, the rider has to attach a sidecar. In game terms, the sidecar adds +3 BODY to the motorcycle (however, the connection between cycle and car only has 1 BODY, and can be targeted at -8 OCV). It effectively negates a motorcycle’s *Two-Wheeled* Physical Limitation, but also negates any Skill Levels with Ground Movement the motorcycle has.

PULP HERO VEHICLES TABLE

Name	Size	DCV	Mass (KB)	STR	DEF	BDY	DEX	SPD	Move	MAX	A/R	Year	Price	Notes
Cars, General														
Auburn 125 Phaeton Sedan	3.2"x1.6"	-3	3.2t (-5)	35	3	15	14	3	16"x4	192"	52/10	1930	\$2,095	
Auburn Speedster 851	2.5"x1.25"	-2	1.6t (-4)	30	3	14	16	3	23"x4	276"	56/11	1935	\$1,225	
Blackhawk Chantilly	3.2"x1.6"	-3	3.2t (-5)	35	3	15	14	3	17"x4	204"	53/11	1930	\$2,655	
BMW 328	3.2"x1.6"	-3	3.2t (-5)	35	3	15	16	3	22"x4	264"	60/12	1937	\$1,500	
Chevrolet Coupe	2.5"x1.25"	-2	1.6t (-4)	30	3	16	14	3	25"x4	300"	56/11	1938	\$714	
Chrysler 8 Airflow	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	20"x4	240"	52/10	1934	\$1,345	
Cord 812 Coupe	3.2"x1.6"	-3	3.2t (-5)	35	3	15	17	3	25"x4	300"	65/13	1937	\$1,995	
Ford Coupe	2"x1"	-2	800kg (-3)	25	3	13	15	3	28"x4	336"	53/11	1934	\$555	
Ford Model A	2"x1"	-2	800kg (-3)	25	3	13	12	3	14"x4	168"	37/7	1927	\$385	
Ford Model T	2"x1"	-2	800kg (-3)	25	3	10	10	3	9"x4	108"	25/5	1908	\$850	1
Ford V8	2"x1"	-2	800kg (-3)	25	3	13	15	3	17"x4	204"	45/9	1932	\$535	
Hudson 8 Coupe	3.2"x1.6"	-3	3.2t (-5)	35	3	15	16	3	22"x4	264"	60/12	1936	\$960	
LeSalle Sedan	3.2"x1.6"	-3	3.2t (-5)	35	3	15	15	3	17"x4	204"	55/11	1930	\$2,590	
Lincoln Zephyr	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	21"x4	252"	53/11	1937	\$1,265	
Oldsmobile Touring Sedan	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	19"x4	228"	51/10	1937	\$945	
Packard Twin Six	2"x1"	-2	800kg (-3)	25	3	13	14	3	15"x4	180"	41/8	1920	\$1,500	
Pierce-Arrow Straight-Eight	2.5"x1.25"	-2	1.6t (-4)	30	3	14	16	3	17"x4	204"	52/10	1930	\$2,975	
Pontiac Silver Streak	2.5"x1.25"	-2	1.6t (-4)	30	3	14	16	3	18"x4	216"	52/10	1935	\$815	
Studebaker President 8	2.5"x1.25"	-2	1.6t (-4)	30	3	14	16	3	20"x4	240"	54/11	1937	\$1,045	
Stutz Bearcat	2.5"x1.25"	-2	1.6t (-4)	30	3	15	12	3	18"x4	216"	45/9	1914	\$2,000	
Willys 65-Knight	2"x1"	-2	800kg (-3)	25	3	13	14	3	13"x4	156"	40/8	1925	\$600	
Cars, Sports And Luxury														
Cord L-29 Cabriolet	3.2"x1.6"	-3	3.2t (-5)	35	3	17	15	3	17"x4	204"	57/11	1930	\$3,295	
Duesenberg J	3.2"x1.6"	-3	3.2t (-5)	35	3	17	15	3	26"x4	312"	63/13	1928	\$17,950	
Duesenberg SJ	3.2"x1.6"	-3	3.2t (-5)	35	3	17	15	3	29"x4	348"	65/13	1932	\$20,000	
Lincoln KB V12	3.2"x1.6"	-3	3.2t (-5)	35	3	15	15	3	18"x4	216"	55/11	1932	\$4,700	
Packard Model 471 Phaeton	3.2"x1.6"	-3	3.2t (-5)	35	3	15	16	3	22"x4	264"	60/12	1931	\$3,490	
Pierce-Arrow Silver Arrow	2.5"x1.25"	-2	1.6t (-4)	30	3	14	17	3	26"x4	312"	60/12	1933	\$10,000	
BMW 315	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	15"x4	180"	48/10	1934	\$6,500	
Bugatti 57	3.2"x1.6"	-3	3.2t (-5)	35	3	15	17	3	25"x4	300"	65/13	1933	\$6,500	
Cadillac V-16	3.2"x1.6"	-3	3.2t (-5)	35	3	15	16	3	22"x4	264"	60/12	1930	\$6,525	
Hispano-Suiza H6	3.2"x1.6"	-3	3.2t (-5)	35	3	15	15	3	19"x4	228"	56/11	1920	\$4,000	
Jaguar SS100	2.5"x1.25"	-2	1.6t (-4)	30	3	14	17	3	23"x4	276"	58/12	1937	\$9,500	
Mercedes-Benz "Grosser" 770	3.2"x1.6"	-3	3.2t (-5)	35	8	15	16	3	15"x4	180"	69/14	1938	\$20,000	2
Mercedes-Benz SS	3.2"x1.6"	-3	3.2t (-5)	35	3	15	16	3	25"x4	300"	63/12	1929	\$12,000	
Rolls-Royce Phantom I/II	3.2"x1.6"	-3	3.2t (-5)	35	3	15	16	3	17"x4	204"	57/11	1925	\$25,000	
Rolls Royce Phantom III	3.2"x1.6"	-3	3.2t (-5)	35	3	15	17	3	20"x4	240"	61/12	1935	\$50,000	
Trucks And Vans														
Ford Model A Pickup	2"x1"	-2	800kg (-3)	28	3	13	15	3	29"x4	348"	56/11	1929	\$400	
Ford Model 830 Pickup	2"x1"	-2	800kg (-3)	30	3	13	16	3	25"x4	300"	58/12	1935	\$425	
Ford Model T Utility Truck	2.5"x1.25"	-2	1.6t (-4)	35	3	14	13	3	13"x4	156"	48/10	1917	\$550	
Motorcycles														
Excelsior 20R	1.25"x.64"	-0	200kg (-1)	15	4	13	16	3	22"x4	264"	43/6	1920	\$200	3
H-D 61E "Knucklehead"	1.25"x.64"	-0	200kg (-1)	15	4	13	18	3	22"x4	264"	50/7	1936	\$300	+1 w/GM
H-D BA "Peashooter"	1.25"x.64"	-0	200kg (-1)	15	4	13	17	3	13"x4	126"	25/5	1926	\$250	
Henderson KJ "Streamline"	1.25"x.64"	-0	200kg (-1)	15	4	13	17	3	22"x4	264"	48/7	1929	\$325	+1 w/GM
Indian 101 Scout	1.25"x.64"	-0	200kg (-1)	15	4	13	16	3	17"x4	204"	46/6	1928	\$175	+2 w/GM
Megola	1.25"x.64"	-0	200kg (-1)	15	4	13	22	3	15"x4	180"	50/10	1922	\$600	+2 w/GM

VEHICLES TABLE (cont.)

Name	Size	DCV	Mass (KB)	STR	DEF	BDY	DEX	SPD	Move	MAX	A/R	Year	Price	Notes
Airplanes														
Boeing 314 Clipper	16"x8"	-8	400t (-12)	50	3	22	14	3	22"x8	528"	77/15	1939	\$60K	SV11"
Consol M16-1 Commodore	10"x5"	-6	100t (-10)	35	3	20	15	3	29"x4	348"	65/13	1929	\$50K	SV14"
Curtiss JN-4D "Jenny"	3.2"x1.6"	-3	3.2t (-5)	16	2	15	14	3	17"x4	216"	24/5	1917	\$300	SV8", 4
Curtiss P-6E Hawk	3.2"x1.6"	-3	3.2t (-5)	18	3	15	17	3	22"x8	528"	87/13	1931	\$12,211	SV11", 5
deHavilland DH.84 Dragon	5"x2.5"	-4	12.5t (-7)	26	4	17	17	3	29"x4	348"	58/12	1932	\$60K	SV14"
Douglas DC-2	10"x5"	-6	100t (-10)	36	3	20	15	3	23"x8	552"	61/12	1934	\$45K	SV12"
Douglas DC-3	10"x5"	-6	100t (-10)	36	3	20	15	3	26"x8	624"	64/13	1935	\$47K	SV13"
Fokker D VII	3.2"x1.6"	-3	3.2t (-5)	15	2	15	15	3	28"x4	336"	71/9	1918	\$9,000	SV14", 6
Fokker Dr-1 Dreidecker	3.2"x1.6"	-3	3.2t (-5)	15	2	15	15	3	26"x4	312"	72/9	1917	\$9,000	SV14", 7
Fokker E I	3.2"x1.6"	-3	3.2t (-5)	15	2	15	14	3	19"x4	228"	57/6	1915	\$9,000	SV9", 8
Fokker E II/III Eindecker	3.2"x1.6"	-3	3.2t (-5)	15	2	15	14	3	19"x4	228"	60/7	1915	\$9,000	SV9", 9
Ford Trimoter 4-AT	6.4"x3.2"	-5	25t (-8)	33	3	18	14	3	33"x4	396"	58/12	1926	\$46K	SV16"
Grumman F2F-1	3.2"x1.6"	-3	3.2t (-5)	22	3	15	18	3	27"x8	648"	94/14	1935	\$50K	SV13", 10
Martin 130 China Clipper	12.5"x6.4"	-7	200t (-11)	45	3	21	15	3	36"x4	432"	81/16	1934	\$55K	SV18"
Short S.23 Flying Boat	12.5"x6.4"	-7	200t (-11)	41	3	21	15	3	23"x8	528"	68/14	1936	\$22K	SV11"
Sikorsky S-42	12.5"x6.4"	-7	200t (-11)	45	3	21	15	3	36"x4	432"	81/16	1934	\$50K	SV18"
Sopwith F.1 Camel	2.5"x1.25"	-2	1.6t (-4)	30	2	14	15	3	19"x4	228"	70/9	1917	\$8,000	SV10", 11
Sopwith Pup	3.2"x1.6"	-3	3.2t (-5)	15	2	15	16	3	25"x4	300"	71/9	1916	\$8,000	SV12", 12
Sopwith Triplane	2.5"x1.25"	-2	1.6t (-4)	15	2	14	16	3	26"x4	312"	67/8	1917	\$8,000	SV13", 13
SPAD S.VII	3.2"x1.6"	-3	3.2t (-5)	16	2	15	14	3	26"x4	312"	60/7	1916	\$8,500	SV13", 14
SPAD S.XII	3.2"x1.6"	-3	3.2t (-5)	16	2	15	14	3	26"x4	312"	79/11	1917	\$8,500	SV13", 15
SPAD S.XIII	3.2"x1.6"	-3	3.2t (-5)	16	2	16	15	3	31"x4	372"	71/9	1917	\$8,500	SV15", 16
SPAD S.XVII	3.2"x1.6"	-3	3.2t (-5)	16	2	16	15	3	33"x4	396"	70/9	1918	\$8,500	SV15", 17
Other Aircraft														
Airship (Zeppelin)	64"x32"	-12	3.2kt (-18)	85	4	29	10	2	14"x8	224"	88/15	1925	N/A	LM
Autogyro	3.2"x1.6"	-3	3.2t (-5)	25	2	15	14	3	25"x4	100"	61/12	1923	\$20K	SV6"
Watercraft														
Speedboat	3.2"x1.6"	-3	3.2t (-5)	30	3	15	14	3	13"x2	66"	54/11	Var	\$2,000	
Ocean Liner	160"x80"	-14	400kt (-22)	120	6	32	8	2	18"x2	72"	164/66	Var	N/A	LM
Tramp Steamer	50"x25"	-11	12.5kt (-17)	100	6	27	8	2	8"x2	32"	146/54	Var	N/A	LM



KEY

GM: Ground Movement

LM: Limited Maneuverability

SV: Stall Velocity

NOTES

For complete information on many of these and dozens of other vehicles, see *The Ultimate Vehicle* and *The HERO System Vehicle Sourcebook*.

1) To start the Model T, the driver had to put the ignition switch in the right position, then get out and hand-crank the engine using a starting handle fitted into a hole in the front of the car under the engine. If the ignition switch wasn't in the right position, the starting handle would spring back when the engine started, possibly breaking the cranker's hand or arms.

The price listed for the Model T is as of 1908, the year of its introduction. By the Twenties, even newly-produced Model Ts could be bought for as little as \$260.

2) The Mercedes-Benz "Grosser" was produced for the Nazi high command — Adolf Hitler and his associates. Most of them were armor-plated and had bulletproof glass, making them well-protected but also heavy (and thus slow).

3) A Motorcycle's DEF is bought with the Limitation *Does Not Protect Occupant* (-½).

4) See the main text for information on the Curtiss JN-4D "Jenny."

5) The Curtiss P-6E Hawk comes with twin 12.7mm machine guns mounted forward (RKA 3d6+1, AF5), and carries 200 rounds of ammunition.

6) The Fokker D VII comes with twin 7.92mm machine guns mounted forward (RKA 2½d6, AF5), and carries 500 rounds of ammunition.

7) The Fokker Dr-1 Dreidecker comes with twin 7.92mm machine guns mounted forward (RKA 2½d6, AF5), and carries 500 rounds of ammunition.

8) The Fokker E I comes with one 7.92mm machine gun mounted forward (RKA 2½d6, AF3), and carries 500 rounds of ammunition.

9) The Fokker E II/III Eindecker comes with twin 7.92mm machine guns mounted forward (RKA 2½d6, AF5), and carries 500 rounds of ammunition.

10) The Grumman F2F-1 comes with twin 12.7mm machine guns mounted forward (RKA 3d6+1, AF5), and carries 200 rounds of ammunition.

11) The Sopwith F.1 Camel comes with twin Vickers machine guns mounted forward (RKA 1d6+1, AF5), and carries 250 rounds of ammunition.

12) The Sopwith Pup comes with twin Vickers 7.7mm machine guns mounted forward (RKA 2d6+1, AF5), and carries 400 rounds of ammunition.

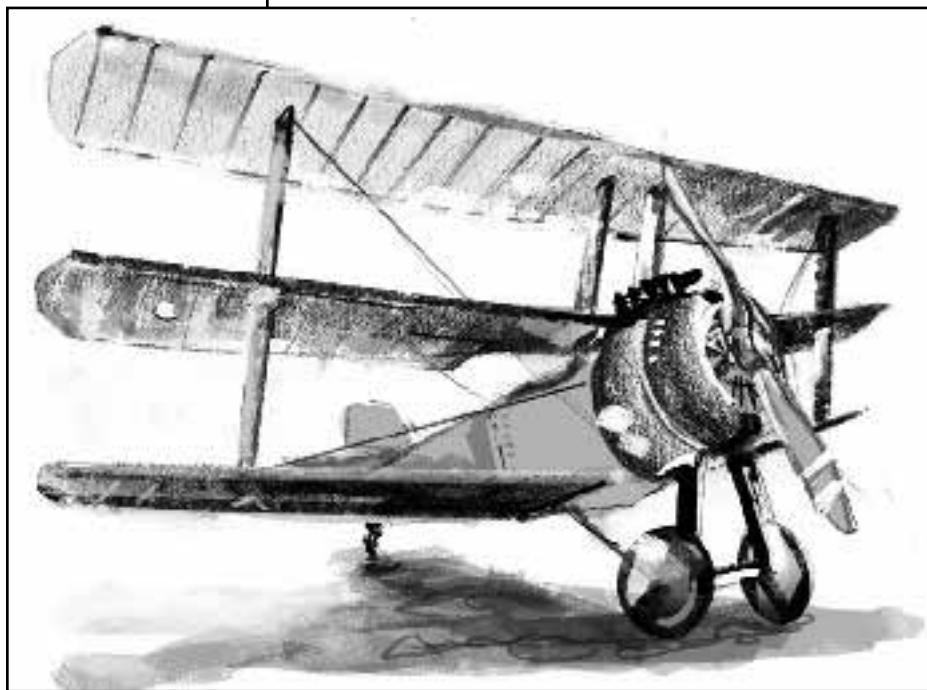
13) The Sopwith Triplane comes with twin Vickers machine guns mounted forward (RKA 2d6+1, AF5), and carries 400 rounds of ammunition.

14) The SPAD S.VII comes with twin Vickers machine guns mounted forward (RKA 2d6+1, AF5), and carries 400 rounds of ammunition.

15) The SPAD S.XII comes with twin Vickers machine guns mounted forward (RKA 2d6+1, AF5) for which it carries 400 rounds of ammunition, and a 37mm Puteaux cannon (RKA 5d6, 4 clips of 1 Charge each).

16) The SPAD S.XIII comes with twin Vickers machine guns mounted forward (RKA 2d6+1, AF5), and carries 800 rounds of ammunition.

17) The SPAD S.XVII comes with one Vickers machine gun mounted forward (RKA 2d6+1, AF3), and carries 400 rounds of ammunition.



AIRCRAFT

To the people of the Pulp era, flight was still a new and wondrous thing. It became more common as the period wore on, but even at the end of the Thirties was still regarded by many people as a dangerous, daredevil thing. For many people in America, their first flight was a five- or ten-minute joyride in a barnstormer's biplane, the ticket purchased for as little as \$5-10 at a fair, air show, or when a traveling barnstormer came to town. But the increasing development of airmail and the founding of passenger airlines helped to ensure that the plane's social impact would go beyond cheap entertainment.

Most barnstormers and aviators of the period used surplus World War I planes bought cheaply. Sometimes unused planes were shipped to the buyer in the crates from which they had never been unpacked! (Supposedly this is where the slang term "crate" for an airplane originated.) The JN-4D "Jenny," a training plane produced in large numbers, was particularly popular, not least of all because it could be bought for as little as around \$300. By the mid- to late Thirties these sorts of planes became rarer due to age, attrition, and increasingly stringent government regulation of air travel.

AIRSHIPS (ZEPPELINS)

Heinrich von Werndorff, captain of the *Munchen*, was seated at the tiny desk in his cabin aboard the mammoth dirigible. The big airship was resting in its hangar at Friedrichshafen. ... This was the night before the air liner's scheduled voyage.

[Elsewhere in the ship], Baron Hugo von Tollsburg breathed a sigh of relief. He could feel the draft of cool air coming through the ventilator that connected with the opened closet.

He was a stowaway aboard the *Munchen*. To-morrow, the great airship would be crowded with passengers for the trans-atlantic flight — and with them, hidden

beyond all chance of discovery, would be a mysterious stowaway, hiding in a secret chamber cunningly contrived for his reception.

—Maxwell Grant, *Murder Trail*, in *The Shadow Magazine*, March 1933

One of the most distinctive, and to the minds of gamers most "pulpish," air vehicles is the *airship*, better known as a "zeppelin" or "blimp." An airship consists of a large rigid, semi-rigid, or non-rigid helium- or hydrogen-filled balloon with a small carriage mounted beneath. The helium balloon lifts the carriage, and propellers on the back of the carriage provide forward thrust. Solid tailfins and rudders on the aft end allow for steering. While not very maneuverable, an airship can hover, and it travels at about 80 miles per hour.

The airship listed in the Vehicles Table is an example of a large, rigid zeppelin of the 1930s, such as the ill-fated *Hindenburg*. It weighs about 400,000 pounds, contains about 200,000 cubic meters of highly-flammable hydrogen, and is approximately 120 meters long (the *Hindenburg* itself, at 245 meters long, was the largest object ever to fly). American zeppelins, which were filled with helium, weren't exposed to the same risk of catching on fire; the United States was the only nation at the time with enough helium to fly such craft. The carriage of the listed zeppelin is about 30-35 meters long and can carry up to 72 passengers. The ship can make a trans-Atlantic voyage in as little as 50-60 hours.

AUTOGYROS

High above the trees, they spotted the winged craft. It was topped by spinning blades that gave it the appearance of a windmill. The ship was traveling over Lake Chalice, heading toward the setting sun.

"An autogyro!" exclaimed Rex. ...

For Harry was thinking of the ship that had gone from view. He was confident that the autogyro had come prepared for a land-



ing within a few miles of Lake Chalice.

For The Shadow, when he traveled on special missions, chose an autogyro for his journeys. ... With his ship, The Shadow was equipped to land in one of the clearings that Laspar had mentioned. From there he could come secretly to Lake Chalice, to keep an eye on whatever might transpire. ... That throbbing ship above the darkening waters of Lake Chalice had been a deliberate signal for Harry Vincent's benefit. To the agent, it meant that The Shadow was at hand.

—Maxwell Grant, *The Golden Quest*, in *The Shadow Magazine*, May 1935

Also known as the gyroplane, autogiro, and gyrocopter, the autogyro is the first rotary-wing aircraft to fly (making it the ancestor of modern helicopters). It has a fuselage like a normal one-seater plane of the time, but with short, stubby wings and a helicopter-like set of rotors mounted on top. It has a propeller in front to provide propulsion, and the rotors (which are not powered) provide the lift — the forward motion of the plane pushes air against the rotors, which turns them, creating the lift. In early models, the rotors have to be spun up to a minimum speed for takeoff (either by hand or horses); later models used a “scorpion tail” tail that deflected the propeller’s slipstream up into the rotors during a short takeoff run, or had a clutch that connected the rotor’s drive shaft to the propeller engine. A few models even had tiny rockets on the tips of the rotors to impart spin.

Autogyros have two advantages compared to ordinary fixed-wing aircraft. First, an autogyro needs much less space to land and take off than an

ordinary plane. It can take off with no more than 50 feet of runway and land in 20 feet! In the 1930s, autogyros were used in some large cities to carry mail from post office rooftops to other cities.

Second, an autogyro can fly at much lower speeds than a standard airplane without stalling. In fact, they can fly at speeds as low as 15 miles per hour, slower than a man can run! Furthermore, if an autogyro slows down too much or the engine stops working, the rotors keep spinning, allowing it to descend gently rather than plummet. On the downside, the rotors create more drag than a normal airplane’s wings, making autogyros unsuitable for high-speed flight or long-distance flying.

The autogyro was first flown by a Spaniard, Juan de la Cierva, in 1923 after several failed attempts to get earlier models off the ground in the 1920-22 period. His success with his C.4 model brought subsidies from the Spanish government and commercial interest throughout the world, leading to a series of other models built by Cierva or his licensees. The information in the Vehicles Table is based primarily on the popular C.30 model, of which more than 180 were manufactured in several countries beginning in 1933. Among other improvements, it gave the pilot the ability to tilt the rudders, allowing for greater control of the vehicle. It was also the first autogyro to successfully use “jump takeoff” — in other words, to create enough lift to get the vehicle off the ground just by spinning the rotors at a high enough speed.

Unfortunately, Cierva was killed in an air crash (not involving an autogyro) in 1936. The loss of him as a “driving force” behind autogyro development, coupled with the successful tests of early helicopters in 1935, meant the death of the autogyro concept. The production of autogyros ceased in 1938.

WEIRD SCIENCE

The prestige of science was colossal. The man in the street and the woman in the kitchen, confronted on every hand with new machines and devices which they owed to the laboratory, were ready to believe that science could accomplish anything[.]

—Frederick Allen, Only Yesterday: An Informal History Of The 1920s

While science in general enjoyed great esteem among the populace in the Pulp era, it enjoyed even greater favor in the pages of the pulps themselves. More than one Pulp hero relied on advanced technology to help him solve mysteries or thwart evildoers. While some characters just cleverly employed or manipulated the important technologies of the day (such as radio, telephone, television, and aircraft), others made discoveries or used devices that defied rational scientific explanation in “real world” terms. The general term for this concept is *Weird Science*, and devices created by Weird Science are “Weird tech.”

Types Of Weird Technology

Weird tech devices tend to fall into two categories:

IMPROVED TECHNOLOGY

The first category is *improved technology of the Pulp era*. In essence, the creator takes something ordinary (like a radio or a zeppelin) and changes it in ways that make it more fantastical. The simplest way to do this is make it more reliable. The technology of the day is often difficult to use and prone to various problems; eliminating these offers a character a significant edge during an adventure. Similarly, improving the performance — making the gadget work or move faster, have no unpleasant side effects, or increasing its power — falls squarely into the province of Weird Science.

Weird Science can also miniaturize gadgets. By twenty-first century standards, most Pulp-era devices were big and heavy — for example, some radios occupied entire cabinets and weighed over a hundred pounds! Even early portable radios were large, bulky, and difficult to use. But thanks to the wonders of Weird Science, more than one Pulp hero had a seemingly foolproof radio that fit into his ear (much like a modern hearing aid). Not only are such devices easier to carry (and thus use), miniaturizing them makes it easier to conceal them (see below).

On the other hand, sometimes going Weird means *enlarging* a gadget. Ordinary zeppelins are already pretty big, but one built using the principles of Weird Science is *enormous*, dwarfing anything that ever appeared in the “real world.” Devices are particularly likely to get bigger when the creator wants to improve the performance of an ordinary piece of technology, as described above: greater size symbolically (and in many ways “realistically”) equates to greater power.

INCREDIBLE DEVICES

Tom led him to an intricate apparatus which bore some resemblance to a television radio. There were countless vacuum tubes and their controls, tiny motors belted to slotted disks that would spin when power was applied, and a double eyepiece.

“Before I let you look,” Tom was saying, “I’ll give you an idea of it, to prepare you. This is a mechanism I’ve developed for a study of the less-understood dimensions.”

—Harl Vincent, “Wanderer of Infinity,” Astounding Stories, March 1933.

Second, Weird tech includes *completely incredible devices that couldn’t possibly exist in the “real world.”* These are devices that at least seem to verge into the realm of Science Fiction, if not occupy that territory altogether. Examples include force fields, faster-than-light travel (particularly in an era when rockets remain experimental devices!), matter transmitters, various types of ray guns, anti-gravity vehicles, time machines, and the like.

While such devices sometimes crop up in “mainstream” Pulp stories (such as those featuring the scientist-adventurer Doc Savage), they’re sufficiently outside the pale of most *Pulp Hero* campaigns that there aren’t many of them included in the examples below. *Star Hero* already covers the subject of Science Fiction technology in the *HERO System*. All you have to do to “Pulp-ify” them is to add a few fins and other decorative touches, supply a Pulp-style name, and perhaps add some Pulpish technobabble to explain them (“By pushing against the Aether, the Impeller allows us to defy gravity! You can control the rate of flight with this knob.”)

Principles Of Weird Tech

The next few days were spent by Kantos Kan in teaching me the intricacies of flying and of repairing the dainty little

contrivances which the Martians use for this purpose. ... The body of the one-man air craft is about sixteen feet long, two feet wide and three inches thick, tapering to a point at each end. The driver sits on top of this plane upon a seat constructed over the small, noiseless radium engine which propels it. The medium of buoyancy is contained within the thin metal walls of the body and consists of the eighth Barsoomian ray, or ray of propulsion, as it may be termed in view of its properties.

This ray, like the ninth ray, is unknown on Earth, but the Martians have discovered that it is an inherent property of all light no matter from what source it emanates. They have learned that it is the solar eighth ray which propels the light of the sun to the various planets, and that it is the individual eighth ray of each planet which “reflects,” or propels the light thus obtained out into space once more. The solar eighth ray would be absorbed by the surface of Barsoom, but the Barsoomian eighth ray, which tends to propel light from Mars into space, is constantly streaming out from the planet constituting a force of repulsion of gravity which when confined is able to lift enormous weights from the surface of the ground.

It is this ray which has enabled them to so perfect aviation that battle ships far outweighing anything known upon Earth sail as gracefully and lightly through the thin air of Barsoom as a toy balloon in the heavy atmosphere of Earth.

—Edgar Rice Burroughs, *A Princess Of Mars*

Like any other form of science, Weird Science is governed by its own particular rules. But they're *dramatic* rules, not scientific ones. The most important thing about Weird tech is to have it contribute to the story you're trying to tell, not making it scientifically accurate.

LITTLE OR NO EXPLANATION NECESSARY

First and foremost, Weird Science doesn't have to be plausible, rational, realistic, or logical — or even explained in any significant detail. Many a Pulp author gave his character a gadget and simply said that it “fires a beam of deadly energy” or “allows him to fly unhindered through the air.” He makes no attempt to justify how the device works by citing scientific theories or explaining the construction of the gadget's engine. The gadget is just a literary plot device designed to help the character accomplish things and move the action of the story forward at its usual brisk pace.

Even when an author provides an explanation for how Weird tech works, it's a very simple one with no grounding in real-world science. The Burroughs quote above shows just about the maximum

extent of such explanations: the sun propels light with a special ray, planets reflect that light with their own rays, Martian aircraft use those rays for lift and propulsion. It has no justification in “reality,” but it lets the author add a little verisimilitude to his tale, and perhaps inspires other gadgets or plot twists as he thinks about its ramifications.

IT'S OFTEN FALLIBLE

Weird tech is subject to a simple law of dramatic necessity: when the author needs it to work so the plot keeps moving forward, it works without any difficulty... but when the author wants to heap difficulties on the character, his wondrous device malfunctions (or fails to work at all) until he repairs it, obtains more fuel, or the like. The more “advanced” or Weird the device, the more likely it was to experience this problem. Simple weapons like mini-grenades almost never failed to work; complex devices like rocket packs and death rays are much less likely to function properly on demand.

Simulating this can be difficult in game terms. It's easy enough to construct an unreliable device using Limitations like *Activation Roll* and *Requires A Skill Roll*, but getting those devices to malfunction only at dramatically appropriate moments is nigh-impossible if you rely on the standard dice roll. The GM has two options. First, he can have characters build their Weird tech devices without any “reliability” Limitations, but then impose malfunctions on them whenever he thinks doing so will add to the story. This requires a deft touch and proper exercise of the GM's discretion, since the players will (rightly) become leery of buying gadgets if they malfunction frequently or unfairly. Second, the GM can require characters to apply reliability Limitations to most Weird tech devices, but instead of invoking those Limitations whenever the rules say he should, he only calls for a roll when a malfunction would add to the drama of the story. Gamemasters who choose this option may want to reduce the value of the Limitation if they don't believe it will be as restrictive as normal.

TOOLS OF VILLAINY

Weird tech tends to be the province of villains and NPCs more than heroes. Pulp heroes are skilled, self-reliant folk who don't need to load themselves down with gadgetry. In fact, unless a character is a Gadgeteer or Scientist, or having a major gadget is his shtick (like the character the Rocketeer, in the comic book and movie of the same name), it's entirely possible he has no Weird tech at all... or at most, just a few simple, useful devices that help move the story along.

This is particularly true of powerful weapons and other devices, such as all of the energy rays listed below. Pulp heroes don't carry around wonder-weapons and use them every Phase of combat — they fight with their fists, their guns, and their unshakable courage. They're usually out to stop the villain from using his fiendish death ray or giant zeppelin, not to steal it and use it for themselves.

In game terms, the GM may want to consider imposing point or effectiveness ceilings on the

types of Weird Science devices player characters can have (see page 344). Use these with caution — many of the simple, and perfectly allowable, gadgets described below take a lot of Active Points to create — but consider them as a way to keep Weird tech from unbalancing your campaign.

Using Weird Science In The Game

For many gamers, Weird Science is one of the most enjoyable aspects of Pulp gaming. It can add a lot to the game in terms of character creation, plot development, and action enhancement. On the other hand, if the GM isn't careful, it can negatively affect the game by giving the PCs too much power. One of the best things about *Pulp Hero* is that it focuses so strongly on the heroes — who they are and what they can do. In most Pulp stories and campaigns, the heroes can't fall back on powerful magic spells or planet-busting starships to achieve their goals; they have to get things done with their own personal Skills and abilities. Properly used, Weird Science can enhance this quality... but if the GM doesn't watch out, it can take over the game, leaving the characters looking weak when compared to the latest Weird tech weapon or vehicle.

The point and effectiveness ceilings discussed above are one way to try to keep Weird Science under control. Here are some other suggestions.

WHO CAN BUILD IT?

Weird tech tends to become more of a problem if you have a player character who can create it. As long as the heroes have to depend on NPCs for their gadgetry, the GM controls their access to it and prevent them from getting their hands on something they shouldn't have (like a disintegration ray or an infallible invisibility suit). But if one of the PCs is a Gadgeteer, Scientist, or the like, he has the Skills (and Character Points) to invent his own devices. That makes it a lot more likely that gadgets will affect the course of the action on a regular basis (in fact, it's almost a given), and that other types of characters will also have a few Weird tech devices of their own (since they can buy them with Character Points using the explanation of "my friend the Gadgeteer built this for me").

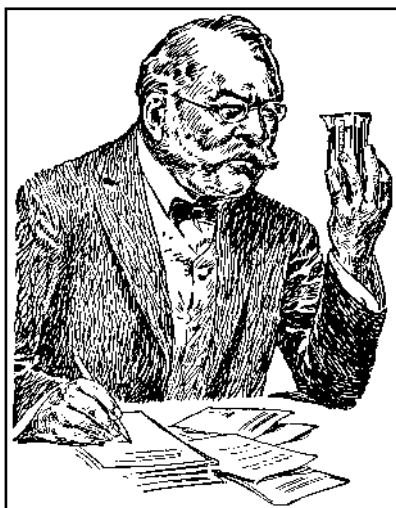
To prevent this from becoming a problem in a *Pulp Hero* game, the GM should monitor Gadgeteer PCs carefully. Just because a character has some Character Points to spend, or a VPP with which to build Weird tech, doesn't mean he can build anything he wants — the GM still has to approve all gadgets. If some weapon or gizmo seems likely to unbalance the game or cause other difficulties, the GM should just say no. And before he lets someone play a Gadgeteer character, the GM should make sure the player understands the problem and promises not to abuse his abilities.

Furthermore, the GM should be wary of letting characters who aren't Gadgeteers or Scientists buy technology-oriented Skills like Electronics, Inventor, and Systems Operation (not to mention Computer Programming!). The ability to create, modify, and repair advanced technologies isn't commonplace during the Pulp era; most people who know about such things tend to have specialized in them. In a *Pulp Hero* game, those Skills should generally remain the province of the Gadgeteer, the Scientist, and their ilk. There's nothing wrong with breaking out of stereotypes and giving characters depth by adding an unusual Skill or two, but if the GM sees characters start to buy Weird tech skills so they can load themselves up with gadgets, he

should put a stop to it.

WHO CAN USE IT?

Just because characters have access to Weird tech doesn't mean they know how to use it. Simple gadgets — such as skeleton keys and concealed melee weapons — can be used by any character; after all, countless heroes in the pulps carried such things. But the strange, cutting-edge devices that Weird Science gives birth to aren't necessarily user-friendly. Just figuring out how to turn one on may require an Electronics or Systems Operation roll; using it may require a unique Skill (such as a form of the *Power Skill*, or a *Weapon Familiarity*). This is a good way for the GM to keep the player characters from using powerful Weird tech weapons they seize from the villains they fight — investing in several Skills just to learn how to use a device properly is more than most characters are willing to do.





CONCEALED WEAPONS AND GADGETS

Stripped of his vest, Doc was still a walking arsenal. The hollow heels in his shoes contained everything from tiny radio transmitters to explosives and miniature drills. His belt housed a silken cord with a collapsible grapnel hook at one end. The buttons of his suit were a thermite compound. The suit itself was impregnated with chemical weapons, his undershirt loaded with tear gas. ... Even denuded he still had his metal skull cap that simulated his bronze hair. A false scar on this back contained still more explosives, as did a pair of hollow capped teeth. Another hollow tooth contained a tiny coiled saw!

—Don Hutchison in *The Great Pulp Heroes*, commenting on Doc Savage's arsenal of concealed gadgetry

For *Pulp Hero* purposes, the concept of Weird technology encompasses not just advanced gadgets, but various cleverly-designed and -used normal gadgets (such as guns or knives) that were often kept hidden until the character needed them.

The Concealment rules from pages 450-51 of the *HERO System 5th Edition, Revised* rulebook presume a character's concealing Obvious, Accessible Foci. Examples include a stiletto worn in an arm

sheath under a character's sleeve, a small handgun tucked into the back of his pants underneath his jacket, or a straight razor hidden in a boot.

But many of the Weird Science weapons and devices built for *Pulp Hero* characters aren't just hidden, they're *disguised* — in other words, designed specifically to look like something else. This is particularly true of guns and other weapons. For example, in real life people have built concealed guns into canes, knives, books, briefcases, hats, and many other items — and *Pulp Hero* characters can certainly do the same.

Similarly, some devices are deliberately designed to be hidden. For example, a character might have a miniaturized tool of some sort that's built into a false tooth. In some cases the GM will consider those sorts of gadgets as OAFs that are just particularly well-hidden, but in others it makes sense to think of such a device as being "disguised" since it's *always* hidden in an especially clever way.

In *HERO System* terms, a disguised object is an Inobvious Accessible Focus. The Inobvious part of the *Focus* Limitation corresponds to a Concealment "Skill" of 13- (11- base roll, +2 for the fact that the device is built into something else); extremely well made concealed devices may merit higher Concealment "Skills." (If a character's building a disguised gadget with Character Points, he has to pay for this using the *Skill* Power; otherwise the GM can simply assign the appropriate modifiers.) When a character tries to spot a disguised object, he makes a PER Roll against the object's Concealment roll in a Skill Versus Skill Contest. A successful roll only reveals that there's something unusual in the construction of the item; the perceiving character has to perform a hands-on search in another PER Roll Versus Concealment Roll Contest to open the device or determine what it does.

Naturally, once someone actually uses a disguised gadget, it's no longer Inobvious. When a character starts firing bullets from his cigarette case, its true function becomes apparent.

Unless the GM rules otherwise, all disguised guns should have a minimum -1 OCV penalty (and no Range Skill Levels) to reflect the relative difficulty of aiming them. This may apply to other weapons as well.

WEAPONS

Most Weird tech devices are weapons of some sort — everything from strange energy beams with eerie effects to guns and grenades disguised as everyday objects. The ones described below provide just a few examples; the fiendish minds of players and GMs can easily come up with many more.

Ray Weapons

One of the most popular Weird tech weapons in the pulps is the energy ray. Ever-eager for a story hook or an intriguing plot twist, Pulp authors created energy beam weapons with all sorts of strange effects.

DEATH RAY

Effect: RKA 10d6
Target/Area Affected: One character
Duration: Instant
Range: 750"
Charges: 4 Charges
Breakability: 30 DEF

Description: This ray has a simple effect: it kills any living thing it strikes. It's the perfect weapon for a villain who wants to impress people with his brutality and ruthlessness.

Game Information: RKA 10d6 (150 Active Points); OAF Bulky (-1½), Only Works Against Living Beings (-½), 4 Charges (-1). Total cost: 37 points.

OPTIONS:

- 1) **Strong Death Ray:** Increase to RKA 12d6. 180 Active Points; total cost 45 points.
- 2) **Weak Death Ray:** Decrease to RKA 8d6. 120 Active Points; total cost 30 points.
- 3) **Experimental Death Ray:** The ray gun is a prototype that doesn't always work. Add Activation Roll 11- (-1). Total cost: 30 points.
- 4) **Long-Distance Ray:** The ray can affect targets over four miles away! Add Increased Maximum Range (3,750", or about 4.7 miles; +¼) and No Range Modifier (+½). 262 Active Points; total cost 65 points.
- 5) **Invisible Ray:** The ray can't be seen with the naked eye (though the gun itself can be). Add Invisible to Sight Group (+½). 225 Active Points; total cost 56 points.
- 6) **Wide-Beam Ray:** The ray can affect many living beings at once. Decrease to RKA 8d6 and add Area Of Effect (25" Cone; +1) and No Range (-½). 240 Active Points; total cost 53 points.
- 7) **Delayed Ray:** The ray needs time to warm up to fire each shot. Add Extra Time (Extra Phase; -¾). Total cost: 32 points.
- 8) **Hard To Use:** The ray is so advanced not everyone can figure out how to use it. Add Requires An

Electronics Roll (no Active Point penalty; -0). Total cost: 37 points.

9) **Variant Ray:** Only a force field or specially-made clothing (see *Defensive Gadgets*, below) can protect someone from this form of the Death Ray. Decrease to RKA 8d6 and add NND (defense is ED Force Field, ED Force Wall, or Death Ray-Resistant Suit; +1) and Does BODY (+1). 360 Active Points; total cost 90 points.

10) **Sonic Destructor:** This form of Death Ray kills without leaving any traces — the victim just drops dead, and unless someone sees the gun as it's being fired, no one knows why. Add Invisible to Sight and Hearing Groups (effects of the ray are also invisible; +1½). 375 Active Points; total cost 94 points.

DETONATION RAY

Effect: RKA 1 point-6d6, Requires Gunpowder
Target/Area Affected: Varies
Duration: Instant
Range: 450"
Charges: 4 Charges
Breakability: 36 DEF

Description: This ray has the devastating effect of making gunpowder explode! Armed with this weapon, a villain can make his foes' guns explode in their hands or cause an enemy nation's military stockpiles to go off like Fourth of July firecrackers.

Game Information:

Cost Power

- 33 *Detonation Ray:* Multipower, 180-point reserve; all OAF Bulky (-1½), Requires Gunpowder (-1), No Conscious Control (character can activate ray when desired, but the slot used depends on the amount of gunpowder present, not his choice; -1), 4 Charges (-1) for entire Multipower
- 1u 1) *Minuscule Amount Of Gunpowder (1-2 Bullets):* RKA 1 point, Area Of Effect (One Hex; +½), Increased Maximum Range (450"; +½); OAF Bulky (-1½), Requires Gunpowder (-1)
- 1u 2) *Tiny Amount Of Gunpowder (3-6 Bullets):* RKA ½d6, Area Of Effect (One Hex; +½), Increased Maximum Range (450"; +½); OAF Bulky (-1½), Requires Gunpowder (-1)
- 1u 3) *Small Amount Of Gunpowder (7-20 Bullets):* RKA 2d6, Explosion (+½), Increased Maximum Range (450"; +¼); OAF Bulky (-1½), Requires Gunpowder (-1)
- 2u 4) *Decent Amount Of Gunpowder (21-100 Bullets):* RKA 2d6, Explosion (-1 DC/3"; +1), Increased Maximum Range (450"; +¼); OAF Bulky (-1½), Requires Gunpowder (-1)
- 3u 5) *Large Amount Of Gunpowder (101+ Bullets, Small Barrel):* RKA 3d6, Explosion (-1 DC/3"; +1); OAF Bulky (-1½), Requires Gunpowder (-1)
- 3u 6) *Really Large Amount Of Gunpowder (Barrel):* RKA 4d6, Explosion (-1 DC/3"; +1); OAF Bulky (-1½), Requires Gunpowder (-1), Limited Range (450"; -¼)

- 4u 7) *Enormous Amount Of Gunpowder (Multiple Barrels)*: RKA 5d6, Explosion (-1 DC/3"; +1); OAF Bulky (-1½), Requires Gunpowder (-1), Limited Range (450"; -¼)
- 5u 8) *Humongous Amount Of Gunpowder (Lots And Lots Of Barrels)*: RKA 6d6, Explosion (-1 DC/3"; +1); OAF Bulky (-1½), Requires Gunpowder (-1), Limited Range (450"; -¼)

Total cost: 53 points.

DISINTEGRATION RAY	
Effect:	RKA 8d6, NND, Does BODY
Target/Area Affected:	One character
Duration:	Instant
Range:	1800"
Charges:	4 Charges
Breakability:	72 DEF

Description: This ray disintegrates anything it touches, leaving nothing but dust in its wake.

Game Information: RKA 8d6, NND (defense is ED Force Field or ED Force Wall; +1), Does BODY (+1) (360 Active Points); OAF Bulky (-1½), 4 Charges (-1). Total cost: 103 points.

OPTIONS:

- 1) **Strong Disintegration Ray:** Increase to RKA 10d6. 450 Active Points; total cost 129 points.
- 2) **Weak Disintegration Ray:** Decrease to RKA 6d6. 270 Active Points; total cost 77 points.
- 3) **Experimental Disintegration Ray:** The ray gun is a prototype that doesn't always work. Add Activation Roll 11- (-1). Total cost: 80 points.
- 4) **Invisible Ray:** The ray can't be seen with the naked eye (though the gun itself can be). Add Invisible to Sight Group (+½). 420 Active Points; total cost 120 points.
- 5) **Wide-Beam Ray:** The ray can affect many living beings at once. Decrease to RKA 6d6 and add Area Of Effect (54" Cone; +1) and No Range (-½). 360 Active Points; total cost 90 points.
- 6) **Delayed Ray:** The ray needs time to warm up to fire each shot. Add Extra Time (Extra Phase; -¾). Total cost: 85 points.
- 7) **Hard To Use:** The ray is so advanced not everyone can figure out how to use it. Add Requires An Electronics Roll (no Active Point penalty; -0). Total cost: 103 points.

ENGINE-STOPPING RAY	
Effect:	Dispel Movement Powers 20d6, Engine-Based Movement Only
Target/Area Affected:	One engine
Duration:	Instant
Range:	375"
Charges:	4 Charges
Breakability:	15 DEF

Description: A favorite of spies and military men everywhere, this ray, when projected against any kind of vehicle motor, causes that motor to cease functioning. Getting it working again requires significant repair work, or replacing the engine altogether.

Game Information: Dispel Movement Powers 20d6, any one Movement Power at a time (+¼) (75 Active Points); OAF Bulky (-1½), Only Works Against Engine-/Motor-Based Movement Powers (-1), 4 Charges (-1). Total cost: 17 points

OPTIONS:

- 1) **Strong Ray:** Increase to Dispel Movement Powers 24d6. 90 Active Points; total cost 20 points.
- 2) **Weak Ray:** Decrease to Dispel Movement Powers 16d6. 60 Active Points; total cost 13 points.
- 3) **Experimental Ray:** The Engine-Stopping Ray is a fairly new weapon; all the bugs haven't been worked out yet. Add Activation Roll 11- (-1). Total cost: 14 points.
- 4) **Long-Distance Ray:** The ray can affect targets over two miles away! Add Increased Maximum Range (1,875", or about 2.3 miles; +¼) and No Range Modifier (+½). 120 Active Points; total cost 27 points.
- 5) **Invisible Ray:** The ray can't be seen with the naked eye (though the gun itself can be). Add Invisible to Sight Group (+½). 105 Active Points; total cost 23 points.
- 6) **Delayed Ray:** The ray needs time to warm up to fire each shot. Add Extra Time (Extra Phase; -¾). Total cost: 14 points.
- 7) **Hard To Use:** The ray is so advanced not everyone can figure out how to use it. Add Requires An Electronics Roll (no Active Point penalty; -0). Total cost: 17 points.

PARALYSIS RAY

Effect: Entangle 6d6, 6 DEF, Takes No Damage From Physical Attacks
Target/Area Affected: One character
Duration: Instant
Range: 450"
Charges: 4 Charges
Breakability: 18 DEF

Description: Instead of killing or destroying the target, this ray leaves him unable to move.

Game Information: *Entangle 6d6, 6 DEF, Takes No Damage From Physical Attacks (+½) (90 Active Points); OAF Bulky (-1½), 4 Charges (-1). Total cost: 26 points.*

OPTIONS:

- 1) **Strong Paralysis Ray:** Increase to Entangle 8d6, 8 DEF. 120 Active Points; total cost 34 points.
- 2) **Weak Paralysis Ray:** Decrease to Entangle 4d6, 4 DEF. 60 Active Points; total cost 17 points.
- 3) **Experimental Paralysis Ray:** Even Weird Science isn't infallible. Some kink in the Ray's wiring makes it misfire on occasion. Add Activation Roll 14- (-½). Total cost: 22 points.
- 4) **Invisible Ray:** The ray can't be seen with the naked eye (though the gun itself can be). Add Invisible to Sight Group (+½). 120 Active Points; total cost 34 points.
- 5) **Hard To Use:** The ray is so advanced not everyone can figure out how to use it. Add Requires An Electronics Roll (no Active Point penalty; -0). Total cost: 26 points.

Other Weapons

BUTTON GRENADES

Effect: RKA 2d6
Target/Area Affected: Explosion
Duration: Instant
Range: RBS
Charges: 6 Charges
Breakability: 9 DEF

Description: The character wears clothing with buttons, and some of those buttons aren't what they appear to be — they're actually cleverly-disguised grenades that pack the punch of a standard grenade into a tiny package.

Game Information: *RKA 2d6, Explosion (+½) (45 Active Points); IAF (-½), Range Based On STR (-¼), 6 Charges (-¾). Total cost: 18 points.*

OPTIONS:

- 1) **Strong Button Grenades:** Increase to Explosion (-1 DC/2"; +¾). 52 Active Points; total cost 21 points.
- 2) **Weak Button Grenades:** Decrease to RKA 1d6. 22 Active Points; total cost 9 points.
- 3) **Experimental Button Grenades:** It's hard to build these things just right. Sometimes the character gets a dud. Add Activation Roll 14- (-½). Total cost: 15 points.
- 4) **Exploding Matches:** Instead of deadly buttons, the character carries matches that are actually tiny grenades. Decrease to RKA 1d6 and change to 24 Charges (+¼). 26 Active Points; total cost 15 points.
- 5) **Cigarette Case Bomb:** What looks like a fancy silver cigarette case is actually a powerful bomb that the character can set to detonate at any time up to one hour. Increase to RKA 3d6, add Time Delay (any time within the next hour; +¼), and change to 1 Charge (-2). 79 Active Points; total cost 21 points.

ELECTRIC WAND

Effect: Energy Blast 6d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
Charges: 8 Charges
Breakability: 12 DEF

Description: This wand-like, metal-tipped stick contains a battery capable of emitting a powerful electrical charge. When the character touches it to a target and activates it, the zap stuns the target unless he's totally insulated.

Game Information: *Energy Blast 6d6, NND (defense is insulated rED covering entire body; +1) (60 Active Points); OAF (-1), No Range (-½), 8 Charges (-½). Total cost: 20 points.*

OPTIONS:

- 1) **Strong Wand:** Increase to Energy Blast 8d6. 80 Active Points; total cost 27 points.
- 2) **Weak Wand:** Decrease to Energy Blast 4d6. 40 Active Points; total cost 13 points.
- 3) **Experimental Wand:** The Wand doesn't always work as desired. Add Activation Roll 14- (-½). Total cost: 17 points.
- 4) **Hard To Use:** Not everyone can figure out how to use the Electric Wand properly — hitting the target and trigger simultaneously is difficult. Character must also buy WF: Electric Wand (1 Character Point).

ELECTROPISTOL

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
Charges: 12 Charges
Breakability: 8 DEF

Description: This amazing weapon is a pistol that fires a beam of energy rather than a bullet! Depending on the inventor's whims, the beam may look like a crackling bolt of lightning, a straight beam in just about any color, a row of circles of energy, or just about any other appearance you can imagine.

Game Information: *Energy Blast 8d6 (40 Active Points); OAF (-1), Beam (-¼), STR Minimum (8, STR Does Not Add/Subtract Damage; -1), 12 Charges (-¼). Total cost: 11 points.*

OPTIONS:

- 1) **Strong Electropistol:** Increase to Energy Blast 10d6. 50 Active Points; total cost 14 points.
- 2) **Weak Electropistol:** Decrease to Energy Blast 6d6. 30 Active Points; total cost 9 points.
- 3) **Experimental Electropistol:** The Electropistol is a very advanced device, and as such doesn't always work properly. Add Activation Roll 13- (-¾). Total cost: 9 points.
- 4) **Larger Battery:** Some Electropistols have larger batteries, so they can fire more shots. Change to 24 Charges (+¼). 50 Active Points; total cost 15 points.
- 5) **Smaller Battery:** On the other hand, some Electropistols don't have very much power. Change to 6 Charges (-¾). Total cost: 10 points.
- 6) **Expandable Electropistol:** The shooter can vary the width of the Electropistol's beam. Remove Beam (-¼). Total cost: 12 points.
- 7) **Automatic Electropistol:** This type of Electropistol can fire multiple beams at once. Add Autofire (3 shots; +¼) and change to 30 Charges (+¼). 60 Active Points; total cost 18 points.
- 8) **Short-Range Electropistol:** The Electropistol's beam can't maintain coherence over long distances. Add Reduced By Range (-¼). Total cost: 11 points.

FINGERTIP FLASH POWDER

Effect: Sight Group Flash 6d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
Charges: 4 Charges
Breakability: 6 DEF

Description: The character dusts his fingertips with a special type of flash powder. By snapping his fingers, he can cause a flare of light bright enough to blind one of his foes for a few seconds. If he gets his hands wet, or wipes them on anything, he brushes off some or all of the powder.

Game Information: *Sight Group Flash 6d6 (30 Active Points); IAF Fragile (-¾), No Range (-½), 4 Charges (-1). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Flash Powder:** Increase to Sight Group Flash 8d6. 40 Active Points; total cost 12 points.
- 2) **Weak Flash Powder:** Decrease to Sight Group Flash 4d6. 20 Active Points; total cost 6 points.



GAS GUN

Effect: Energy Blast 8d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 3"
Charges: 30 Charges
Breakability: 18 DEF

Description: A favorite of both Thrillseeking Criminals (who, after all, don't really want to hurt anyone...) and Masked Crimefighters, this weapon projects a harmless knockout gas over a range of a few meters. The gas usually takes effect instantly; some hardy individuals may require two doses.

Game Information: *Energy Blast 8d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), 30 Charges (+¼) (90 Active Points); OAF (-1), Limited Range (3"; -¼), Does Not Work In High Winds Or Rain (-¼). Total cost: 36 points.*

OPTIONS:

- 1) **Strong Gas Gun:** Increase to Energy Blast 10d6. 112 Active Points; total cost 45 points.
- 2) **Weak Gas Gun:** Decrease to Energy Blast 6d6. 67 Active Points; total cost 27 points.
- 3) **Long-Lasting Gas Gun:** The standard version of this weapon assumes the character doesn't want to knock his victims out for very long — just long enough to capture them or get away. This version of the Gas Gun leaves the victim unconscious for hours. Change to Drain STUN 8d6, Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +¾), Limited Range (3"; +¼) (160 Active Points);

OAF (-1), Does Not Work In High Winds Or Rain (-¼), 16 Charges (-0). Total cost: 71 points.

- 4) **Lethal Gas Gun:** Criminals of the less kind-hearted variety often prefer this version of the Gas Gun, which fires a lethal gas. Some wielders tailor the gas so that it has a distinctive effect on the victim (makes his face look skull-like, leaves him with a rictus grin on his face, turns his skin green, or the like). Change to RKA 4d6 and add Does BODY (+1). 195 Active Points; total cost 78 points.

HYPODERMIC FINGER-CAPS

Effect: Energy Blast 8d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
Charges: 8 Charges
Breakability: 16 DEF

Description: This weapon consist of eight small caps the character wears on his fingers (excluding his thumbs). Each cap has a small needle coated with a potent knockout drug. All he has to do is touch the victim to render him unconscious.

Game Information: *Energy Blast 8d6, NND (defense is Life Support [appropriate Immunity] or sufficiently-thick clothing or body armor all over his body; +1) (80 Active Points); OAF (-1), No Range (-½), 8 Charges (-½). Total cost: 27 points.*

OPTIONS:

- 1) **Strong Drug:** Increase to Energy Blast 10d6. 100 Active Points; total cost 33 points.
- 2) **Weak Drug:** Decrease to Energy Blast 6d6. 60 Active Points; total cost 20 points.
- 3) **Concealable Finger-Caps:** This version of the weapon isn't obvious. The caps may be concealed in a pair of gloves, or perhaps the needles fit under the fingernails in such a way that they can only be seen on close inspection. Change OAF (-1) to IAF (-½). Total cost: 32 points.

MERCY GUN

Effect: Energy Blast 6d6, STUN Only
Target/Area Affected: One character
Duration: Instant
Range: 150"
Charges: 12 Charges
Breakability: 6 DEF

Description: This gun is a less-than-lethal alternative for crimefighters and adventurers who want to take their foes alive. Some versions use "bullets" that are actually anaesthetic darts or gas capsules; others simply strike with a non-harmful impact.

Game Information: *Energy Blast 6d6 (30 Active Points); OAF (-1), STUN Only (-0), Beam (-¼), STR Minimum (8, STR Does Not Add/Subtract Damage; -1), 12 Charges (-¼). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Mercy Gun:** Increase to Energy Blast 8d6. 40 Active Points; total cost 11 points.
- 2) **Weak Mercy Gun:** Decrease to Energy Blast 4d6. 20 Active Points; total cost 6 points.
- 3) **Mercy Autopistol I:** This form of the pistol can fire on full automatic mode, and has a larger clip of bullets to compensate. Add Autofire (5 shots; +½) and change to 32 Charges (+¼). 52 Active Points; total cost 16 points.
- 4) **Mercy Autopistol II:** As Mercy Autopistol I, but with a larger clip of ammunition. Increase to 60 Charges (+½). 60 Active Points; total cost 18 points.
- 5) **Mercy Pistol Variant:** The bullets from this Mercy Pistol are much harder to resist. Change to Drain Stun 4d6, Ranged (+½) (60 Active Points); OAF (-1), Beam (-¼), STR Minimum (8, STR Does Not Add/Subtract Damage; -1), 12 Charges (-¼). Total cost: 17 points.
- 6) **Mercy Autopistol Variant:** As Mercy Pistol Variant, but add Autofire (5 shots; +1½) and change to 32 Charges (+¼). 130 Active Points; total cost 40 points.

MIND ALTERATION MACHINE

Effect: Mind Control 16d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 8
Breakability: 16 DEF

Description: This large device, typically built into part of a master villain's or mad scientist's lair, allows the user to take control of the mind of another person. It consists of a seat (complete with straps so the villain's henchmen can tie the victim down) next to a large console. The controls on the console allow the user to lower a special helmet onto the victim's head, and then to activate the device. After a minute of exposure to its brain-warping rays, the victim falls completely under the villain's sway.

Game Information: *Mind Control 16d6 (80 Active Points); OAF Immobility (-2), Extra Time (1 Minute; -1½). Total cost: 18 points.*

OPTIONS:

- 1) **Strong Mind Alteration:** Increase to Mind Control 20d6. 100 Active Points; total cost 22 points.
- 2) **Weak Mind Alteration:** Decrease to Mind Control 12d6. 60 Active Points; total cost 13 points.
- 3) **Experimental Mind Alteration:** So complex is the Mind Alteration Machine that it doesn't always work. Add Activation Roll 14- (-½). Total cost: 16 points.
- 4) **Hard To Use:** The Machine's complexity also makes it difficult to use. Add Requires A Systems Operation Roll (-½). Total cost: 16 points.

MINI-GRENADES

Effect:	Various Attack Powers
Target/Area Affected:	Varies
Duration:	Varies
Range:	RBS
Charges:	Varying Charges
Breakability:	Varies

Description: Many Pulp adventurers carry miniaturized grenades. Useful as both weapons and tools, these devices have the impact of full-sized grenades but are much smaller and lighter, making it easy for a character to carry a lot of them in pockets or pouches.

For throwing purposes, mini-grenades weigh .4 kg.

Game Information:

Cost Power

- 15 *Concussive Mini-Grenade:* Energy Blast 6d6, Explosion (+½) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 15 *Flare Mini-Grenade:* Sight Group Flash 6d6, Explosion (+½) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 15 *Frag Mini-Grenade:* RKA 2d6, Explosion (+½) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 17 *Incendiary Mini-Grenade:* RKA 1½d6, Armor Piercing (+½), Explosion (+½) (50 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 15 *Knockout Gas Mini-Grenade:* Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Area Of Effect (3" Radius; +1) (45 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 30 *Paralysis Gas Mini-Grenade:* Entangle 4d6, 4 DEF, Takes No Damage From Physical Attacks (+½), Area Of Effect (One Hex Doubled; +¾) (90 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)
- 8 *Smoke Mini-Grenade:* Change Environment 4" radius, -3 to Sight Group PER Rolls (21 Active Points); OAF (-1), Range Based On STR (-¼), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)
- 27 *Tear Gas Mini-Grenade:* Sight Group Flash 4d6, Area Of Effect (3"; +1), Delayed Recovery (each BODY indicates 1 Turn of effect; +2) (80 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)

RAPIER BELT

Effect:	HKA 1d6
Target/Area Affected:	One character
Duration:	Instant
Range:	Touch
END Cost:	0
Breakability:	4 DEF

Description: Many Pulp heroes are expert fencers... but it's not polite to carry a sword around on the streets. At the very least, it gets the character noticed. But this gadget avoids this problem. It consists of a Weird tech rapier whose blade can wrap all the way around a character's waist without losing temper, then return to true when drawn. The scabbard is the character's belt. Unless someone examines his clothing with great care, they'll never find the concealed weapon.

Game Information: *HKA 1d6 (up to 2d6 with STR), Reduced Endurance (0 END; +½) (22 Active Points); IAF (-½), STR Minimum (10; -½). Total cost: 11 points.*

ROCKET PISTOL

Effect:	RKA 1½d6, Increased Maximum Range, Invisible Power Effects (leaves no shell casings)
Target/Area Affected:	One character
Duration:	Instant
Range:	775"
Charges:	12 Charges
Breakability:	7 DEF

Description: This Weird tech pistol uses special bullets that are, in effect, self-propelled miniature rockets. The shots travel *much* further than typical bullets (almost a mile!), and don't leave any shell casings behind as evidence.

Game Information: *RKA 1½d6, Increased Maximum Range (775"; +¼), Invisible Power Effects (leaves no shell casings; +¼) (37 Active Points); OAF (-1), STR Minimum (10, STR Minimum Doesn't Add/Subtract Damage; -1), Beam (-¼), 12 Charges (-¼). Total cost: 11 points.*

OPTIONS:

- 1) **Strong Rocket Pistol:** Increase to RKA 2d6. 45 Active Points; total cost 13 points.
- 2) **Weak Rocket Pistol:** Decrease to RKA 1d6+1. 30 Active Points; total cost 9 points.
- 3) **Experimental Rocket Pistol:** Rocket bullets are a new form of technology and thus don't always work right. Add Activation Roll 14- (-½). Total cost: 9 points.
- 4) **Hard To Use:** Not everyone can figure out how to use the Rocket Pistol properly — it's not quite the same as firing a standard pistol. Character must also buy WF: Rocket Pistol (1 Character Point).

SWORD-CANE

Effect: HKA 1d6 + knockout drug
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost/Charges: 0 for sword, 8 Charges for knockout drug
Breakability: 4 DEF

Description: A walking stick always adds a touch of elegance to a gentleman's ensemble. This type of sword-cane also adds an element of self-defense. It conceals a long, slender, strong sword-blade. Inside the blade is a reservoir of knockout drug the character can use to render opponents unconscious by stabbing or pricking them.

Game Information:

Cost Power

- 11 *Sword-Cane Blade:* HKA 1d6 (up to 2d6 with STR), Reduced Endurance (0 END; +½). 22 Active Points); IAF (-½), STR Minimum (8; -½)
- 27 *Sword-Cane Drug:* Energy Blast 8d6, NND (defense is Life Support [appropriate Immunity]; +1) (80 Active Points); IAF Fragile (-¾), No Range (-½), Linked (-¼), 8 Charges (-½)

Total cost: 38 points.

OPTIONS:

- 1) **Strong Knockout Drug:** Increase to Energy Blast 10d6. 100 Active Points; total cost 33 points.
- 2) **Weak Knockout Drug:** Decrease to Energy Blast 6d6. 60 Active Points; total cost 20 points.

TEAR GAS FOUNTAIN PEN

Effect: Sight Group Flash 4d6, Delayed Recovery
Target/Area Affected: One character
Duration: Instant
Range: No Range
Charges: 4 Charges
Breakability: 12 DEF

Description: This fountain pen is more than just an elegant writing implement. It also contains a reservoir of tear gas. When the character gets close to someone and triggers the weapon, it squirts a puff of tear gas right in the victim's face. (Some Pulp heroes disguise their tear gas squirters as cigarettes instead of fountain pens.)

Game Information: *Sight Group Flash 4d6, Delayed Recovery (each BODY indicates 1 Turn of effect; +2) (60 Active Points); IAF (-½), No Range (-½), 4 Charges (-1). Total cost: 20 points.*

OPTIONS:

- 1) **Strong Tear Gas:** Increase to Sight Group Flash 6d6. 90 Active Points; total cost 30 points.
- 2) **Weak Tear Gas:** Decrease to Sight Group Flash 2d6. 30 Active Points; total cost 10 points.

DEFENSIVE GADGETS

BULLETPROOF UNDERSHIRT

Effect: Armor (6 PD), Activation Roll 11-
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 6 DEF

Description: Characters who can't, or won't, wear a true bulletproof vest are sometimes able to get their hands on this marvelous Weird tech defense: an undershirt (or similar garment) that's been chemically treated and/or made of special substances so it can stop bullets!

Game Information: *Armor (6 PD) (9 Active Points); OIF (-½), Activation Roll 11- (covers Hit Locations 9-13; -1). Total cost: 4 points.*

OPTIONS:

- 1) **Strong Bulletproof Undershirt:** Increase to Armor (8 PD). 12 Active Points; total cost 5 points.
- 2) **Weak Bulletproof Undershirt:** Decrease to Armor (4 PD). 6 Active Points; total cost 2 points.
- 3) **Bulletproof Clothing:** Most of the character's clothing is bulletproof, giving him a greater range of protection. Change to Activation Roll 14- (-½).

DEATH RAY-RESISTANT SUIT

Effect: Armor (2 ED), Only Works Against Variant Death Ray
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: This special protective suit is woven with platinum fibers and treated with special chemicals so that it allows the wearer to resist the effects of the awesome Variant Death Ray (see above).

Game Information: *Armor (2 ED) (3 Active Points); OIF (-½), Only Works Against Variant Death Ray (see above; -2). Total cost: 1 point.*



MOVEMENT GADGETS

CLIMBING SUCTION CUPS

Effect: Clinging (normal STR), Maximum Movement Is 1"/Phase
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 2 DEF

Description: This Weird gadget consists of two to four extremely strong suction cups. By holding them in his hands (and wearing them on his feet), the character can scale sheer walls like a spider... though he can't move quickly while he's doing it.

Game Information: *Clinging (normal STR) (10 Active Points); OIF (-½), Costs Endurance (-½), Maximum Movement Speed While Clinging Is 1" Per Phase (-½), Cannot Resist Knockback (-0). total cost: 4 points.*

COLLAPSIBLE GRAPNEL AND LINE

Effect: Swinging 8", Extra Time (Extra Phase)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1
Breakability: 2 DEF

Description: This device is a thin, but extremely strong, length of cord and a small, collapsible grapnel. Designed for concealment and easy carrying, it takes a couple of seconds to prepare and use when the character first pulls it out.

Game Information: *Swinging 8" (8 Active Points); IAF (-½), Extra Time (Extra Phase [one Phase to prepare to use and then one to use it the first time it's activated, but later uses don't take additional time]; -½). Total cost: 4 points.*

OPTIONS:

- 1) **Longer Line:** Increase to Swinging 12". 12 Active Points; total cost 6 points.
- 2) **Shorter Line:** Decrease to Swinging 5". 5 Active Points; total cost 2 points.

CONCEALABLE PARACHUTE

Effect: Gliding 6"; Limited Movement
Target/Area Affected: Self
Duration: Constant
Range: Self
Charges: 1 Recoverable Continuing Charge
Breakability: 1 DEF

Description: Unlike the typical Pulp-era parachute, this one isn't big, awkward to wear, and obvious — in fact, it's so small and lightweight it fits under a jacket or coat without being noticeable!

Game Information: *Gliding 6" (6 Active Points); IAF (-½), Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½), 1 Recoverable Continuing Charge (lasts until character hits the ground or chute is fouled; -¾). Total cost: 2 points.*

ROCKET PACK

Effect: Flight 10"
Target/Area Affected: Self
Duration: Constant
Range: Self
Charges: 1 Continuing Fuel Charge
Breakability: 4 DEF

Description: This amazing gadget, not much larger than a typical backpack, allows the wearer to fly! And it uses ordinary gasoline for fuel, making it easy to refuel in mid-adventure if necessary.

Game Information: *Flight 10" (20 Active Points); OIF (-½), 1 Continuing Fuel Charge lasting 2 Hours (gasoline, Easy to obtain; -0). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Rocket Pack:** Increase to Flight 15". 30 Active Points; total cost 20 points.
- 2) **Weak Rocket Pack:** Decrease to Flight 6". 12 Active Points; total cost 8 points.
- 3) **Clumsy Rocket Pack:** Steering with a rocket strapped to your back isn't exactly easy. Add Increased Turn Mode (Flight with the Rocket Pack always has a +2" Turn Mode; -¼). Total cost: 11 points.

4) **Dangerous Rocket Pack:** Wearing a rocket and a tank of gas on your back isn't exactly safe. If the Rocket Pack takes even a single point of BODY damage past its defenses from an energy attack (or any other attack that could ignite the fuel), it bursts into flame, causing the user to take 2d6 damage every Phase (no defense) until the flames are extinguished. You can represent this with a -¼ Side Effect. Total cost: 11 points.

5) **One Hand On The Controls At All Times:** The way the Rocket Pack works, the character has to keep at least one hand on a control rod, hand control, or chest control panel to maintain his ability to fly. Add Gestures (throughout; -½). Total cost: 10 points.

6) **We Have Takeoff:** The character has to spend a Full Phase turning the Rocket Pack on, then another Full Phase launching himself into the sky. Add (Extra Phase to activate [see text]; -½). Total cost: 10 points.

7) **Winged Rocket Pack:** The character's Rocket Pack has large wings on it to give him lift. If he goes too slowly, he may stall and crash. Add Stall Velocity (5"; -¼). Total cost: 11 points.

8) **Experimental Rocket Pack:** Miniaturizing a rocket to fit into a backpack *and* not become hot enough to burn the wearer is difficult; as a result, sometimes the rocket stops working. Add Activation Roll 14- (-½). Total cost: 10 points.

RUBBER-SOLED SHOES

Effect: +2 to Stealth, Only For Stealthy Movement
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 1 DEF

Description: The character's shoes or boots have special rubber soles that allow him to move much more quietly than someone with leather-soled shoes can.

Game Information: *+2 to Stealth (4 Active Points); OIF (-½), Only For Stealthy Movement (-½). Total cost: 2 points.*

SENSORY AND COMMUNICATIONS GADGETS

BLACKLIGHT GOGGLES

Effect: Ultraviolet Perception (Sight Group)
Target/Area Affected: One character
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 1 DEF

Description: These goggles — which look something like an aviator's goggles, but are larger and have purplish lenses — allow the character to see clearly by starlight or moonlight. If he has a black light projector (built as a form of Images), he can see just fine in even the darkest rooms.

Game Information: *Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-½). Total cost: 3 points.*

ELECTRONIC EAR

Effect: Telescopic (+8 versus Range Modifier) for Hearing Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: This Weird gadget augments the user's hearing, allowing him to hear distant sounds that are too faint for ordinary perception.

Game Information: *Telescopic (+8 versus Range Modifier) for Hearing Group (12 Active Points); OAF (-1), Nonpersistent (-¼). Total cost: 5 points.*

OPTIONS:

- 1) Strong Ear:** Increase to +10 versus Range Modifier. 15 Active Points; total cost 7 points.
- 2) Weak Ear:** Decrease to +6 versus Range Modifier. 9 Active Points; total cost 4 points.
- 3) Experimental Ear:** The scientific principles behind the Electronic Ear aren't clearly understood yet, so sometimes the device doesn't work. Add Activation Roll 14- (-½). Total cost: 4 points.

MINDREADING MACHINE

Effect: Telepathy 16d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 8
Breakability: 16 DEF

Description: A companion to the Mind Alteration Machine (see above), this very similar device allows the user to read the thoughts in another person's mind. In addition to the equipment described for the Mind Alteration Machine, it has a large view-screen with speakers. When the user asks a question, the answer appears on the screen as a scene taken from the victim's memory, and/or issues from the speakers in a ghostly voice somewhat similar to the victim's own. Since the user has to ask the questions, anything that prevents him from speaking or the victim from hearing effectively renders the Machine useless.

Game Information: *Telepathy 16d6 (80 Active Points); OAF Immobile (-2), Extra Time (1 Minute; -1½), Affected As Hearing Group As Well As Mental Group (-¼). Total cost: 17 points.*

OPTIONS:

- 1) Strong Mindreading:** Increase to Telepathy 20d6. 100 Active Points; total cost 21 points.
- 2) Weak Mindreading:** Decrease to Telepathy 12d6. 60 Active Points; total cost 13 points.
- 3) Experimental Mindreading:** So complex is the Mindreading Machine that it doesn't always work. Add Activation Roll 14- (-½). Total cost: 15 points.
- 4) Hard To Use:** The Machine's complexity also makes it difficult to use. Add Requires A Systems Operation Roll (-½). Total cost: 15 points.

PHONE RECORDER

Effect: Eidetic Memory, Only To Record Phone Calls
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 1 DEF

Description: This amazing and wondrous device actually allows a hero to *record phone calls when he's not home to get them!*

Game Information: *Eidetic Memory (5 Active Points); OAF (-1), Only To Record Phone Calls (-2). Total cost: 1 point.*

RADIO, ADVANCED

Effect: Radio Perception/Transmission
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: Unlike most Pulp-era radios (which impose a -1 or greater penalty on PER Rolls to receive or transmit due to their relatively primitive technology), this one has crystal-clear reception and is easy to use.

Game Information: *Radio Perception/Transmission (10 Active Points); OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼). Total cost: 4 points.*

OPTIONS:

1) Concealed Radio: This form of the radio is easily hidden, or is built into some other gadget. Change OAF (-1) to IAF (-½). Total cost: 6 points.

RADIO, MINIATURE

Effect: Radio Perception
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: This high-quality radio is so small the character can fit it in his ear like a hearing aid, or otherwise conceal it on his person. It only allows him to receive transmissions, but that's enough to learn what his friends are doing or get orders from his boss.

Game Information: *Radio Perception (8 Active Points); IAF (-½), Affected As Hearing Group As Well As Radio Group (-¼). Total cost: 5 points.*

OPTIONS:

1) Receive And Transmit: Some Miniature Radios let the character transmit as well. Change to Radio Perception/Transmission. 10 Active Points; total cost 6 points.

STETHOSCOPIC DISC

Effect: Clairsentience (Hearing Group)
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 0
Breakability: 6 DEF

Description: This device is a disc-shaped object. When the character places it on a wall or door, and then puts his ear against it, he can hear the speech and sounds on the other side of the barrier if he were there.

Game Information: *Clairsentience (Hearing Group), Reduced Endurance (0 END; +½) (30 Active Points); OAF (-1), No Range (-½), Only Works Through Walls/Doors (-½). Total cost: 10 points.*

OPTIONS:

1) Weak Disc: The character has to focus intensely on what he's doing to hear the sounds clearly. Add Concentration (½ DCV throughout; -½). Total cost: 9 points.

TRACKING SPRAY

Effect: Images To Ultraviolet Perception, Usable As Attack
Target/Area Affected: One character
Duration: Constant
Range: No Range
Charges: 1 Continuing Charge lasting 1 Week
Breakability: 11 DEF

Description: Characters who have Blacklight Goggles (see above) sometimes make use of this gadget. It's an aerosol can of spray (or some other form of spritzer or applicator) containing a long-lasting paint that only shows up when viewed with Ultraviolet Perception. This makes it easy for the character to track the target through crowds, and the like.

Game Information: *Images to Ultraviolet Perception 1" radius, +4 to PER Rolls, Usable As Attack (allows character to "stick" the Image to a target; +1), 1 Continuing Charge lasting 1 Week (stops functioning if target washes himself and his clothes thoroughly; +½) (55 Active Points); OAF (-1), Set Effect (distinctive marking; -1), No Range (-½). Total cost: 16 points.*

TELEVISION WRISTWATCH

Effect: HRRP (Radio Group)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: This useful piece of Weird tech looks like an oversized sort of wristwatch. It's actually a wrist *television* that allows the character to both receive and transmit images and voices. It's the perfect way for a team of heroes to stay in touch!

Game Information: *HRRP (Radio Group) (12 Active Points); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½). Total cost: 6 points.*

WIRELESS BUG

Effect: Clairsentience (Hearing Group)
Target/Area Affected: Self
Duration: Constant
Range: No Range
Charges: 1 Continuing Fuel Charge lasting 1 Week
Breakability: 12 DEF

Description: This amazing listening device works by wireless radio broadcast. Once placed, it transmits all nearby sounds to a listener who can be over a mile away. The user can turn the bug on and off via a special radio transmission to conserve battery power.

Game Information: *Clairsentience (Hearing Group), 8x Range (1,400", or 1.75 miles), 1 Continuing Fuel Charge (battery, Easy to obtain; 1 Week; +¾) (61 Active Points); OAF (-1), No Range (character must place bug at perception point before he can use the power; -½), Affected As Radio Group As Well As Hearing Group (-¼). Total cost: 22 points.*

OPTIONS:

- 1) **High-Powered Bug:** Increase to 16x Range (2,800"). 70 Active Points; total cost 25 points.
- 2) **Low-Powered Bug:** Decrease to 2x Range (350"). 44 Active Points; total cost 16 points.
- 3) **Experimental Bug:** The technology used in this bug doesn't always work right, with the reception and/or transmission often fading in and out briefly. Add Activation Roll 14- (-½). Total cost: 19 points.

MISCELLANEOUS GADGETS

ACID-SENSITIVE CLOTHING

Effect: Cosmetic Transform 2d6 (one set of clothes into another prepared set)
Target/Area Affected: Self
Duration: Instant
Range: No Range
Charges: 1 Charges
Breakability: 2 DEF

Description: To assist with his disguises and ability to maintain his secret identity, the character often wears special chemically-treated clothing. This clothing dissolves instantly and completely when exposed to a mild acid (of which the character typically carries a vial), or to any strong acid. The character wears a set of normal underneath.

Game Information: *Cosmetic Transform 2d6 (one set of worn clothing into another set of clothing worn underneath; heals back by obtaining a new suit from the character's headquarters or supplier), Improved Results Group (+¼) (12 Active Points); IIF (-¼), Limited Target (clothes; -½), 1 Charge (-2). Total cost: 3 points.*

DISGUISE KIT

Effect: +2 to Disguise
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 1 DEF

Description: The character carries a concealable, compact kit of various disguise supplies and aids to make it even easier for him to conceal his identity and impersonate others.

Game Information: *+2 to Disguise (4 Active Points); IAF (-½). Total cost: 3 points.*

OPTIONS:

- 1) **Better Kit:** Increase to +3 to Disguise. 6 Active Points; total cost 4 points.
- 2) **Worse Kit:** Decrease to +1 to Disguise. 2 Active Points; total cost 1 point.

FALSE FINGERPRINTS

Effect:	Shape Shift (Touch Group), Fingerprints Only
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
Charges:	1 Continuing Charge lasting 1 Day
Breakability:	4 DEF

Description: By preparing and applying specially-molded plastics to his fingertips, the character can cover up his own fingerprints and substitute different ones. He can't imitate another person's prints, but disguising his own is a big help when it comes to evading the authorities. The fake prints wear off his fingers after one day.

Game Information: *Shape Shift (Touch Group, any sort of human fingerprint), 1 Continuing Charge lasting 1 Day (+¼) (19 Active Points); IIF (-¼), Extra Time (takes 5 Minutes to prepare and apply, but can be used normally thereafter; -1), Fingerprints Only (-1). Total cost: 6 points.*

OPTIONS:

1) **Imitative Prints:** The character's equipment allows him to imitate the fingerprints of other people. He has to have a sample of the other person's prints to make a mold that duplicates them. Add Imitation and Requires Sample To Duplicate (-¼). 31 Active Points; total cost 9 points.

MINIATURE TOOLKIT

Effect:	+2 to Technological Skills
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0
Breakability:	1 DEF

Description: The character carries a concealable, compact kit that contains a variety of useful miniaturized tools. These tools make it easier for him to perform any task that relates to repairing, altering, or modifying equipment or technological objects. They don't help him *use* equipment, just work on it. Thus, the Skill Levels would apply to most Lock-picking rolls, to Electronics rolls to rewire a radio, or the like, but not to a Systems Operation roll to tune or use a radio properly.

Game Information: *+2 to Technological Skills (see text) (10 Active Points); IAF (-½). Total cost: 7 points.*

OPTIONS:

1) **Better Kit:** Increase to +3 to Technological Skills. 15 Active Points; total cost 10 points.

2) **Worse Kit:** Decrease to +1 to Technological Skills. 5 Active Points; total cost 3 points.

OXYGENATION PILLS

Effect:	Life Support (Self-Contained Breathing)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
Charges:	4 Continuing Charges lasting 1 Day each
Breakability:	2 DEF

Description: These large blue-white pills contain enough concentrated oxygen to keep a person alive for up to 1 Day without the need to breathe. This allows a hero to adventure underwater, withstand some types of gas attacks, and the like.

Game Information: *Life Support (Self-Contained Breathing), Usable Simultaneously (up to four persons at once, must be given separately to each person and uses 1 Charge per person; +½), 4 Continuing Charges lasting 1 Day each (+0) (15 Active Points); OAF (-1). Total cost: 7 points.*

OPTIONS:

1) **Strong Pills:** Increase to 4 Continuing Charges lasting 1 Week each (+0). 15 Active Points; total cost 7 points.

2) **Weak Pills:** Decrease to 4 Continuing Charges lasting 1 Hour each (+0). 15 Active Points; total cost 7 points.

SAFE CRACKER

Effect:	RKA 4d6, Penetrating (x2), Only Works On Safe/Vault Doors
Target/Area Affected:	One safe/vault door
Duration:	Instant
Range:	No Range
Charges:	8 Charges
Breakability:	24 DEF

Description: A thief who gets his hand on one of these Weird tech wonders will soon find himself on easy street if he plays his cards right. It uses Weird Science principles to destroy or peel open the doors of safes and vaults, allowing the user ready access to all the loot inside.

Game Information: *RKA 4d6, Penetrating (x2; +1) (120 Active Points); OAF Bulky (-1½), Extra Time (1 Minute; -1½), No Range (-½), Only Works On Safe/Vault Doors (-2), 8 Charges (-½). Total cost: 17 points*

OPTIONS:

1) **Strong Safe Cracker:** Increase to RKA 6d6. 180 Active Points; total cost 26 points.

2) **Weak Safe Cracker:** Decrease to RKA 3d6. 90 Active Points; total cost 13 points.

3) **Experimental Safe Cracker:** Weird Science isn't always reliable. Add Activation Roll 11- (-1). Total cost: 15 points.

SKELETON KEY

Effect: Lockpicking 18-
 Target/Area Affected: Self
 Duration: Persistent
 Range: Self
 END Cost: 0
 Breakability: 4 DEF

Description: A favorite of Detectives and Masked Crimefighters everywhere, the Skeleton Key can open virtually any lock.

Game Information: *Lockpicking 18- (21 Active Points); OAF (-1). Total cost: 10 points.*

OPTIONS:

- 1) **Strong Skeleton Key:** Increase to Lockpicking 21-. 27 Active Points; total cost 13 points.
- 2) **Weak Skeleton Key:** Decrease to Lockpicking 15-. 15 Active Points; total cost 7 points.
- 3) **Disguised Skeleton Key:** The Skeleton Key actually looks like a necklace (or part of one) or some other bit of jewelry, or is hidden inside a cane, pocketknife, or other mundane object. Change OAF (-1) to IAF (-½). Total cost: 14 points.

SURVIVAL OVERSKIN

Effect: Life Support (Safe Environments: Intense Cold, Intense Heat)
 Target/Area Affected: Self
 Duration: Persistent
 Range: Self
 Charges: 4 Continuing Charges lasting 1 Day each
 Breakability: 2 DEF

Description: This gadget is an aerosol can filled with a special chemical spray (it could also be a tube of ointment, or anything else that could safely be applied to the skin). A person it's sprayed on feels no harmful effects from extreme cold or heat for one day.

Game Information: *Life Support (Safe Environments: Intense Cold, Intense Heat), Usable Simultaneously (up to four persons at once, must be applied separately to each person and uses 1 Charge per person; +½), 4 Continuing Charges lasting 1 Day each (+0) (9 Active Points); OAF (-1). Total cost: 4 points.*

OPTIONS:

- 1) **Strong Overskin:** Increase to 4 Continuing Charges lasting 1 Week each (+0). 9 Active Points; total cost 4 points.
- 2) **Weak Overskin:** Decrease to 4 Continuing Charges lasting 1 Hour each (+0). 9 Active Points; total cost 4 points.

PRICES

BUYING LIQUOR DURING PROHIBITION

Prohibition had a major effect on the price of alcohol. A mug of beer rose to a quarter, and the price of a bottle of beer to as much as \$0.75. A shot of good liquor cost \$0.75 to a dollar; “gallon goods” (raw alcohol with coloring to make it look like the real thing) for two-thirds as much. A barrel of beer went for around \$55, and a case of hard liquor for about \$50-90. Home-distilled liquor usually cost \$6-15 per gallon.

Equipment doesn’t do a character much good if he lacks the money to buy it! The accompanying tables list the typical Pulp-era wages for various jobs, and the prices for a wide variety of goods. The listed figures are circa 1935, so they may vary slightly for earlier or later years. Similarly, the condition of the object, where the character tries to buy it, and other factors can also affect the price. It’s easy and relatively cheap to buy a car near a big city in the United States or Great Britain; it’s a lot more expensive when you need to buy an auto in Baluchistan or Bechuanaland.

The price list concentrates on items that are likely to be of interest to adventurers in one way or another. If you’re interested in knowing the prices for other items, a little research with mail-order catalogues and similar sources from the period can turn up all sorts of information. Prices are listed in United States dollars (even for items not normally purchased in America, like camels); if necessary the GM may have to make some rough conversions to other currencies (see the *Converting Currency* table).

BODY and DEF indicate the BODY and Defense of the objects. MASS is the object’s mass in kilograms. A “0” under BODY means any “attack” can destroy the object; a 0 under DEF that any “attack” can damage it. “Neg” means the item has negligible mass unless carried in bulk. “N/A” indicates that the category is not applicable to the listing in question because it’s not an object.

PULP HERO WAGES LIST

Occupation	Annual Wage
Bus driver	\$1,373
Cabbie	\$300-750
Chauffeur	\$624
Civil service, general	\$1,284
Clerk, retail	\$360-480
Conductor	\$2,729
Congressman	\$8,663
Construction worker	\$907
Dentist	\$2,391
Doctor	\$3,382
Editor, newspaper	\$3,900
Electrical worker	\$1,559
Engineer	\$2,520
Factory worker, Ford	\$1,250 (\$5 per day)
Factory worker, foreman	\$2,000
Factory worker, general	\$1,000
Farmer, Mississippi delta	\$50-100
Farm hand	\$216
Laborer, general	\$300-1,200
Lawyer	\$4,218
Maid, live-in	\$120-260
Miner, coal	\$723
Musician	\$400-1,200
Nurse, registered	\$936
Pilot	\$8,000
Policeman	\$900
Priest	\$831
Private investigator	\$500-750
Professor	\$3,111
Reporter	\$1,000-1,400
Salesman, insurance	\$1,300
Secretary	\$800-1,040
Sharecropper	\$30-50
Steelworker	\$422
Stewardess	\$1,500
Teacher	\$1,227
Waitress	\$520

PULP HERO PRICE LIST

Item	Price	BODY	DEF	Mass	Notes
CLOTHING AND PERSONAL EFFECTS					
Belt, cartridge (50 rounds)	\$1	2	2	0.2	
Belt, leather	\$0.09-0.59	1	2	0.2	
Belt, money	\$0.90	1	2	0.2	
Blouse, average	\$0.49-2.00	1	1	0.2	
Blouse, fine	\$3+	1	1	0.5	
Boots, leather	\$2.98-8.50	2	2	2.0	
Boots, wading	\$5-17	2	2	1.5	
Bulletproof vest	\$20	5	8	5.0	
Cigarette case	\$1-3	2	4	0.2	
Coat, cloth	\$6-13	1	1	0.7	
Coat, fur	\$90-600	1	1	1.0	
Coat, raincoat	\$1.95-4.00	1	1	0.7	
Coat, trenchcoat	\$11.00	1	1	0.7	
Dress, average	\$1.95-10.00	1	1	0.5	
Dress, fine/elegant	\$10+	1	1	0.5	
Goggles	\$2.59	2	2	0.1	
Hat, cap	\$0.25-0.59	1	1	0.1	
Hat, fedora	\$0.87-3.69	1	1	0.1	
Hat, lady's	\$0.50-2.00	1	1	0.1	
Holster, regular	\$1	2	2	0.2	
Holster, shoulder	\$1	2	2	0.2	
Holster, fast-draw (either)	\$2	2	2	0.2	
Men's suit, average	\$10-20	1	1	1.0	
Men's suit, fine/elegant	\$21+	1	1	1.0	
Necktie	\$0.39-0.69	1	1	0.02	
Pants, dress	\$0.94-2.25	1	1	0.3	
Pants, field/safari/work	\$1.33-2.00	1	1	0.3	
Pith helmet	\$2	2	2	0.5	
Purse	\$0.95-6.95	2	2	0.4	
Shirt, dress	\$1.27-2.00	1	1	0.2	
Shirt, field/safari/work	\$0.37-2.94	1	1	0.3	
Shoes, high heels/pumps	\$1.50-2.50	1	2	0.5	
Shoes, leather	\$1.69-3.85	2	2	1.0+	
Skirt, average	\$0.89-2.00	1	1	0.5	
Skirt, fine	\$2+	1	1	0.4	
Stockings, silk	\$0.23-0.69	1	0	0.01	
Sweater	\$1.69-1.95	1	1	0.5	
Tuxedo	\$25	1	1	1.0	
Umbrella	\$0.95-2.00	2	1	0.5	
Wallet	\$0.50-2.50	1	2	0.1	
Watch, pocket, average	\$2-20	2	4	0.1	
Watch, pocket, fine	\$21+	2	4	0.1	
Watch, wrist, average	\$2.39-20.00	2	4	0.05	
Watch, wrist, fine	\$21+	2	4	0.05	
ENTERTAINMENT					
Broadway show ticket	\$0.50-1.00	0	0	Neg	
Camera, Kodak Box Brownie	\$2.50	2	2	0.5	
Camera, movie	\$29.50-50.00	3	2	1.5	
Camera, standard	\$7.45-36.95	2	2	1.0	
Cigar	\$1.75 per box	0	0	0.8	
Cigarettes	\$0.15 per pack	0	0	0.01	
Film, B&W, roll of 8	\$0.10-.20	1	1	0.01	
Film, color, roll of 8	\$0.21-0.49	1	1	0.01	
Film, B&W, 8 minutes	\$3.50-5.00	1	1	0.5	
Film, color, 8 minutes	\$5.45-6.50	1	1	0.5	
Harmonica	\$0.79-3.55	1	2	0.1	
Home still	\$6-7	3	3	10.0	
Movie ticket	\$0.10-0.40	0	0	Neg	
Newspaper	\$0.05	1	0	0.1	
Novel	\$0.60-0.75	1	0	0.5	
Phonograph, portable	\$6.25-13.00	3	2	7.0-12.0	
Playing cards	\$0.25-0.42	1	0	0.01	
Pulp magazine	\$0.05-0.25	1	0	0.03	
Radio	\$17.95-90.00	3-5	3	4.5-40.0	
Record, phonograph	\$0.20	1	0	0.1	

PRICE LIST (cont.)

Item	Price	BODY	DEF	Mass	Notes

FOOD AND DRINK

Bacon	\$0.22 per pound	1	0	1.0	
Beer, 1 bottle	\$0.25-0.35	1	1	0.5	
Beer, 1 mug/glass	\$0.10-0.15	N/A	N/A	N/A	
Butter	\$0.28 per pound	1	0	1.0	
Candy bar	\$0.05	0	0	0.01	
Chewing gum, 1 pack	\$0.05	0	0	0.01	
Chicken	\$0.22 per pound	1	0	1.0	
Corn flakes (8 oz. box)	\$0.08	1	0	0.2	
Eggs	\$0.29 per dozen	1	0	0.8	
Liquor, cheap, 1 bottle	\$0.80-1.20	1	1	2.0	
Liquor, cheap, 1 shot	\$0.25	N/A	N/A	N/A	
Liquor, cheap, bottle	\$3.50-6.00	1	1	2.0	
Liquor, good, 1 shot	\$0.35-0.50	N/A	N/A	N/A	
Meal, restaurant, poor	\$0.05-0.50	N/A	N/A	N/A	
Meal, restaurant, average	\$0.10-1.00	N/A	N/A	N/A	
Meal, restaurant, gourmet	\$1+	N/A	N/A	N/A	
Meal, train or liner	\$0.50-2.00	N/A	N/A	N/A	
Soda pop, 1 bottle	\$0.05	1	1	0.1	
Steak	\$0.29 per pound	1	0	1.0	
Sugar	\$0.05 per pound	1	0	1.0	
Tobacco, chewing, 1 plug	\$0.88	1	0	0.01	

LODGING

Apartment, poor/slum	\$20-30 per month	N/A	N/A	N/A	
Apartment, average	\$30-50 per month	N/A	N/A	N/A	
Apartment, fine	\$50+ per month	N/A	N/A	N/A	
Hotel room, fleabag	\$0.25-0.50 per day	N/A	N/A	N/A	
Hotel room, average	\$1-2 per day	N/A	N/A	N/A	
Hotel room, fine	\$3+ per day	N/A	N/A	N/A	
House, one bedroom	\$1,000	N/A	N/A	N/A	
House, three bedroom	\$2,800	N/A	N/A	N/A	
House, mansion	\$17,000	N/A	N/A	N/A	
House, large mansion	\$18,000+	N/A	N/A	N/A	
Office, good	\$25-40 per month	N/A	N/A	N/A	
Office, poor	\$8-15 per month	N/A	N/A	N/A	

MEDICAL SUPPLIES

First aid kit	\$6+	2	2	1.0	
Quinine (30 pills)	\$5	1	1	0.05	
Sulfa powder (5 uses)	\$1	0	0	0.01	
Sulfa pills (30 pills)	\$1	0	0	0.05	

TOOLS AND GEAR

Axe	\$0.75-1.65	6	4	1.6	
Backpack	\$2-6	3	2	1.8	
Battery, flashlight	\$0.04-0.07	1	3	0.01	
Binoculars (8-power)	\$25-30	2	3	1.2	
Canteen	\$1	2	3	0.3	
Cigarette lighter	\$0.39-4.67	1	3	0.01	
Compass	\$0.69-1.39	1	1	0.03	
Cooking kit (4 persons)	\$5.65	4	5	4.8	
Crowbar	\$1	3	5	2.3	
Diving suit	\$1,000+	6	2	30.0	
Fishing gear (rod, reel, tackle)	\$2-8	2	2	1.5	
Flare	\$0.70-1.00	1	3	0.1	
Flare gun	\$20-30	3	4	0.6	
Flashlight	\$0.25-1.49	1	2	0.5-1.3	
Folding cot	\$1.89-5.35	3	3	8.0-19.0	
Gas mask	\$5-7	1	2	1.1	
Geiger counter	\$10	2	4	3.0	
Generator, portable	\$120-300	10	5	80.0-165.0	
Hammer, carpenter's	\$0.39-0.75	3	3	1.0	
Hammock	\$2.25-4.30	1	1	1.4	
Handcuffs	\$1	3	5	0.5	
Hatchet	\$0.79-1.15	3	4	1.0	
Ladder, wooden, 3" long	\$5.65	5	3	10.0	
Lantern, electric	\$6-10	3	4	4.0	
Lantern, gas	\$4-6	3	4	4.0	

PRICE LIST (cont.)

Item	Price	BODY	DEF	Mass	Notes
Machete	\$1	3	5	0.7	
Parachute	\$20	2	2	8.0	
Pencil	\$0.15 for six	0	1	0.01	
Pick	\$0.75-0.90	3	3	2.5-3.5	
Rope (100' coil)	\$0.73-2.10	2	2	7.2	
Shovel	\$0.89-1.45	3	3	2.2	
Sleeping bag	\$9.85-14.85	1	1	3.0	
Stove, camp	\$3.79-6.95	3	4	8.0-11.0	
Telescope, hand-held (15-power)	\$8	2	3	1.8	
Telescope, hand-held (45-power)	\$40	2	3	1.8	
Tent, small	\$5-10	1	1	10.0-12.0	
Tent, medium	\$11-30	1	1	13.0-25.0	
Tent, large	\$31-65	2	1	26.0-60.0	
Typewriter, standard	\$19.75-44.95	4	4	21.0	
Typewriter, portable	\$49.50-67.50	3	4	10.0	

TRANSPORTATION AND CARRIAGE

Airplane ticket	Varies	0	0	Neg	See page 144 re: travel costs
Airplanes, various	See Vehicles Table	Var	Var	N/A	
Automobiles, various	See Vehicles Table	Var	Var	N/A	
Barnstormer plane ride	\$5-10 for 5-10 minute ride	N/A	N/A	N/A	
Bicycle	\$23.95-42.95	4	4	30.0	
Briefcase/valise	\$1	2	2	1.6	
Cab fare	Varies	N/A	N/A	N/A	See page 144 re: travel costs
Camel, riding	\$50	13	1	N/A	
Donkey or mule	\$30	13	1	N/A	
Ferry fare	\$0.15 + 0.05 per mile	N/A	N/A	N/A	
Gasoline	\$0.18-0.20 per gallon	0	0	2.7	
Horse, riding	\$50	15	1	N/A	
Ocean liner, first class suite	Varies	N/A	N/A	N/A	See page 144 re: travel costs
Ocean liner, first class berth	Varies	N/A	N/A	N/A	See page 144 re: travel costs
Ocean liner, second class	Varies	N/A	N/A	N/A	See page 144 re: travel costs
Ocean liner, third class	Varies	N/A	N/A	N/A	See page 144 re: travel costs
Ocean liner, steerage	Varies	N/A	N/A	N/A	See page 144 re: travel costs
Parking	\$0.02 per hour	N/A	N/A	N/A	
Steamer trunk	\$5-10	4	3	24.0-32.0	
Subway fare	\$0.05	N/A	N/A	N/A	
Suitcase	\$5- 9	3	2	6.0	
Tire, automobile	\$0.75-9.95	3	2	6.5-14.0	
Train car, personal	\$30,000+	21	5	50 tons	
Train ticket	Varies	0	0	Neg	See page 144 re: travel costs
Tramp steamer passage	Varies	N/A	N/A	N/A	See page 144 re: travel costs
Zeppelin ticket	Varies	0	0	Neg	See page 144 re: travel costs

WEAPONS

Ammunition, .22	\$0.25 per 50	2	3	0.4	
Ammunition, .38	\$0.25 per 50	2	3	0.4	
Ammunition, .357	\$0.30 per 50	2	3	0.4	
Ammunition, 9mm	\$0.25 per 50	2	3	0.4	
Ammunition, .45	\$0.30 per 50	2	3	0.4	
Ammunition, shotgun	\$0.70 per 25	2	3	0.5	
Blackjack (sap)	\$1	2	2	0.3	
Bullwhip	\$2	2	2	0.3	
Dynamite, 1 stick	\$5	2	2	0.3	
Grenade	\$20	3	5	0.60	
Knife	\$1	2	5	0.4	
Pistol	\$5-75	3	5	0.6-1.40	
Pocketknife	\$0.23-1.46	1	5	0.08	
Rifle, hunting	\$6-50	4	5	2.5-4.6	
Rifle, military	\$50-130	5	5	3.0-4.4	
Shotgun	\$6-50	4	5	2.25-3.0	
Submachine Gun	\$100-200	4	5	1.2-4.9	

MISCELLANEOUS

Alarm clock	\$1-4.50	2	3	0.4	
Bible	\$0.95-5.95	1	0	0.5	
Butler	\$1 per day	N/A	N/A	N/A	
Fountain pen	\$0.69-4.95	1	1	0.03	
Haircut (and shave)	\$0.20 (\$0.30)	N/A	N/A	N/A	

PRICE LIST (cont.)

Item	Price	BODY	DEF	Mass	Notes
Native bearer	\$0.05-.25 per day	N/A	N/A	N/A	
Postage stamp, airmail	\$0.10 per half ounce	0	0	Neg	
Postage stamp, standard	\$0.03 per ounce	0	0	Neg	
Slide rule	\$1.19-4.19	1	2	0.1	
Telegram, national	\$0.05 per word	0	0	Neg	
Telegram, international	\$0.25 per word	0	0	Neg	

CONVERTING CURRENCY

Characters aren't always going to find themselves in the US, spending American dollars. Here's what one unit of various currencies is worth in American dollars as of 1935. Unless a colony is listed separately, or additional information is given in Chapter Three, assume for game purposes that it uses the same currency as its possessor.

Nation	Currency	1 Unit Is Worth...
Argentina	Peso	\$1.63
Australia	Pound	\$8.24
Austria	Schilling	\$0.24
Belgium	Belga	\$0.23
Brazil	Milreis	\$0.20
British Malaya	Straits dollar	\$0.58
Bulgaria	Lev	\$0.012
Canada	Dollar	\$1.69
China	Yuan	\$0.37
Costa Rica	Colon	\$0.79
Cuba	Peso	\$1.00
Czechoslovakia	Krone	\$0.04
Danzig	Gulden	\$0.33
Ecuador	Sucre	\$0.34
Egypt	Pound (100 piasters)	\$8.37
France	Franc	\$0.07
Germany	Reichsmark	\$0.40
Great Britain	Pound	\$8.24
Greece	Drachma	\$0.02
Haiti	Gourde	\$0.20
India	Rupee	\$0.61
Indo-China	Piaster	\$0.66
Iran (Persia)	Rial	\$0.08
Iraq	Dinar	\$8.24
Italy	Lira	\$0.08
Japan	Yen	\$0.84
Liberia	Dollar	\$1.69
Mexico	Peso	\$0.84
Netherlands	Guilder	\$0.68
Panama	Balboa	\$1.69
Poland	Zloty	\$0.19
Portugal	Escudo	\$0.07
Romania	Leu	\$0.01
Siam	Baht	\$0.75
Spain	Peseta	\$0.33
South Africa	Pound	\$4.92
Sweden	Krona	\$0.45
Switzerland	Franc	\$0.33
Syria	Pound	\$0.78
Turkey	Piaster	\$0.07
USSR	Ruble	\$8.71
Yugoslavia	Dinar	\$0.03

chapter six:



**A WORLD OF ADVENTURE
GAMEMASTERING THE PULPS**

THE PULP FEEL

INDY: Meet me at Omar's. Be ready for me. I'm going after that truck.

SALLAH: How?

INDY: I don't know, I'm making this up as I go.

—*Raiders Of The Lost Ark*

Pulp gaming is a roleplaying genre that both includes and transcends its source material. After more than two decades of Pulp roleplaying, it's gelled to a concoction that's ten parts hero pulp, five parts adventure pulp, and a part each of all the rest: the western pulps, crime pulps, weird menace tales, fantasy pulps, air stories, spy tales, romances, and more. The pulps themselves are only part of the equation, though — add in the B-movies, radio dramas, and adventure serials of the same era, along with comic books from then to now, TV, and modern action cinema. The resulting goulash is a colorful dish indeed, but it has real consistency. There are key themes, truths, and motifs that ring throughout, defining the character of Pulp adventure for gaming.

PECULIARITIES OF PULPISHNESS

Here's what "Pulp" means, in gaming terms:

PULP MEANS BOLD

It isn't yet time for the meek to inherit the Earth. Never punish boldness or decisive action unless it's backed by *unprecedented* poor judgment. And even when it is, it's usually easy and appropriate to punish foolhardiness with compounded dangers — fresh opportunities to be bold some more!

This is a game; choices matter. The heroes can fail utterly, succeed incompletely, or be killed in action. That said, Pulp gaming is romantic gaming, and reality must bend to allow a softer landing than the real world might offer. Rewarding boldness isn't the same as issuing the PCs a "stupidity license," but it does require a flexible approach to the concept of failure. In a situation where a real mercenary's mistake would get him shot in the head and left to decay, a Pulp mercenary is *sapped* in the head and tossed in a maze of deathtraps. In a scene where a real pilot would perish in a sudden fireball, a Pulp



airman has time to ditch safely and find himself in an unexplored wilderness surrounded by ape-men.

The bottom line is that questionable tactics are vastly preferable to thumb-twiddling — *inaction* is the only unpardonable sin of the Pulp hero. Don't be soft on your players; that would be contrary to the genre. Instead, enjoy providing consequences of failure that are every bit as entertaining for the players as the rewards of success.

PULP MEANS PERILOUS

The Pulp atmosphere is soaked through with terror and suffering. Sometimes it's easy to be so distracted by the joy of the pulps that you overlook the constant note of peril that makes them great. Moments where everyone feels safe should be few and precious, and if the PCs feel cozy it probably means there's an innocent victim somewhere that *isn't*, and that someone needs them to act *now*.

This point dances cheek to cheek with the prior one, because there are few better ways to encourage bold, decisive action than to provide constant threat: the approach of enemy soldiers, the distant scream of a captured girl, the hidden device that will activate in a matter of hours, the irreplaceable ancient manuscript surrounded by rising flames. And again, threats shouldn't just loom, they should be given ample opportunity to strike. The life of a Pulp protagonist is a life that *hurts*; you know you're doing it right if the PCs feel battered and exhausted much of the time. This will vary a bit with your chosen subgenre and style (some Pulp heroes really *are* bulletproof, either by nature or by grant of authorial timidity), but as a concept it scales in some way to every edge of the graph.

PULP MEANS SINISTER

In the Thirties, there are large portions of the globe left unexplored or poorly explored — shadowy areas of possibility. There are also, regrettably, looming threats to liberty and decency, accompanied by atrocity. It's the "Machine Age," and technology is transforming the world... but it's also dangerous, and there are constant concerns that the enemy has learned secrets the good guys *haven't*. The Great Crash of 1929 damaged trust and — for a time — made heroes of bootleggers and bank robbers. Orientals are painted as scary in large part because they're seen as "inscrutable" — secretive, unreadable, and therefore sinister by default. The Ku Klux Klan is becoming weaker... but there are still night-time rallies in many West Coast cities. The Pulp era is a world of questions, masks, and hiding places.

The pulps reflect all these things, dealing constantly in the mysterious and the hidden, from volcanic islands sheltering leagues of world-class villains, to fascist plots to steal research from a kindly professor, to ancient occult knowledge that chips away at your sanity. Not only must there be peril, there must be *shadowy* peril. Pulp heroes find their way to forgotten valleys of prehistoric beasts, great civilizations nested in the hollow earth, and the semi-reality of the criminal underworld. The heroes keep their secrets, too, frequently going masked, or operat-

ing from a secret headquarters (such as Dr. Death's underground lair, the Phantom's jungle skull-cave, and the oceanic Titanic Tower of Captain Justice).

How you choose to play this particular angle can strongly flavor the campaign. A Pulp adventure with *no* elements of the sinister is barely a Pulp adventure at all, and shadowy threats are a boon to the GM because details can be established gradually and make the course of events more flexible. On the other hand, too much reliance on sinister elements can create a sense of almost total detachment from human experience, with heroes flying out of their secret hangar to do battle with secret troops from the villain's hidden lair where a global plot to secretly replace the world's leaders with identical replacements is underway. Some of the pulps (particularly toward the World War II years) feel that way, and it can be a fun way to game — but it can also make some of the brighter tones of the pulps fade to black, so stay conscious of it.

PULP MEANS LURID

The pulps were, on the whole, as lurid, gory, vice-ridden, and raw as standards of the time would permit (or just a little moreso). A hero in an ordinary horror adventure might find a woman mauled by an unknown creature... a hero in a Pulp horror adventure finds a woman clearly ravaged by a beast in a "demoniac rage," her naked breasts smeared with gore and her throat torn. In a *spicy* pulp, he'll have seen more of those naked breasts the previous night.

The lurid nature of the pulps goes beyond the eye-catching cover paintings. While some magazines kept things squeaky-clean on the inside and stood against the pulps' reputation as "trash" literature, far more of them fulfilled the *promise* of that reputation, providing titillating word-portraits of nubile maidens chained to sacrificial altars, or descriptions of maiming and torture that would be just as "under the counter" today as they were then. A few of the pulps that looked clean on the outside were more lurid within: some aviator and hero pulps linger gruesomely on death and dismemberment, especially when it's a hated foreign goon taking the hit (another trend that magnifies toward the end of the Thirties and into the Forties). Readers quickly learned the difference between the magazines that "delivered" the shocks and thrills and those that just teased.

As the GM, you take on the decision formerly made by editors and publishers. Lurid elements are universal in the pulps but they vary dramatically by type and degree. On the other hand, they're almost entirely sanitized from the movie serials and radio dramas of the same period, even those in the same genre or starring the same characters. If you're gaming with youngsters at the table, it's not a difficult decision. Barring that, however, a touch of spice or gore can deliver thrills and shudders aplenty; they're power tools in the hand of a masterful referee. The *art* of it lies in suggestion and implication; the *trick* of it lies in knowing your own boundaries, and those of your players.

ADVICE FROM THE MASTERS: WALTER GIBSON

Walter Gibson, creator of the Shadow and one of the pulps' most prolific writers, offered the following advice on creating Pulp stories in the March 1941 issue of *Writer's Digest*:

"[B]uild a lead character, and a story will build itself around him. In a sense, the lead character becomes the plot, or at least the main portion of it. ...

"You must treat the character as discovery, rather than your own creation. Treat him, not just seriously, but profoundly. Picture him as real, and beyond you, in mind as well as prowess. Feel that however much you have learned about him, you can never uncover all. This mental attitude gives you deeper knowledge of the character than the story itself discloses.

"The plot induced by this process will normally require a lesser character who may be termed the "proxy hero." He is the person, along with others like him, who is matched against the villains of the piece, in a theme which is really the personal saga of that all-important lead character, who is developed through his influence and action toward the lesser figures."

ADVICE FROM THE MASTERS: LESTER DENT

Lester Dent, creator of Doc Savage and writer of hundreds of Pulp tales, once set forth his formula for writing 6,000-word Pulp stories, claiming that he had never failed to sell any story written according to his formula.

The entire text of his article on the subject is available on the World Wide Web and various other resources. Reduced to its basics and translated into gaming rather than literary terms, it goes like this:

1. A different murder method for the villain to use
2. A different thing for the villain to seek
3. A different locale
4. A menace that should hang like a cloud over hero

With those elements in mind, divide the plot into four sections.

Part 1: Introduce the hero and “swat him with a fistful of trouble. Hint at a mystery, a menace or a problem to be solved — something the hero has to cope with.” The hero tries to solve the problem, and in the process as many of the other characters are introduced as possible. Near the end of this section, he gets into a physical conflict. At the end of the section, “there is a complete surprise twist[.]”

Part 2: “Shovel more grief onto the hero.” He copes with that, which leads to another physical struggle near the end of this part. At the very end introduce another surprise plot twist.

PULP MEANS IDEALISTIC

The pulps extol the ideals of Twenties and Thirties America, and reflect the struggle between lingering Victorian mores and a more libertine modern world. Descending from the high-handed morality of writers like Burt Standish and Horatio Alger, and of the basic moral lessons of the dime novel westerns, Pulp adventures deal frequently with moral and ethical matters, and with the defense of the innocent from corrupting influences.

In the hero pulps, the heroes themselves often embody the ideals of hard work and personal development, standing as well-rounded Renaissance men, and as role models for younger readers. Doc Savage fans could study the Doc’s “Plan of Living,” and learn to develop their minds, bodies, and morals to a higher standard, while fans of many a Pulp hero’s radio adventures could (allegedly) achieve similar perfection by consuming the food or drink produced by the show’s sponsors. The pulps are largely untouched by the cliché that physical and intellectual development are opposites: Pulp scientists and scholars are frequently muscular, two-fisted men of action; only the *elderly* ones are certain to be bespectacled and weak.

Like many elements in the pulps, all of this takes on a childlike simplicity and naïveté. A corollary to the idealism embodied in the heroes is that *imperfection* (especially ugliness) becomes associated with evil in notable ways. Ugly bad guys are as old as drama, but in the pulps becoming ugly can *cause* evil: a man of science, scarred by a lab accident, can be driven instantly mad and bile-spittingly evil (Luciphor, a Mandrake villain, is one example). British Pulp hero Sexton Blake did battle with an organized *group* of such foes: World War I soldiers who formed a murderous anti-war conspiracy because their facial injuries made them too ugly to rejoin decent society. Even serious criminologists of the time often insist that the shape of the face and body strongly indicate tendencies toward criminality (hence the “beady little eyes” cliché, and the “scientific” basis for much of the ubiquitous Pulp-era racism).

PULP MEANS HOPEFUL

Of all the virtues the pulps extol, there are few it does so as reverently as hope for the future, and particularly a future borne on the shoulders of the moral application of scientific knowledge. In happy blurbs accompanying Pulp stories, editors remind us of the potential of discovering new rays, and of the certainty that the latest security technology has finally made safecracking stories obsolete. Science may run amok now and then, sure, but only when dishonest men use it carelessly or selfishly. Knowledge is king, and the use of that knowledge assures a bright future. To those living in the wake of the Great War and amid the tragedy of the Great Depression, the pulps provided more than a window to exotic lands — they’re an image of a better tomorrow.

Pulp gaming is nostalgic gaming, but it’s good to keep the tone of the adventures *forward-looking* (forward, that is, from the Pulp era’s own perspec-

tive). On the other hand, this particular facet of pulpishness appears proportionately to the general tone of heroism... less heroic Pulp fare, such as Lovecraft’s horror tales, take place in a world where the sciences “have hitherto harmed us little,” but are ultimately poking where Man Ought Not.

PULP MEANS ENERGETIC

On the surface, this means “lots of action,” and that’s true. At every opportunity, give the PCs the thrill of brawls, chase scenes, rescues, and escapes. But beyond the action scenes, even quieter moments should be charged with as much energy as you can muster in context. A large part of this will come from maintaining a sense of peril (see above), but there are more tricks in the bag to make it really feel right. Dialogues, for example, should be more *emphatic*. When it’s time to offer exposition, pull out all the stops and let yourself be theatrical and intense. Emotions should rise to the surface, opinions should be strong, meaning should be clear.

Simplicity and *constant opportunity* aid momentum. Pulp gaming is an exercise in stark contrasts and broad strokes. Mystery is essential, but remember too that a maze is a lot more perplexing from the *inside* than from above. Don’t overcomplicate your plots, and always provide something the PCs can act on: something to respond to, something to spur action, something that will pique their curiosity or play on their passions. Trails of clues should duplicate themselves on several levels when possible, to allow the broadest range of play styles. For example, characters can find the location of the mad scientist’s lair by (a) interrogating the goons he sends out for supplies, (b) examining the physical evidence he left at a scene of a crime, or (c) by getting on his beautiful daughter’s good side and convincing her that her father is evil. When in doubt, introduce an NPC to the adventure who wasn’t there before — whether it’s the hoary old bursting-into-the-room-with-guns routine or the equally useful bursting-into-the-room-begging-for-help one, *people* are always the best way to inject energy when you need some.

CAPTURING THE FEEL OF THE TIMES

Genre conventions aside, a foundation for evoking the feel of the pulps is evoking their era. America in the 1930s is modern, but only just. Light switches *click* loudly, hotels have dumbwaiters, office doors have transoms and both telephones and elevators have live operators. Living permanently in a hotel is as common and (nearly) as accepted as living in an apartment; traveling by auto is very fine — but there are many rural areas without paved roads. In most places, the milkman still brings the milk; in many places, the iceman still brings the ice. Many police car radios receive but don’t broadcast, chicken costs more than beefsteak and most world travel still happens by steamer (in fact, nearly a third of American merchant ships are still powered by *sail*). In 2005, the inhabitants of the

remote Seychelles Islands (off the coast of Africa) produce and use more electricity than the whole of the United States did in 1935. Beyond the Machine Age world of America and civilized Europe, much of the world is still very primitive, and there are large portions of it unexplored (and larger portions explored only by non-Westerners).

While the Pulp era really is the birth of modern times, there are millions of subtle differences to keep track of — or to judiciously ignore. One of the most important skills you can cultivate as a *Pulp Hero* GM is knowing how much attention to spend on matters like these. Period detail lends flavor to your game; you can't do without it. But beware letting concern about minute period accuracy distract you from the drama and action. If you catch yourself chatting for a half hour trying to decide if the private eye's desk fan can oscillate, have a laugh over it and get back to the adventure!

There is an art to including *just enough* period detail, and it boils down to including only those things that *directly* involve themselves with the game's action. If the PCs are driving north of the city to meet with a wealthy antiquarian, don't clutter the segue with discussions of what the other cars look like, or the advertising along the road. But if the PCs are in a chase scene and run a car full of Chinese hatchetmen off the road, that's a perfect time to have an angry Chinaman doubled over a Burma-Shave sign in defeat ("But A Man's No Peach"). If another PC decides to photograph some natives holding up the body of a slain Himalayan Ape-Man, you can safely discuss the native's startled reaction to the burst of the oversized flashbulb (flash *powder*; mercifully, went out with the Twenties).

Tiny details, sprinkled occasionally into description, propagate dramatically in each player's imagination. Have faith in that effect, and you'll find the right measure with little trouble.

SOUNDING THE PART

A more constant period detail is mode of speech. While the fedoras and jodhpurs paint themselves into every player's imagination without much maintenance, *sounding* the part is a vital feature of Pulp-era roleplaying.

Use the slang glossary (in the Appendix) occasionally and carefully, lest the game descend rapidly toward camp comedy. A character who uses slang in every sentence is screwy, *and how!* That's a character a Pulp writer would use to demonstrate low intelligence, or membership in the "vagrant classes" (same thing, to some). Fit the density of slang to the brains and standing of the speaker: small-time street informants use a lot, beat cops and sailors

use a little, businessmen try it on for size when they let their hair down (it rarely fits), and bespectacled professors and serious globetrotting hunters try never to touch the stuff.

Beyond slang, there are distinct rhythms to speech in the Thirties, and there are some ordinary words that are more common. The language is less ironic, for starters, and less watered-down by generations of shopworn emphatics. When someone says something is "fantastic" or "incredible" they really do mean that it defies belief or rational understanding. When someone says something is "fine" they mean it's *excellent*; the term doesn't yet serve as a stand-in for "acceptable." The lack of irony extends to humor (jokes are more innocent, even the blatantly racist ones), and plotlines (dramatic ironies utterly fail to pile atop one another).

The homework for this particular GMing skill is fun: watch old movies and matinee serials, and (best of all) listen to old-time radio programs. Don't limit yourself to heroic adventure stories; rent some George Cukor films and listen to variety and music programming, especially shows that bring on guests to chat — a cinema star speaking casually with a variety-show hostess speaks more naturally than in the movies. With a just a few hours of film and radio, most GMs can develop a pretty good ear for the different modes of dialogue (and usually walk away with an armload of adventure ideas as a bonus).

HISTORICAL KNOWLEDGE VERSUS FUN

If you get six literate people sitting around a gaming table, you'll get six *different* sets of knowledge about history. *Pulp Hero* gamers must cultivate a healthy (that is to say, casual) attitude toward historicity. For sanity's sake, forgive your players if they don't know something you know... if they go to stuff a dead body in the trunk of their 1933 Ford Sedan, gently (gently!) remind them that sedans didn't normally have trunks just yet (coupes did) and that someone will need to sit with the corpse in the back seat. The *characters* already know this, so there's no cause for any players to be embarrassed about it; just re-wind a bit. Keep things casual, and they'll extend you the same courtesy if you have them flying out of an airport that won't be built until the Sixties.

In short: knowledge of the period is useful, but not absolutely vital; emphasis on knowledge to the point where it interferes with the fun is wrong. If it helps, bear in mind that many prosperous Pulp writers had a pretty weak grasp of their *own* time (especially when the action moved overseas). Seen that way, getting a detail wrong is just another way of getting it *right*....

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Part 3: More problems beset the hero, but he starts to make some progress and corners the villain or an important NPC in a physical struggle. End this section with yet another plot twist "in which the hero preferably gets it in the neck bad[.]"

Part 4: "Shovel the difficulties more thickly upon the hero[]" until he's practically buried in them. Then, using his own skills, abilities, or prowess, he frees himself from his difficulties. Any mysteries remaining get cleared up in a final confrontation with the villain, and there's a final plot twist for flavor (such as the villain turning out to be an old friend). Then close on a snappy ending or punchline.

Some other useful tidbits of advice from the "Dent metaplot":

"Build your plots so that action can be continuous."

"Action: Vivid, swift, no words wasted. Create suspense, make the reader see and feel the action." "Atmosphere: Hear, smell, see, feel, and taste." "Description: Trees, wind, scenery, and water."

THE PULP CAMPAIGN

For adventure is an unexpected thing with golden teeth and opal eyes. It can appear this instant, offering opportunity and terror. You need not wait. It scratches at the door.

—Robert Sampson, *Yesterday's Faces*, Vol. 5

Chapter One reviewed the major Pulp Hero subgenres and elements, with brief discussion of how to emulate them (and the general Pulp “feel”) and use them in your game. This chapter provides even more details about GMing *Pulp Hero* — everything from how to set up and manage a campaign to creating enjoyable and memorable adversaries and NPCs. Gamemasters interested in further advice about GMing in general can also consult the GMing sections of the *HERO System 5th Edition, Revised, Champions*, and other *HERO System* genre books, as well as plenty of generic references on the art and science of GMing roleplaying games. Even though those sources aren’t specific to *Pulp Hero*, many of the suggestions and ideas they contain apply to any *HERO System* campaign.

CHARACTER GUIDELINES

The first thing to consider, usually even before you set pen to paper to create your *Pulp Hero* world, is the nature and power of the PCs. As the protagonists of the campaign, the characters who occupy center stage all the time, the PCs have a greater effect on the game than any other factor.

The player characters’ level of power, and thus the type of characters you can expect players to create, depends largely on how many Character Points the players build them on. A game where you allow players to build 200- or 250-point characters provides you with a wider range of PC types and abilities than one with 100- or 150-point characters — but it’s also likely to increase any problems you may have challenging the PCs and maintaining game balance. When deciding how many points PCs can start with, you should consider the following issues:

SUBGENRE

First, what subgenre(s) does your campaign emulate? Some of them (such as the more “realistic” Detective and Air Adventure tales) work best with low-powered characters, while others (many Globetrotting Adventure and Crimebusting games) need higher-powered PCs to get the right “feel” for

the campaign. These are just guidelines, though — there’s no reason you can’t have high-powered PCs in an otherwise “realistic” campaign.

HEROES VERSUS THE WORLD

How do you want the PCs to compare to the world around them? Low-powered heroes may have trouble dealing with hoodlums, Nazi soldiers, and similar opponents. On the opposite end of the spectrum, heroes as powerful as Doc Savage or the Shadow may be able to affect the course of entire nations or regions. If the PCs can easily dispense with everyday opposition, that colors their perception of the world and influences their role within it.

Think about the types of adventures you want to run and what you expect the PCs to do over the course of the campaign. That tells you a lot about the type of PCs that best fit your game. For example; if you plan for a mostly urban-based Crimebusting campaign that focuses on the mob, unscrupulous businessmen, and the occasional Oriental mastermind, you want your PCs to regard the average street criminal as a threat — if the heroes are significantly more powerful than that, your scenarios won’t pose much of a challenge to them. While any one PC should be more powerful and skilled than any one typical thug (they are the heroes of the story, after all!), two or three thugs should probably be a match for a PC. On the other hand, in a campaign where the Crimebusting PCs routinely face powerful and resourceful crimelords and their criminal empires, or in Globetrotting Adventure campaigns of epic scope, you’ll probably want the PCs to be more competent and have more abilities.

POWER LEVELS AND EFFECTIVENESS CEILINGS

You should decide whether you want to impose restrictions on the amount of power, CVs, Skills, and the like that characters can have. Characters built on large numbers of points may not be nearly as powerful as those points imply if you limit what they can spend points on. What matters for a *Pulp Hero* campaign is not the amount of points involved, but what characters can buy with them.

In a *Pulp Hero* context, point ceilings — restrictions on how many Active Points a power or ability can have — usually aren’t appropriate. While it’s possible to restrict the Active Points in weapons or characters’ Heroic Talents, in most cases that’s neither necessary nor “realistic.” Powerful weapons are readily available to most *Pulp Hero* PCs because they existed in the real world and gamers know they existed, so imposing artificial restrictions on the “power” of weapons usually harms the

campaign's "feel." A better solution is to find plausible in-game reasons to restrict characters' access to equipment, such as cost, availability, or legality. Similarly, many Heroic Talents and like abilities, while powerful, tend to be heavily Limited, making them less problematic than their Active Points might otherwise indicate.

Effectiveness ceilings — restrictions on characters' CVs, DEXs, Skill rolls, Combat Skill Levels, DCs, or the like — are more common in *Pulp Hero* games than point ceilings. An effectiveness ceiling helps you control the PCs' overall power, making it easy for you to know what can challenge them and what can't. It also encourages characters to broaden and diversify their abilities, since the ceiling stops them from spending all their Experience Points on the same things game after game. But effectiveness ceilings can lead to problems of their own. First, they may restrict the types of weapons and Weird Science gadgets characters can use (since simulating some weapons properly requires a lot of DCs), and that may not make sense, "realistically." Second, over the course of a long campaign, you may wind up with a lot of characters who look identical to each other, or who try to find ways around the effectiveness ceiling even when those ways make no sense given their character concepts. You may need to increase the ceiling slowly over the course of the campaign, at least in one or two areas for each character type (for example, maybe you allow martial artists and aviators to buy more DEX and SPD than other characters can, and gun experts more Range Skill Levels).

Normal Characteristic Maxima

Intertwined with the concept of effectiveness ceilings are the Normal Characteristic Maxima rules, which impose a sort of ceiling on how many points characters can spend on Characteristics. See page 252 for further discussion of the effect of Normal Characteristic Maxima and how you can vary it to achieve the appropriate level of power for PCs in your campaign.

EXPERIENCE POINTS AND CHARACTER GROWTH

You should also consider how, and how fast, you want the characters to grow in competence and power. If you're planning a long-term campaign with frequent game sessions and generous Experience Point awards, building PCs with a relatively small amount of Character Points doesn't cause as many problems, since the players know their characters will become more powerful at a fairly steady pace. On the other hand, if you can't run game sessions on a regular basis, or you prefer to control character growth by minimizing the number of Experience Points you award, it may work better if the PCs start out fairly powerful. Otherwise they're likely to become aggravated when they constantly run up against situations their characters *should* be able to cope with, but can't because they don't yet have the points to buy all the Knowledge Skills, Talents, and abilities they should have based on character conception.

Generally speaking, a *Pulp Hero* character built on, say, 150 Character Points plus 150 Experience Points tends to be better developed than a starting character built on 300 Character Points. The latter character probably has a larger attack, or more attacks, but the experienced character is more well-rounded as a person. The gradual acquisition of Experience Points leads to different spending patterns than giving a player a large lump of Character Points to spend all at once. Starting at relatively lower power levels, but building over the course of the campaign, may be the best approach for many *Pulp Hero* games.

Weird Abilities In *Pulp Hero*

While *Pulp Hero* games are technically grounded in a setting that's very similar to the "real world," the "Pulp World" is a far cry from real life. Pulp characters don't normally possess superpowers like *Champions* characters do, but they sometimes have fairly potent mystic or psychic powers... not to mention access to all sorts of Weird Science gadgetry. You need to decide what sort of "weird" or paranormal abilities are appropriate for your campaign. Some — self-powered Flight or Desolidification, for example — are clearly out of bounds. Others — slightly enhanced senses, a few extra inches of Leaping — may not cause problems.

The Evil That Men do

Weird powers are generally more appropriate for villains and NPCs than for player characters. The PCs are the central figures in any campaign — all of the action revolves around them. If you let them have powers that are too far beyond the pale, those powers become a central part of the campaign, and affect many aspects of it that would ordinarily remain untouched.

Villains and NPCs, on the other hand, are transient aspects of a campaign. They appear briefly, then get killed, go to prison, or simply fade into the background until they have another plot ready to spring on the unsuspecting city. Giving an adversary a weird ability or two doesn't have nearly as great an affect on the campaign setting as the same power would in the hands of a PC. And a person with a Weird ability makes an interesting change of pace and a tough opponent for non-superpowered PCs.

MYSTIC ABILITIES

Magic and mystical powers of the sort depicted in most comic books and Fantasy novels and games — flashy, powerful, quickly-cast spells — are inappropriate for most *Pulp Hero* campaigns. But not all magic works like that. Some magic is dark, brooding, mysterious, and deadly — perfect for *Pulp Hero*, especially if you're running a Weird Menace or Horror campaign.

Here's how magic should work in *Pulp Hero*:

- *It should be complex and difficult to use:* Rather than just shouting out a few words, the *Pulp Hero* mystic has to spend hours meditating, or must engage in elaborate preparations — in other words, bringing his abilities to bear takes

effort. Often it also requires a lot of time, and the assistance of others (*i.e.*, it's "ritual magic"). For example, performing a human sacrifice is a classic type of preparation required for spells of black magic.

- *It should be unreliable and dangerous:* *Pulp Hero* magic is not foolproof; it often fails to work. In *HERO System* terms, you can represent this with Limitations like *Activation Roll*, *Concentration*, and *Requires A Skill Roll*. Furthermore, *Pulp Hero* magic is often as dangerous to the user as to his target — magical backlashes may occur, summoned demons may turn on their summoners, and so forth. Limitations such as *Side Effects* represent this. Be creative with Side Effects and other problems associated with magic; a tricky, long-lasting curse of some sort is a lot more fun than a simple Drain STUN.
- *It should be mysterious:* Very few people can successfully practice magic; for every true wizard there are dozens of charlatans or people who *think* they're wizards, but actually have very little idea what they're doing (or about the consequences of their actions!).
- *It should be dark and evil:* The "good guys" rarely use magic. It's a tool of evil men, those who scheme and plot in the shadows instead of facing their opponents in a "fair" fight. Even PCs who study magic and mysticism should recognize that using it puts one's soul in peril, and that it's a tool they should turn to with the greatest reluctance.

You should impose similar standards on innately magical creatures, such as werewolves and vampire characters (if you allow them to exist at all). These types of characters fit into many *Pulp Hero* games very well — they're dark, moody, mysterious creatures of the shadows, and usually quite dangerous. They're especially effective if experts have developed quasi-scientific, pseudo-realistic rationales for their abilities.

PSYCHIC POWERS

Comic book-style mental powers have no place in *Pulp Hero*; they ruin the feel of the campaign. But just like magic, in small doses and with "dark" effects and feel, psychic abilities may be appropriate for some Pulp games. Here are some guidelines:

- *They should be low-powered and/or of limited use:* Except in rare instances, psychic abilities should be low-powered (usually no more than 30-40 Active Points) and heavily Limited; Activation Roll, Concentration, Extra Time, Gradual Effect, Increased Endurance Cost, Requires A Skill Roll, and Side Effects are all good restrictions. You might grant exceptions for high-powered abilities that are even more Limited (such as mind transference).
- *They should rarely, if ever, be usable in combat:* *Pulp Hero* mental powers are not the sort of "battle psionics" common to comics and Science Fiction. Rather, they should remain in the "back-

ground," ready for out of combat uses (such as interrogating a suspect), or should be so slow-acting and subtle that they're of no use in combat. They may have minor combat uses, but by and large, they're not intended for fighting.

The Psychic Powers on pages 280-87 provide plenty of examples of typical Pulp mental abilities.

WEIRD SCIENCE

You also need to consider just how Weird you want the Weird Science in your campaign to be. If you troll through lots of Pulp stories, particularly ones from the Science Fiction pulps, you can find devices that do just about anything: instant death rays, machines for crossing dimensions and traveling through time, matter transporters, mind-reading helmets, you name it. For some campaigns, the entire gamut of Weird Science is fair game — you can let PCs build just about anything that they can justify with Character Points or by spending money and time in the game.

But in other campaigns, too much Weird Science may be a bad thing. Even in a game where characters have a lot of personal gadgets and weapons, letting them have teleporters or telepathy helmets may ruin the "feel" of your *Pulp Hero* game, turning it from a game of heroic action and adventure into one that resembles a comic books superheroes game or cheesy Earth-bound Science Fiction. Weird Science should *add* to the feel of your Pulp campaign, making it seem more pulpy and fun, not detract from it or change it into something else.

CAMPAIGN TONE

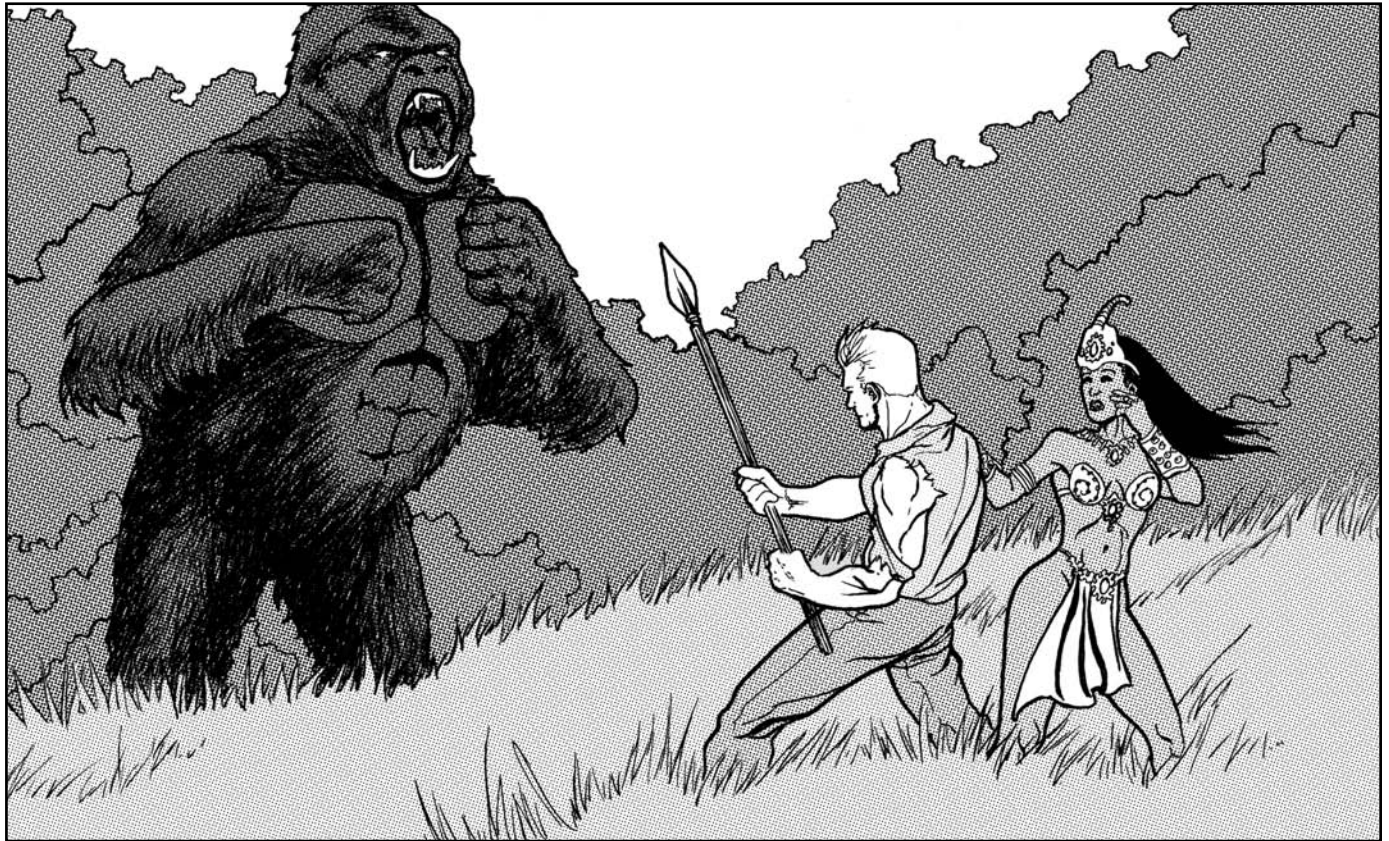
A campaign's *tone* refers to its morality, realism, and outlook, and the importance of the player characters.

MORALITY

As discussed in Chapter One, Pulp stories usually feature a straightforward, black and white morality. The good guys are the good guys, and the bad guys are the bad guys, and never the twain shall meet. Even when the good guys take actions that seem extreme and violent by modern standards (as in many of the Bulldog Drummond stories), they do so out of an unshakeable — and *correct* — belief that they're doing the right thing.

This last point bears emphasis. The moral relativism and desultory ethics that afflict the modern day are nowhere to be found in the pulps. A Pulp hero *knows* he's in the right. He may sometimes worry about whether he can save the day in time, but he never, ever finds himself plagued by doubts about whether he's doing the right thing. He's a hero, and there are bad people out there, and that means it's his duty to stop them.

Of course, you can shift to a more "shades of grey" morality if you want to. That would be appropriate for some types of games (such as campaigns emphasizing detective work, espionage, or war), and even the most pulpy of *Pulp Hero* games could feature a traitor or NPC of dubious morality from time to time.



REALISM

On the scale of “realistic” to “romantic” (with the latter term used in its dramatic sense, meaning unrealistic, given to the outrageous and improbable in the name of storytelling, excitement, and fun), most *Pulp Hero* games fall firmly in the “romantic” camp. Detective stories and a few similar subgenres go in for realism, but otherwise it’s romance all the way. Pulp stories and games definitely give a passing nod to realism, since they’re usually set in the “real world” of the time, but that’s as far as it goes. The incredible coincidences, heroic luck, and dramatically appropriate actions that dominate the genre veer a good bit away from the realistic; Weird Science often goes even further. So don’t worry too much about just how contagious smallpox might be, or what effects the Depression has on some aspect of your campaign; those are matters for everyday life, not the chronicles of Pulp adventurers!

OUTLOOK

“Outlook” refers to the overall perspective of a campaign — optimistic or pessimistic. *Pulp Hero* is most definitely optimistic — the PCs know they’re in the right, expect things to turn for the best in the end (provided they try their hardest to make that happen, of course!), and they know there’s always *some* hope for victory or success even when things seem darkest. Don’t diverge from this too much (unless you’re running a Detective campaign, or the like); it’s one of the core elements of the Pulp “feel.”

IMPORTANCE OF THE HEROES

Last, but perhaps most crucially, how important are the PCs? Obviously in any campaign the characters are the focus of the story, but how important

are they *within the campaign world*? Can they affect the outcome of major events, such as wars? Typically Pulp heroes are pretty important (some, such as Doc Savage, are world-famous and universally respected by everyone... except for evildoers). The answer may depend on your campaign’s subgenre; a private eye in a Detective campaign may, at best, be able to keep himself out of jail — he can’t even influence the city, much less country or world.

CAMPAIGN TYPES

After considering the basics described above, you need to decide on the type of campaign you want to run. Often one decision leads to another; an Espionage game probably focuses on themes of Patriotism, Power, and/or Preserving The Good, not on Justice or Money.

Subgenre

Chapter One describes the various *Pulp Hero* subgenres. Each subgenre has benefits and drawbacks from a gaming perspective; keeping these in mind as you create a campaign should let you maximize the former, and minimize the latter.

AIR ADVENTURE

The main issue you have to decide when planning an Air Adventure campaign is whether it takes place during the Great War (like most Air Adventure stories do) or in some other period (such as the Thirties). Making the campaign a “Great War game” definitely gives the heroes something to do (win the war) and a foe to fight (the Germans, or as Air Adventure

ADVICE FROM THE MASTERS: FRANK GRUBER

Here's what pulpster Frank Gruber has to say about creating mystery stories:

"Over a period of time I evolved a formula for mystery short stories. It consisted of eleven elements. With these eleven elements in a mystery plot I could not miss. ... [B]y putting them down one at a time I became conscious of them. Once I had worked out these eleven elements, the job of coming up with plots for mystery stories was greatly simplified. ... [G]et them all into a story and you cannot miss.

"Here are the eleven elements:

1. Colorful hero
2. Theme
3. Villain
4. Background
5. Murder method
6. Motive
7. Clue
8. Trick
9. Action
10. Climax
11. Emotion"

stories usually prefer to call them, "the Boche"). On the other hand, setting the campaign several years before the beginning of the main Pulp era renders a lot of the information in this book irrelevant and may restrict the scope of the campaign. For many GMs, a better approach is to use a conflict in the Thirties (such as the situation in China) as a theater for the PCs, to create a fictional 1930s war for them to fight in, or to make them some sort of special unit that flies around the world confronting various menaces in a campaign that mingles the Air and Globetrotting forms of Adventure.

CRIMEBUSTING

Crimebusting is one of the two most popular Pulp subgenres for *Pulp Hero* campaigns (the other being Globetrotting Adventure). Since it in a sense combines Pulp with a touch of *Champions* or *Dark Champions*, it resonates on many levels. However, you have to make sure that you structure the campaign properly for a *group* of heroes, rather than just one. The Crimebusting pulps mainly featured a single powerful hero, like the Shadow, the Spider, or the Phantom Detective. You have to plan for a group of PCs, either by making them sufficiently low-powered that they can't easily overwhelm your villains (as with the Secret Six), or by using a campaign framework such as Operatives (see below).

The typical outline and elements of a Crimebusting story go like this:

1. A criminal mastermind of great power, and perhaps in command of legions of lesser crooks or an entire underground empire, plans a scheme of great cruelty and evil. Often this involves taking control of the city's underworld and making it even more dangerous, taking over the city itself, or killing huge numbers of people for some reason.
2. In less over-the-top Crimebusting stories, the plot usually begins with a series of murders of men that share some common, but not immediately obvious, bond. For example, they might once have belonged to the same unit in the Great War, or were all partners in a secret business arrangement. Their activities as part of this group are what attract the attention of the criminal mastermind — either they have something he wants (knowledge or a resource), or he's seeking revenge for some wrong he thinks they once did. This type of plot is often seen in Shadow stories.
3. In over-the-top Crimebusting stories, the plot usually starts with a bang — literally. The criminal mastermind launches his grand scheme with a major crime, such as several bombings that take place simultaneously across the city, a series of carefully-timed bank and jewelry robberies, or causing some catastrophe (e.g., deliberately wrecking a passenger plane). This type of plot is often seen in *Spider* stories.
4. After the initial crime or series of crimes, which draw the hero's attention, investigation commences. The hero looks into the situation, attempting to discover the common link between the victims or the broad outline of the villain's plan so he can find his adversary and/or thwart his next move. In some

cases, the hero has help with his investigation: a group of agents who've sworn loyalty to him; one or two favored followers; and almost always a sympathetic policeman (or police commissioner) who realizes only the hero can stand against the criminal mastermind.

5. Along the way the hero and/or his assistants suffer setbacks, are taken prisoner and escape, and so forth. These scenes help to lengthen the story, giving the criminal mastermind the time to complete most of his plot, leading up to...

6. The Big Climax, in which the hero confronts the criminal mastermind (sometimes for the first time), defeats him, and smashes his scheme.

DETECTIVE

As mentioned in Chapter One, the Detective subgenre often doesn't adapt well to gaming — Detective characters work alone, and gaming is a group activity involving a team of heroes. To make it work, you need to structure the mysteries to allow for a group of PCs. For example, you can't rely on distracting the hero with an event on one side of town while part of the mystery unfolds on the other side of town, since a team of detectives can split up and cover all the bases. If you're going to create a distraction, it has to be something that affects all the PCs (such as having the cops call them in for a stern warning, or even arresting them).

A lone murderer may not cut it if you've got a group of detectives as PCs. One killer is an acceptable adversary for one gumshoe, but a group of PCs will probably overwhelm a single foe easily during the big shootout at the climax of the scenario. The opponent either has to be a group itself (such as an evil cult), or you need to veer more into Crimebusting by creating a criminal mastermind-style villain.

In a Detective campaign you also need to have a good reason for a group of private eyes to work together. Perhaps they're partners in a detective agency — or, if they're cops rather than "confidential agents," maybe their superiors put them together (as with the Suicide Squad).

GLOBETROTTING ADVENTURE

"Well," said Doc Savage, ill at ease, "I guess you would call our profession righting wrongs and punishing evildoers, going to the far corners of the earth if necessary."

"That sounds silly," said Fiesta.

The bronze man made no reply to that.

—Kenneth Robeson, *The Flaming Falcons*, in *Doc Savage Magazine*, June 1939

In a Globetrotting Adventure story, the characters typically spend a lot of time traveling through the wilderness, encountering and evading its various dangers (hostile natives, the environment itself, wild animals, cultists that seek to prevent them from discovering a long-lost sacred site, and so on), and perhaps coming to grips with a master villain or two. On another level, one deeper than many



Pulp stories attained, the characters also engage in a spiritual journey, discovering things about themselves as they uncover the secrets of the unexplored land around them.

The typical outline and elements of a Globetrotting Adventure story follow this pattern:

1. The heroes receive word of some wondrous thing, intriguing location, wrong to be righted, or valuable item in a distant and difficult to reach location. This may come in the form of finding a crumbling old map in a library book, getting a report of an amazing discovery from an archaeologist friend, hearing that an old comrade has gone missing in a certain area, or the like. Most often their destination is Africa, but South America, the Australian outback, the South Seas, and the interior of nearly any part of Asia work just as well.
2. Determined to obtain the wondrous thing or see the wondrous sights, the heroes begin their expedition. First they carefully prepare by obtaining the necessary supplies, hiring guides and translators, and so forth. After they set out, the early stages of the trip are marked by various difficulties: foul weather; dangerous animals; hostile natives; or all of the above and more. These dangers whittle down the party, killing off some supporting NPCs and driving others away.
3. A transition occurs: something happens that leads the PCs to the rest of the adventure (which often takes place in a lost land or long-forgotten city). Possible transitions include natural disasters that send the PCs into a lost land they otherwise would never find (e.g., a landslide or typhoon), being taken prisoner by hostile natives and carried

back to their secret kingdom, rescuing someone who leads them to the lost land, or using the preliminary clues they already have to track down a major clue that leads them to their ultimate goal.

During the second or third stages of a Globetrotting Adventure, the heroes may encounter a helpful native and win him to their side by treating him favorably. "Favorable treatment" ranges from dealing with him with respect and courtesy, to saving him from starvation, a wild beast, pursuing enemies, or other life-threatening perils. The grateful NPC offers his assistance and helps the PCs navigate the dramatic rapids soon to come. He may even be what draws them into the main part of the adventure. For example, if a PC saves a native princess, that may mean by her peoples' customs that they're now engaged, which angers other potential suitors and puts the PCs smack in the middle of a local political conflict.

4. Once the PCs are in the lost land or wherever they were going, events rapidly move toward conclusion. Their arrival changes things, prompting a social or political upheaval that pits two sides or factions against each other. The PCs, with a Pulp hero's unerring sense for right and wrong, pick the Good Guys and weigh in on their side, tipping the balance in their favor. In the end, peace and justice are restored. The heroes head home knowing they've done well, and typically weighed down with gifts from the people they saved.

WEIRD MENACE

As with Detective stories, Weird Menace tales don't always make good inspiration for *Pulp Hero* gaming. The protagonist of a Weird Menace story is usually an ordinary person, not a strong hero with many abilities — the menace frightens and easily confounds him (at first) because he's so powerless. Most gamers don't want to play such mundane characters, and the typical Pulp hero can easily smash through standard Weird Menace plots. To make them work in a gaming context, you often need to ratchet up the "weirdness factor," giving the villain lots of gadgets or eerie powers so he and his followers can put up a good fight. Or you can simply include Weird Menace elements and motifs in other types of adventures.

Campaign Framework

The "framework" of a campaign refers to the overall organizing principle of the campaign — to put it in simpler terms, who the PCs work for and why they work together. Teams of heroes don't just coalesce for no reason. In fact, in the pulps, they rarely coalesce at all: most Pulp heroes work alone, which means you may need to explain why your PCs aren't following their lead. Some of the possibilities include:

FREELANCE HEROES

As a sort of default, the heroes come together because as a team they can oppose enemies and investigate mysteries that none of them could handle together. In essence, the whole is greater than the sum of the parts. The Four Just Men and the Secret Six both fit this mold.

Ideally, you and the players should have at least a vague idea of what brought the heroes together in the first place — an early adventure they collaborated on, a common background element, or the like. (You could make the first adventure of the campaign the one that unites them, if you prefer.) As the campaign goes on, you can embroider on the basic background, introducing other elements and details much in the same way the pulps developed long-running series characters. For example, maybe you and a player can devise a subplot where it turns out the name the other PCs call him is an alias, and the personal history they know is a fabrication. Now the hero's past is coming back to haunt him and he has to reveal the truth to his friends.

GOVERNMENT AGENTS

Like the Suicide Squad, a squadron of aviators, or a squad of Foreign Legionnaires, the PCs may all work for the same government agency. This is a quick and easy way to tie the team together, and also gives you the leverage to make them go where you want them to go and do what you want them to do. On the other hand, working for an army or

the FBI may restrict the PCs, preventing them from being as truly freewheeling as Pulp heroes tend to be. Unless the PCs are all of equal rank and authority, you may also have to deal with the potential problem of having one PC be in a position to give other PCs orders.

MERCENARIES

The heroes are a team of adventurers who work for money (even if, in best Pulp tradition, they often forego their fee or donate it to charity). In a military-oriented campaign they might be mercenaries in the traditional sense; in other games they might resemble a special detective agency, a *Mission Impossible*-like team of spies, or the like.

OPERATIVES

The most common "team" arrangement seen in the single-hero pulps is the group of operatives, agents, assistants, or companions that accompany the main hero. The Shadow has his corps of agents (Harry Vincent, Cliff Marsland, Moe Schrevnitz, *et al.*); Doc Savage has his five boon companions (Monk, Ham, Renny, Long Tom, and Johnny); the Spider has the help of his fiancée Nita Van Sloan, his manservant Ram Singh, his chauffeur Jackson, the inventor Professor Brownlee, and others.

In a campaign using this framework, the PCs aren't the "main hero" at all. They're the hero's operatives and assistants, doing the dirty work he can't tackle because he's only one man. For the most part they work independently, following the orders he gives them, getting into and out of scrapes, and fighting the minions of the main villain. They may not see their "boss" frequently (this is particularly true in a gaming context), since he's got bigger fish to fry and needs them to fend for themselves instead of relying on him all the time.

As a campaign framework, Operatives has some real advantages. It gives the PCs a solid reason to work together, distinct and easily-defined missions to perform and goals to achieve, and access to an important resource (the "main hero") who can provide them with information and that most pulpish form of assistance, the last-second rescue. Like Government Agents, it also gives you a way to keep them on track — if they're not doing the right thing, their boss gives them the orders needed to make the story flow properly.

But Operatives also has some major drawbacks. No matter how much you de-emphasize the "main hero," the PCs are still second bananas to him, and few players enjoy playing characters that are constantly overshadowed by an NPC. If you structure the adventures so the PCs don't need the "main hero's" help, or get to confront the villain themselves, they may soon start to wonder why they're working for him. In short: unless the players are all comfortable with playing characters in the role of agent, you should think carefully about using this framework.

RUNNING THE GAME

Your job as GM doesn't end when you create the campaign and develop the setting. Quite the reverse: now you have to actually run the games while your players enjoy what you've created... and help you flesh out your quasi-fictional universe.

PRINCIPLES OF PULP ADVENTURE DESIGN

"We see you are a man of great curiosity. You are more interested in the causes of this — shall we call it adventure — than you are in your personal danger. That is good. We are pleased."

—Archie Oboler, "The Murder Game," *Nickel Detective*, August 1933

To explore the cogs and gears of a well-oiled *Pulp Hero* adventure, this section picks apart one of the most useful Pulp formulae: the "trouble spot" scenario. In a clearly-defined (sometimes *isolated*) locale, something's going wrong, with a villain at the heart of it. The PCs learn of the problem, and (as outsiders to the troubled area) must learn their way around to make friends, unearth secrets, and cut a path to the villain's door for the final showdown.

The "trouble spot" adventure is a decorated veteran of every Pulp subgenre, because it's an almost foolproof construct, with several concrete advantages for the overworked Pulp wordsmith (or harried GM). Those most relevant to gaming include:

The Finite Arena Of Action: Since the problem's contained in a finite locale, you can focus on designing and populating it to maximum effect. This, in turn, grants the players a lot more freedom of action *within* the locale by making it easier for you to adjudicate creative and unusual tactics.

The PCs' Status As Outsiders: Tensions can begin high; the PCs are on their own and must be resourceful. This lays a beautiful foundation for both *exploring* and *roleplaying*, since the PCs must learn the environment and/or culture before they can tackle the trouble's root. Making the locals "foreground" instead of backdrop adds to the formula's re-usability and makes it child's play to introduce any ratio of roleplaying to investigation to action that the group enjoys without having to rewrite the adventure on the fly. It also sets up the potential for a really *triumphant* climax, as the PCs bring to bear the things they've learned *and* the allies they've made to defeat the bad guy.

Reliable Scalability: The pieces of this particular structure interlock so cleanly, and with so many "flex points" where the GM can inject different elements or styles, that it's virtually unbreakable. It can be anything from a straightforward action slugfest to a convoluted and morally challenging mystery while retaining a clear, recognizable shape. This makes it easy to manage.

It Fits Your Available Prep-Time: It'll suck up whatever you've got, but it doesn't *need* much at all. Provided you've got some generic NPCs (like those on pages 405-07) handy for the opposition, you can have a ready-to-run adventure with fifteen minutes of prep and still have time to make a soda run. If you've got *more* time to invest, it'll reward the effort without requiring it.

Finally, building an adventure of this type demonstrates nearly every technique necessary to flesh out other forms of Pulp adventures!

SCOUTING THE LOCATION, CASTING THE VICTIMS

You can evoke the atmosphere of the better pulps by beginning with those who *suffer* the most if the heroes fail. It isn't even necessary, at this point, to know who the villain might be. Decide, instead, who the PCs might enjoy getting to know this week: a hoodwinked and heartsick British heiress? The men of an underfunded city police department? A group of cheated Irish laborers? A temple full of magic-wielding Tibetan lamas? A good girl who fell in with some bad company? The family of an honest scientist who let himself make one terrible, greedy mistake? A tribe of friendly natives helpless before Nazi Weird Science? The heart of a *Pulp Hero* adventure is the people who need the help of the heroes.

The victims automatically suggest a locale, in most cases: British heiresses often lurk somewhere in England, for example. If the PCs haven't been to Blighty lately, go with that. If England isn't quite exotic enough for you, there's no need to discard your choice of victims; just move them somewhere more interesting — maybe that heiress owns a plantation in, say, Kenya. Good girls who fall into bad company sometimes fall into bad company who can afford steamship tickets, or who summer in a distant volcanic island lair.

If you *do* already have a villain in mind, it can be fun to roleplay the choice of victims from the villain's own perspective. Steeple your fingers, narrow your eyes, and ponder those standing in the way of your plans (or who stands close *enough* to the way of your plans to be rocked by the wake as

you pass). It's a useful technique, because the *second* richest source of drama often comes not from the relationship between the heroes and the victims, but between the victims and the villain. Sometimes, the victims are *already* suffering and know it. Sometimes, though, they think the villain is their benefactor, or their defender, or even their charge. Sometimes they're unaware of the danger, and resist any suggestion that there *is* some.

BUBBLE, BUBBLE, TOIL AND TROUBLE

Villains are central enough to get their very own section (page 372). Once you know who the victims are, it's time to conjure some evil into the world. You can (once more) rely on your prior decisions to help make this one for you, or at least to offer a starting point. You can always choose to play the most obvious card (that's well within the Pulp tradition!), or decide to mix in something unexpected. Beyond the villain's identity, the most crucial choice at this stage is how much *mystery* you intend to place between the villain and the PCs. When the PCs first arrive, will the nature of the problem instantly suggest the villain's identity and motive?

In the classic Pulp western version of this plot, the villain's often a scheming landowner or a crooked sheriff who's openly abusing, killing, and/or robbing the innocent homesteaders or miners. The mystery is minimal or nonexistent — something the PCs can peel away in a single scene so they can skip ahead to the barroom brawls and desperate shootouts. In a Weird Menace or Horror tale, the mystery might take center stage: the PCs arrive and know *something's* wrong (the locals are all mute; all the men over age 14 seem to be missing; there are corpses strewn in the streets...), but the trouble doesn't bear the obvious fingerprint of a specific villain just yet. If this is the work of a recurring campaign villain in a Crimebusting campaign, there may be a layer of "dummy" subordinate villains that *seem* like the central threat at first.

THE FINAL INGREDIENT: INTRODUCING THE HEROES

This sort of adventure doesn't require much in the way of forced dramatic structure — self-contained trouble lets the PCs steer the action in their own way once they're in the thick of it. That means the only "scripted" part of your adventure is the opening scene. Given that, you can spend a few moments punching it up to make it a doozie.

Suppose, for example, that there's trouble in the mountains somewhere near the borders of China, Tibet, and Mongolia. There's a wicked warlord who's taken over a town and stolen ancient treasures from the temples there. Rumor has it he's gathering them for an ancient evil that he serves... but maybe he just wants money to fund his army. This afternoon he's rounding up a group of locals for punishment: when the poor peasants couldn't afford monetary tribute, the soldiers made crude advances to their daughters, and the girls refused them. This reached the ears of the warlord, and he is displeased. He plans to make a public example of the girls.

This isn't just the adventure's premise; it's the first 120 seconds of your gaming session. The PCs are *there*, right now, standing in the town square.

There are distant bugles and gongs — the warlord is coming. There are sounds of whips, too, and crying, as the soldiers herd the girls toward the place where the PCs are standing.

No matter that — just last week — Our Heroes were tussling with an Egyptian madman in Cairo, and (after tossing his head-dressed goons in a pile) had been chatting about how nice it would be to return to New York and relax. That was then, and this is now. You can establish what has transpired since then — and even their reason for being in the Orient — as the action progresses. All the characters need to know at first is where they are and what trouble faces them, so they can decide what they're doing about it. Standing boldly with fists at the ready? Disguised as natives and shuffling quietly through the crowd? Now's the time to ask them. Because you've presented the situation as *immediate*, what could have been a bogged-down pre-action planning sequence moves much more briskly, with palpable urgency.

As the soldiers come into view (and as the scene develops from there), you can establish background details in passing. The urgent but cryptic summons of an elderly associate of the British Museum. The disarray of his house this morning. His beautiful daughter, crying that they'd not only taken the old man, but also the curious jade seal he'd recently unearthed.... But that was then. This is now.

The warlord is now clearly visible. He's *huge*, swaggering, with a massive blade at his side. On his neck is a jade pendant of some kind... oddly shaped. The seal? There are a dozen soldiers, and as many crying girls, between the PCs and the warlord. One of the soldiers shoves a girl to the ground and kicks her hard in the ribs. What do you do?

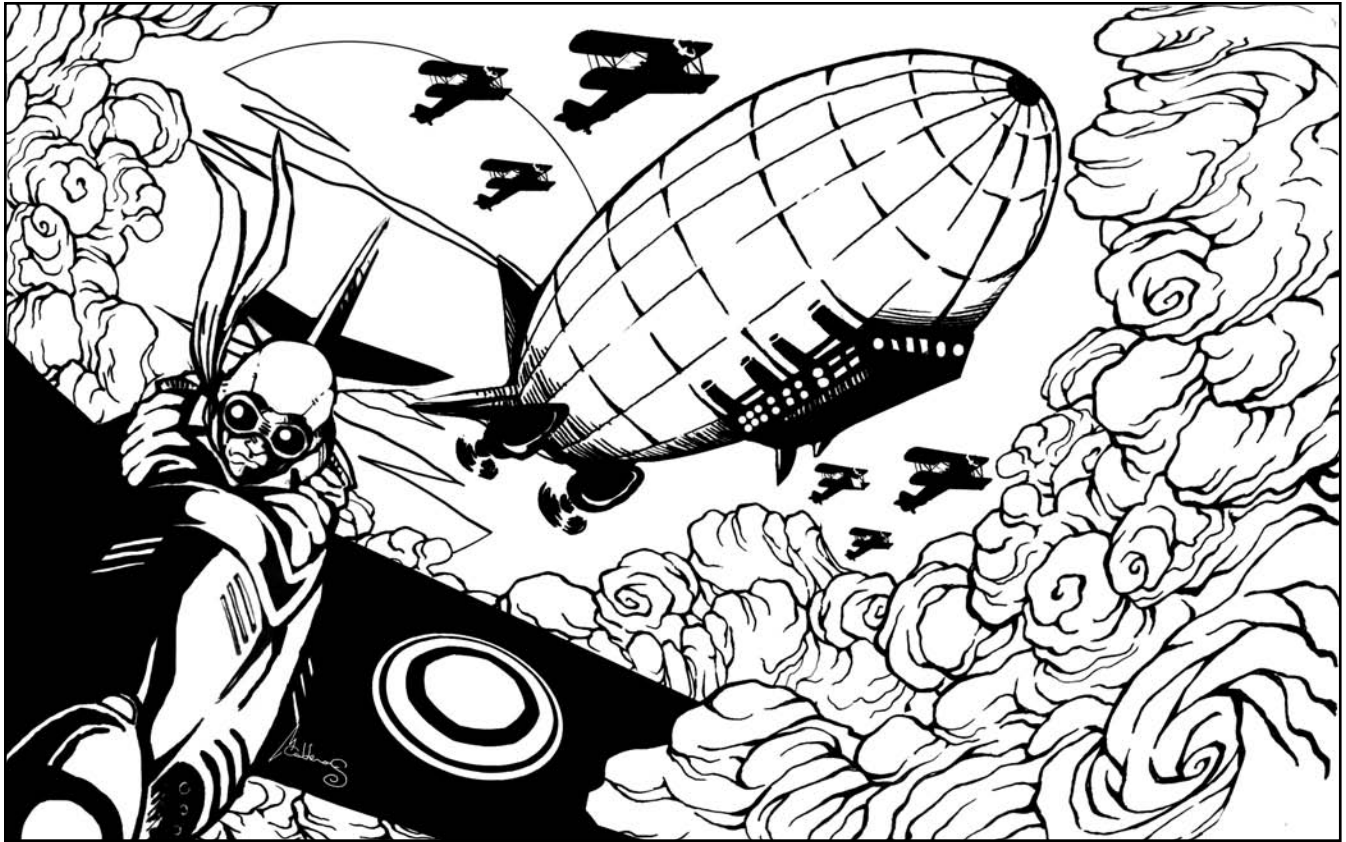
This sort of in-the-thick-of-things opener isn't *necessary*, but it can be very effective. It locks everyone's attention into the game and on each other, inspires immediate cooperation, and sets the tone for action.

FLESHING IT OUT

You have, by this point, a gameable adventure skeleton, enough to go on. Simply drop the PCs in and let them tackle things from there. If you've got more prep-time to spend, though, there are some good places to spend it:

Vox Populi: Develop a handful of colorful NPCs to populate your troubled environment. They needn't be *important* people (though they can become so at need), just flavorful and evocative of the setting. Paint them in broad strokes to make them memorable and clearly placed in their roles: the noble savage with an uncanny sense for honesty or evil in strangers; the effervescent society girl who says everything is *positively* this and *honestly* that; the brusque man with red hair.

Degrees Of Separation: Having the PCs "learn their way around" can mean re-assembling an ancient translation device so they can learn Atlantean, contacting the rebel resistance, discovering the hidden catacombs beneath Chinatown, romancing the villain's beautiful daughter, convincing the ape-men to



trust them, or all of the above. If gaining trust is to be an important part of the adventure, it's traditional to provide an opportunity for the PCs to rescue someone related to the person whose trust they need.

Add More Yaks: If the locale is *already* exotic, make it moreso. A tussle in an open square in China is excellent, but as long as you're in the Orient, make it a broad pavilion in front of an aging temple — green tiles, red lacquer with gold trim on the wood appointments, the works. Just a few such details go a long way, of course; select ones the PCs would be most likely to notice or take interest in. If someone in the group is a hunter, mention the fauna. If someone's a historian, describe the inscriptions. If someone's a Lothario, make note of how pretty the maidens look in their half-torn dresses.

Variety Of Action: Consider the questions the PCs may ask, the specific people they're likely to seek out, and the scenery they'll expect to see. Now, think of a way to make *each one* the springboard for either violence, a chase scene, or a rescue.

Deeper PC Motives: If you have long-term campaign goals, a recurring conspiracy, or some other overarching plot, consider ways to weave those things in... or at least to cruelly *hint* at connections to whet the players' appetites.

Themes And Motifs: Examine your choices in the light of the *Peculiarities Of Pulpishness* (page 340), and use those as tools to "plus out" the adventure's details. Everything can be bolder, more perilous, or more lurid, with a moment's consideration and a willingness to give the nod to *anything* that makes you chuckle darkly.

A Moment Of Encouragement: There's a venerable Pulp tradition you should observe: somewhere past the adventure's middle, *if* the PCs have done well at making friends and earning regard, the imperiled locals should let them *know* somehow — they should make the PCs an honorary part of the tribe (literally or otherwise). This acknowledgment of status can take many forms: a speech from an elder, a party at the pub, the revelation of a secret tunnel the villain doesn't know about, a feast (where the PCs must pretend not to find the food too strange), or just a really welcoming smooch.

Aces High: Another Pulp tradition worth exploring: the PCs should gain *edges* over the villain as the adventure progresses, both in the form of knowledge (the aforementioned hidden tunnel, an old cache of explosives left over from the Great War, that the villain is partially blind to his left side...) and useful allies. One of the best kinds of ally to gain is the *ace*: a member of the villain's own team. To introduce an ace, give the PCs a chance to show mercy to a bad guy, or to demonstrate real heroism when one is watching. They might not know it at the moment, but later, when the chips are down, that "bad guy" will come to their aid, possibly even sacrificing himself for their cause (or if not, becoming a recurring contact or even a sidekick). The ace can also be created when the villain goes a touch too far and demonstrates how little he cares about his own servants.

ADVENTURE STRUCTURE

There are two main approaches to adventure design: plotted and unplotted. In a plotted adventure, you have a specific story in mind, which the PCs follow to the climax. In an unplotted adventure, there is no plot, merely a situation; what happens depends entirely on the PCs' actions. Each method has its advantages and disadvantages.

PLOTTED ADVENTURES

Plotted adventures have the great advantage of a satisfying story structure. The action builds from the hook to the climax, encounters exist to provide tension or move the story along, and the heroes are at the center of events. You can use all the tricks developed by writers over the past three millennia: foreshadowing, suspense, conflict, jump cutting, catharsis. You can borrow plots and plot ideas from a vast array of sources, from Shakespeare to a myriad of Pulp stories. You can tailor the opposition to the characters' power level and personalities.

On the downside, plotted adventures can become too rigid in structure — you know where you want the story to go, so you force the heroes to go there. Players may feel you're railroading them, or that their actions don't really have an effect. If they suspect you'll let them succeed regardless of what they do (because story progression requires it), the story loses all suspense and drama — the players start to use "metagame thinking" to deduce the plot and figure out what their characters should do, rather than acting as their characters would behave in that situation.

To avoid the problem of "railroading," plan out several possible resolutions for the adventure (and for each major scene within the adventure) depending on what the characters do. If the story involves discovering a plot to assassinate the President, the climax might consist of a battle with the killers or impersonating the President. But no matter how many options you prepare, be ready to abandon all of them when the players think up something you didn't. The most profound truth in gaming is "the players never do what you expect."

UNPLOTTED ADVENTURES

Unplotted adventures, by contrast, have no set storyline. You merely establish a situation and let the players determine the action. The situation can be dynamic or passive. In a dynamic situation, things happen and it's up to the players to cope with them — the enemy is attacking, counterintelligence agents are closing in on the PCs, or the like. A passive situation is one in which things are stable (at least until the PCs show up) — the Bolsheviks are up to something in India, a gang is robbing banks on the south side of town. In either case, if there are villains, they follow whatever motives you wish to give them, rather than filling the role of Antagonist in a story. The World exists, running along on its own, and the PCs must make their own decisions about what to do and how to do it.

Unplotted adventures have the advantage of

feeling realistic — after all, the real world doesn't neatly follow classical dramatic structure, and every person is an NPC to other people. They give the players a great deal of influence over the course of the adventure, and let them choose to do what they enjoy. If you've prepared your campaign well, unplotted adventures are a good way to show off the scope and depth of your Pulp Hero setting.

But unplotted adventures have their own disadvantages. Often the action becomes just a series of combats or short-term missions. In a dynamic situation, the players may find it frustrating to be at the mercy of events. The need to either create new encounters on the fly or prepare a vast amount of background and NPCs which you may never use might overwhelm you. Finally, the structure of unplotted adventures can be unsatisfying — the heroes may overcome the main opposition early and spend the rest of their time mopping up underlings, or they fail to acquire crucial information or gear and end up outclassed at the climax.

Plotted and unplotted adventures aren't completely incompatible. Characters may start out in a seemingly unplotted situation, but encounter various hooks for stories. Depending on which ones they follow up, they can get involved in plotted stories. In the course of going through those story plots, they exist in an unplotted environment, so if they diverge from the story they don't wander off into "blank hexes."

Plotting

The most dependable basis for an adventure plot is the tried and true three-act structure, familiar from classic plays, comic books, films, and almost every other type of story. The first act is the adventure hook, in which the heroes become involved in the story and encounter initial obstacles. The second act presents more obstacles for the heroes to overcome (often with an intriguing twist or turn of events), and the third act is the climax and resolution of the story.

THE FIRST ACT: ADVENTURE HOOK

Adventure hooks come in various forms. The simplest is to have an NPC hire or order the heroes to do something — "After you're seated, the President/your Masked Crimefighter boss/a valued contact arrives and explains what he needs you to do." That's a standard hook for all sorts of *Pulp Hero* stories; it's quick and gets the story moving. Alternately, someone can beg the heroes for help — true Pulp heroes cannot resist such a plea! And of course, the actions of an enemy can draw the heroes into an adventure. Many Shadow and *Spider* stories begin this way — a criminal mastermind launches the first part of a cruel scheme, and away the story goes.

Some adventure hooks are situational; almost any circumstance the PCs find themselves in can draw them into an adventure. Being out of money means the heroes need to find a way to earn some cash, so they respond to a mysterious rumor of

“help wanted.” The heroes are caught in the cross-fire when two rival mobs battle for control over the local labor rackets. Ready, set, go!

Finally, objects often serve as adventure hooks. A cryptic clue or message can draw the heroes into danger; Alfred Hitchcock loved that method in his films. Another useful Hitchcock hook is “The MacGuffin.” A MacGuffin is an object of value or importance to someone. If the heroes have the MacGuffin (or if someone thinks they have it), then all sorts of trouble results from other people trying to buy, steal, or destroy it. The classic MacGuffin is, of course, the Maltese falcon from the Pulp novel of the same name.

Sometimes the adventure hook is not the same as the ultimate goal of the adventure itself. Many times the heroes get involved because they think they understand what’s going on, and then learn better and must change their goals as a result of events in the story. As an example, suppose the PCs’ friend, aged Professor Hogan, asks them to go to Africa to purchase a particular artifact for him. They get there and get the artifact... only to discover it has significance that the Professor wasn’t aware of, and that other people want it for this reason. Now their goal is no longer just “retrieve the artifact,” it’s *keep* the artifact and find out why it’s so important.

RANDOM PLOT GENERATOR

Sometimes you need a plot in a hurry, or maybe just some way to generate ideas to kickstart your imagination. For those times, here’s a *Pulp Hero* Random Plot Generator. Start by rolling a Hook, then determine the Goal and the Obstacles standing in the way. For more complex plots, roll for multiple Goals: the first is what the PCs think they’re doing, and then they discover their real goal later.

Hook (roll 1d6):

1. Client (NPC who asks or begs the party to do something)
2. Clue (message or information which inspires the party to act)
3. Enemy (NPC or other threat which menaces the party)
4. MacGuffin (PCs acquire an object of great importance to someone)
5. Patron (NPC who hires or orders the party to do something)
6. Situation (Some event happens which requires the party to react)

Goal (roll 2d6)

First Die	Second Die	Result	Suggestions
1-3	1	Acquire Something	Valuable relic, military prototype
1-3	2	Capture Someone	Enemy commander, enemy spy
1-3	3	Defeat an Enemy	A criminal mastermind, an enemy army, an assassin
1-3	4	Destroy Something	A gang, a criminal mastermind, an evil relic
1-3	5	Escape from a Place	Prison, behind enemy lines
1-3	6	Learn a Secret	Discover a long-lost treasure or city
4-6	1	Prevent a Disaster	A vehicle crash, a mastermind’s plague
4-6	2	Rescue a Captive	Hostage, unjustly-imprisoned man
4-6	3	Solve a Mystery	Murder, theft, conspiracy
4-6	4	Survive the Environment	Desert, jungle, mountains
4-6	5	Travel to a Place	A hidden city, an exotic port
4-6	6	Win a Battle	Versus an enemy army, a legal battle, a turf war

Obstacles (roll 1d6 for the number of obstacles, then 1d6 to determine the nature of each):

- 1 Adversary (someone whose goals bring him into conflict with the PCs)
- 2 Friend (a DNPC or someone normally friendly, opposed to the party for some reason)
- 3 Nature (hostile features of the setting, creatures, and so forth)
- 4 Rival (an existing rival or someone who wants to achieve the same goal ahead of the party)
- 5 Society (the authorities, the culture, laws, infrastructure, and so forth)
- 6 Villain (someone who specifically opposes the PCs)

Example: Matt needs a plot idea for a *Pulp Hero* adventure. He starts by rolling the Hook, and gets a 5: a Patron. For the Goal he decides to roll twice, and gets 6, 6: Win a Battle and 1, 2: Capture Something. He rolls for the number of Obstacles and gets 3; the specific ones are 1: Adversary, 2: Friend, and 3: Nature.

Now Matt has to put these pieces together. Looking them over, he decides they form the basis of a classic exploration adventure. First, there’s the Patron — a museum curator who’s a friend of the PCs and asks them to follow some clues he’s recently uncovered in an ancient manuscript to find a great treasure (for the museum to display, of course!). The treasure is the Something the PCs must Capture. Rather than go the usual route of an archaeological relic or the like, Matt decides to use one of his favorite exotic locales — the South Seas — and make the treasure a literal treasure: the gold in a Dutch ship that sunk in the Malay Archipelago centuries ago.

Once he decides to put the adventure in the South Seas, Matt realizes the Adversary has to be pirates, and the Battle to be Won a fight at sea. Now he’s got a basic plot: at the behest of their friend, the PCs equip an expedition and fly to the South Seas. In Manila they obtain a ship and head out to the supposed wreck site... but before leaving Manila they rescue a young man from attackers down on the waterfront. He just happens to come from a family of traders, knows these waters better than anyone, and will gladly help his rescuers reach their goal (in short, he’s the Friend). Li-Ming Jade, Pirate Queen of the South China Sea, has gotten wind of the PCs’ expedition and wants the gold for herself. Once they find it, she and her pirates attack. The PCs have to defeat them (as well as avoid other obstacles and difficulties) before they have a chance to recover the treasure for posterity.

THE SECOND ACT: OBSTACLES

The second act of an adventure focuses on obstacles the heroes must overcome. Obstacles are many and various, but fall into three main categories.

Foes

The first are actual *foes* — people or things specifically trying to make the heroes fail, or do them harm. If the foe wants to kill the heroes or stop them from accomplishing their goal, he's a villain. If he just wants to beat them to the goal, or surpass their accomplishments, he's a rival. Finally, there are adversaries — people whose goals are opposed to the PCs' plans even if they aren't aware of them. (In this context, *HERO System* Hunteds can qualify as either adversaries or villains, but Rivals are usually rivals.) For example, suppose the heroes in a Globetrotting Adventure campaign are trying to find a long-lost shipwreck. Villains include people who want to stop the PCs from succeeding (a mystic cult that believes the ship was cursed and must not be disturbed), rivals include people who want to recover the ship's treasure first, and adversaries include old enemies who don't know about the current scheme but want to harass the PCs on principle.

At times friends can be foes, if they don't agree with the goal the heroes are pursuing, or have been duped into believing the heroes are a danger. A friend may even betray the PCs. Sometimes friends are correct, and it's the heroes who've been duped.

Features Of The Setting

The second type of obstacles the heroes must face are *features of the setting* which would exist regardless of the heroes' actions, such as natural obstacles and mysteries.

Natural obstacles include hostile weather, sheer distance, dangerous terrain, hungry animals, deadly security devices, and the like. Society's impediments — laws, regulations, restrictions, social customs, prejudices, and the like — also qualify as natural obstacles. Obviously, natural obstacles arise primarily in uncivilized areas, while social barriers come into play in populated settings.

A mystery is either something the heroes must solve to continue toward the goal, or the key to the goal itself. Sometimes mysteries (or puzzles) are features of the setting, and sometimes they're the work of the party's opponents, but they all have a common feature: the characters must solve them by thinking rather than force (although sometimes the solution involves a particular use of force). In situations with changing goals, solving a mystery may finally point the heroes at their ultimate objective. Regardless of the type of puzzle, you should make it fair and logical, since the players have to solve it. An unfair puzzle just makes them angry.

Internal Obstacles

A final kind of obstacle lies within the heroes themselves — *internal obstacles*. Overcoming personal flaws, sacrificing something for the greater good, or learning a lesson are all obstacles, often more difficult to surmount than any street gang or enemy platoon. In game terms, Disadvantages such

as Dependence, DNPC, Enraged/Berserk, Psychological Limitation, and perhaps Rivalry often represent internal obstacles. An honorable man who must break his word to achieve his goal faces an internal obstacle; so does a devious one who has to trust others to succeed. You should tailor the internal obstacles to the players: some players routinely sidestep their characters' Psychological Limitations if they can manage an EGO Roll, while others want to remain true to the characters they create.

THE THIRD ACT: CLIMAX AND CONCLUSION

Once the characters have surpassed or neutralized all the obstacles, the story proceeds to its *climax*, in which the heroes confront the main villain or surmount the ultimate barrier to reach their goal and win the reward. The goal may not be the one they originally signed up to accomplish, but it's the one that concludes this particular adventure.

Climaxes should be, well, climactic. This is the time for you to "blow the budget" and strive to make everything as tense and impressive as possible. If the heroes must foil the villain's plans, put a time limit on them and create all kinds of distractions. If they fight the villain directly, set the battle in an exotic or impressive location — a skyscraper rooftop, a Fiendish Oriental Mastermind's lair, or the like. Since this is a roleplaying game, an exciting setting is no more expensive or difficult to arrange than a boring one.

Even if it isn't full of physical action, try to make the climax tense and dramatic. If the heroes have to prevent a war or persuade someone, set the scene right on the edge of disaster — the native army is only minutes away from attacking the heroes' camp, and they have to convince the chief right now that they aren't the ones who've been trapping and slaughtering his people. If a judge is sentencing the PCs, crucial evidence should arrive after the opposition has presented seemingly iron-clad arguments against the heroes... and just in time to save them from prison.

Classic Pulp Hero Plots

Here are capsule descriptions of several different types of plots which occur frequently in Pulp stories:

FIND THE MCGUFFIN

The heroes have to find something, whether that "something" is the solution to a mystery, an ancient relic, a kidnapped girl, or the long-lost city of Tisangani. The early stages of the adventure involve gathering the clues that lead them to the object of their quest (or investigating the ones they already have). Once they find it, or get close to finding it, there's often an unexpected twist (if not several) that changes the situation and makes their job more difficult.

A THREAT TO THE NATION

A dire danger threatens the United States (or perhaps Great Britain), and only the PCs have the skills and moxie to stop it. The typical enemy



is either (a) a master villain with his own private army and an arsenal of Weird Science technology, or (b) a rival nation (usually fictional) that's invading or about to invade. Depending on how the campaign goes, it may change to a "rebels against the empire" game after the PCs and their nation suffer an initial defeat and have to come back and triumph over their attackers. Alternately, this type of plot may change to "a threat to the colony," if the game takes place in Africa or some other non-Western locale.

THE TROUBLE SPOT

Someone or some place is in trouble, and the PCs have to solve the problem, right the wrongs, and preserve that which is good. See page 351.

WEIRD SCIENCE GONE AWRY

Weird Science being used for bad ends — either out of madness, or deliberately — drives many a Pulp plot. Sometimes it's the inventor of the device who's in back of it, but it's just as likely that someone else (a Fiendish Oriental Mastermind, a powerful mobster, an Unscrupulous Industrialist) has stolen the device for his own purposes.

DEALING WITH DISCONNECTS

Many ideas that work perfectly well in fiction are less successful in roleplaying games. A game is not a movie or a book, so different dramatic rules apply. *Pulp Hero* stories and settings come with a complete set of booby-traps and pitfalls waiting to snare unsuspecting GMs.

CAUTIOUS COMBATANTS

In Pulp stories, heroes are daring — they take chances, they risk death to end a fight quickly so they can get to their ultimate goal. They don't take foolish gambles, but they're not cautious by "realistic" standards. In a *Pulp Hero* campaign, characters often act in the opposite way: they proceed with great caution, looking for every possible piece of cover or other advantage, and they don't use Combat Maneuvers that impose too many penalties.

If that's not to your taste — if you want faster-paced combats and daring action — you need to convince the players you won't severely penalize their characters for taking "dramatically appropriate" actions. The Heroic Action Point rules (page 360) are a good start, since they let the players override the effect of poor rolls and make the seemingly impossible possible.

DEDUCTION

In mystery stories and suspense thrillers, the characters always figure out the mystery eventually. Some characters, such as the legion of Pulp investigators inspired by Sherlock Holmes, are known primarily for their deductive abilities. In game

RUNNING SOLO ADVENTURES

Solo games have a lot to recommend themselves as an adjunct to an ordinary *Pulp Hero* campaign. They have enormous potential for in-depth character development. The PC has your undivided attention, so he can do things that he could never do with a group (such as tackle an old nemesis or go undercover for a long time). This also gives you the opportunity to design an adventure tailored to that one character's strengths and weaknesses, rather than having to account for all the members of a group. For example, running a group scenario where an assassin tries to kill one PC is difficult, since a lone assassin rarely poses a problem for several trained heroes. But that would make a *great* solo adventure.

On the other hand, since there's only one player involved, you have to create an adventure that appeals to him. If he likes combat-oriented missions, give him one; don't try to force him to think his way through an investigation-based scenario. Moreover, remember that you and the player will focus entirely on each other. If the player's uncertain of what to do, he can't turn to the other players for advice or assistance; if you're not prepared to deal with detailed questions, the game breaks down immediately.

You've also got to prepare yourself to deal with unexpected turns of events. What if the hero gets Stunned or Knocked Out? He doesn't have any friends to get him to safety, but

terms, the *Deduction* Skill simulates this — but since it's not much fun to have a character roll dice and then tell him the answer if he succeeds, many GMs prefer that the players deduce the solutions to mysteries themselves. However, unlike fictional detectives, players aren't necessarily skilled at solving mysteries — they buy Deduction for their characters specifically because they want to play a character who's better at solving mysteries than they are.

Fortunately, there are ways around this dilemma:

- instead of interpreting “successful Deduction roll” as “character immediately figures out all the answers,” think of it as “character gains a little bit of insight toward the ultimate goal of solving the mystery.” In other words, when a PC succeeds with a Deduction roll, give him an extra tidbit of information or a little help toward figuring out the answer, *not* the whole solution on a silver platter. The more he makes the roll by, the more information you give him (or the more important a hint you offer). For example, suppose the PCs are trying to figure out a riddle left behind by a Fiendish Oriental Mastermind. The answer is “the Great Wall of China.” If a PC makes his Deduction roll exactly, maybe the hint you provide is “long graveyard.” If he makes it by 1-3, maybe the additional hint is “the Emperors’ safeguard.” If he makes it by 4 or more, maybe you also tell him “enormous Chinese barrier” or the like. In short — Deduction should help the players figure out the answer, not provide the answer for them directly.
- look at each PC's Knowledge Skills. If a PC has a Knowledge Skill that's related to the clue, let him use the KS as a Complementary Skill. If the Deduction roll succeeds, provide more information than you otherwise would — the PC knows more about the subject, so it stands to reason he ought to have more insight on the problem.
- prepare for the use of Deduction in advance. If you expect the PCs to investigate a clue, prepare a list of potential answers. For each PC who makes a Deduction roll, give the players one randomly-chosen item from the list (if a character makes his roll by 4 or more, maybe he gets two items). Then let the players analyze the items they've got and figure out the right one (even if they have to check out every location on the list in person, or find every object listed). It's a lot easier to work from a list of possibilities than it is to try to pull one right answer out of the ether.
- in Pulp stories and movies, it often seems that once a character hits on the right answer to a mystery, he instinctively knows he's right. A group of players, on the other hand, can spend hours debating the possible meaning of a clue, even if one of the ideas they had five minutes into the discussion was the right answer. To keep this from happening, hint at which answer is correct... or you could even go so far as to say, “John's suggestion sounds like a pretty good one — it seems right to you.”

KILLING THE HERO

Given the amount of lethal force used in most games, and the lack of any “instant healing” resources in the modern-day action-adventure genre, sometimes *Pulp Hero* PCs find themselves on the wrong end of a gun and end up dead.

The threat of dying has to be a part of the campaign — without it, the heroes will think they're invincible, and the verisimilitude suffers. Instead, you have to manage your combats properly so death is a *possible* consequence, but not a *likely* one. Know how much Resistant Defense your PCs have, and be prepared to change die rolls or take other steps to keep the game from becoming *too* lethal. If necessary, let the PCs use Heroic Action Points to save themselves.

SOLO HEROES

Many Pulp stories feature a single hero. Gaming, on the other hand, is a social activity that usually involves a group of heroes. Unless you want to run the campaign as a series of solo missions, you need to find a way to integrate teams of heroes into the framework of the *Pulp Hero* stories you want to tell. Fortunately, this is easy — while many action heroes are solos, there's plenty of ways to get a group of *Pulp Hero* PCs to work together, as discussed above under *Campaign Frameworks*.

SPLITTING THE PARTY

A situation common in all roleplaying campaigns is when the PC group has two things to do and the players decide to split up. In films and fiction it's easy to cut back and forth between two groups of characters, because fictional characters don't get bored waiting for their turn to do something. In roleplaying, the characters have players who get fidgety when they're “off camera.” This is especially problematic when you have to keep one group's actions secret from the rest of the party, so you and some players go off to another room or pass notes.

The best way to deal with a split party situation is not to let it happen. If that's not possible, keep the separation as brief as you can. If one group's activities don't involve any conflict or roleplaying, summarize it briefly and keep the focus on the more interesting events encountered by the others. You can put aside secret exchanges that only involve a few players for later — unless the events would have an immediate effect, you and the players involved can resolve it after the others go home, or by e-mail. If you can't avoid a prolonged separation, let the players of “off stage” characters control NPCs or villains.

DISADVANTAGES AND HOW TO USE THEM

Stories are about characters, and roleplaying game adventures are no exception. Characters, of course, have personalities — flaws and quirks and personal goals. In the *HERO System*, you represent these with characters' Disadvantages, particularly Psychological Limitations, Rivalries, and Hunteds. You can use the Disadvantages of your PCs to enrich the game in a number of ways. They provide plot hooks, distractions, sources of conflict, and ways to link the party together. And of course, all the motivations below may apply to villains just as well as heroes.

DEPENDENCE

If even one PC in the campaign has a Dependence (in the Pulp context, probably an Addiction to alcohol — in other words, the PC is an alcoholic), that gives you an ideal hook to drag him (and thus his friends) into adventures — no character wants to suffer through the pain, humiliation, and loss of abilities that withdrawal entails. The character's struggle against his Addiction could become a tense and dramatic subplot, as he slowly but surely, an Experience Point or three at a time, buys the Disadvantage off. However, this sort of plot might be a little too "realistic" and grim for many *Pulp Hero* games; if so, you might want to forbid characters to take Dependences.

DEPENDENT NPC

DNPCs are always reliable plot hooks, either because they get into trouble or danger, or because someone asks them for help in a difficult situation. But the lethal nature of *Pulp Hero* adventures can result in a higher-than-normal rate of DNPC deaths, which may make keep players from wanting to take this Disadvantage. Since it's so useful, fun, and appropriate for the genre, you may want to consider some sort of "gentleman's agreement" with the players, in which you promise not to kill or seriously injure DNPCs (or at least, unless the injury is somehow directly the PC's fault). That still leaves plenty of room for you to kidnap or otherwise menace them....

Of course, for some campaigns, DNPC may not be an appropriate Disadvantage at all. If the PCs are globetrotting adventurers, a DNPC may not hinder them enough to qualify as a Disadvantage. Alternately, you might require them to apply the -5 "limited to a certain geographical area" modifier from Hunted to the value of the DNPC. You could even increase the value of the modifier to -10 (or more), if necessary.

HUNTED

The saga of a man on the run has a long history in fiction and makes a natural plot hook. It also works in the other direction: the heroes can track a wily foe who continually evades them. The best *Pulp Hero* Hunter-Hunted situation allows for frequent flight and escape, which requires proper

design of both the PC and the Hunter. Both parties need the ability to travel without restriction; if the campaign takes place entirely in one city, the PCs can't just uproot their lives to pursue their old enemy Dr. Fang Shen. On the other hand, if the campaign involves a lot of traveling, don't let the PCs choose Hunters tied to a particular location, unless the events of the story bring the heroes back to that place frequently. (Alternately, the "Floating Hunted" rules may let you overcome this problem.)

Even when the Hunters are not close on the heroes' trail, the simple fact of having to keep moving and keep hidden provides a continuing distraction and source of conflict. Non-Hunted PCs may resent having to live the life of fugitives to help a friend, and may even have genuine conflicts of loyalty between the desire to obey the law and the desire to help a comrade unjustly accused.

As the old adage has it, "the enemy of my enemy is my friend," and being chased by the same people is a good way to link the characters in a campaign. They may not like each other, and they may disagree frequently... but they know they have to work together to stay ahead of their common foe.

PHYSICAL LIMITATION

Physical Limitations aren't common in *Pulp Hero*, where most characters tend to be strong, handsome, tough, and physically powerful, but they occur occasionally (as with the "defective detectives" or a character who's lost an eye and has to wear a stylish eyepatch). Physical Limitation works best as a story hook if the character's motivated to seek out a cure (assuming a cure is possible) or to get revenge against whoever caused the injury (see *Moby Dick* for a non-*Pulp Hero* example).

Within an adventure, the heroes' Physical Limitations can cause interesting problems to overcome. On the other hand, while in fiction a character's Physical Limitations provide a fertile source of dramatic conflict, this doesn't hold true in roleplaying games. Since the player who designed the character wants him to have that Physical Limitation, the character lacks resentment or anger over his handicap (unless the player is very good at roleplaying).

PSYCHOLOGICAL LIMITATION

"Psychological Limitation" really just means "motivation." To turn a Psychological Limitation into a plot hook, simply put the character into a situation in which achieving his goal comes into conflict with his personality traits. This is, by the way, the quick and easy formula for most fiction of the past thousand years. Hamlet's goal is revenge. His Psychological Limitation is *Needs To Be Sure He's Doing The Right Thing*. The result is a pile of bodies on the stage at the end of the play.

Things become even more interesting when one character has two Psychological Limitations that conflict. For example, suppose a soldier is a *Patriot*, but is also *Devoted To His Friends*. What happens when his friends need help, but helping them is contrary to the interests of his country? He has to decide what's most important to him... or perhaps find a clever way out of the dilemma.

Continued from last page

you don't want to just kill him, either. As you design your scenario, try to anticipate as many of these problems as possible and have a solution ready (such as the enemy wanting to take the character hostage instead of killing him).



If an enemy knows the heroes well enough, he can turn their Psychological Limitations against them. If greed grips their hearts, he may simply bribe them to look the other way while he continues his criminal enterprises. If one of the PCs fears rats, his captors can torture him by locking him in a rat-infested cell.

Even if overcoming the heroes' Psychological Limitations isn't the main plot engine of the adventure, character traits can still distract PCs and create subplots. Again, simply create situations which set off the heroes' Psychological Limitations and enjoy the fun. Will the skirtchasing good guy interrupt the adventure to go on a date? Can a character with Pulp Hero's Burden work with a female NPC who's fallen for him without alienating her?

Heroes with conflicting Psychological Limitations can create lots of juicy roleplaying opportunities, although at times this may go over the line into "constant intra-party bickering." A scenario that challenges the heroes to find a solution all of them can accept is entertaining; a scenario in which someone's character has to violate his beliefs leaves at least one player unhappy.

Naturally, people with similar desires or beliefs work together well. Cultists share the same fanatical belief; a group of adventurers might come together out of love of country or devotion to a common patron.

REPUTATION

Reputations are a natural source of distractions during adventures. Just as the heroes are closing in on their quarry undercover, someone recognizes one of the PCs and the whole mission is blown... or at least suffers a significant setback. Reputation serves as a source of character conflict when an individual's Reputation doesn't match his real personality or abilities. What if a character who's known as a "hotshot barnstormer" doesn't know that much about flying, and can't save his friends when they're counting on him to fly them to safety?

RIVALRY

Rivalries serve as a perennial source of distraction during adventures as characters compete with each other to have the most romantic conquests, pass tests by the widest margins, or score the first kill on a mission. This kind of distraction becomes a plot element if the heroes spend so much time sabotaging or one-upping each other that their enemy gets away.

Building an adventure on a Rivalry usually means coming up with a plan the Rival has to embarrass or harm the heroes, and then letting them either counter it or get themselves out of trouble. More subtly, a Rival's plot could involve the heroes in something bigger, something the Rival didn't know about, so the two sides have to suspend their feud for a while until they defeat the greater menace. For an interesting change of pace, maybe two NPCs' Rivalry creates a situation the PCs have to deal with — or get themselves out of the middle of.

HEROIC ACTION POINTS

One of the tricky things to simulate in a *Pulp Hero* game is the incredible coincidences that so often aid (or bedevil) Pulp adventurers, and the amazing luck they often seem to have. These things come easily in a written story, when the author controls both the flow of the action and the conduct of the hero — but not so easily in a gaming session, when the main author (the GM) has no direct control over the protagonists (the PCs) or the randomizing factor of the dice.

To compensate for this difficulty, many GMs find that it helps to give greater control over the events of the game to the players. Providing them with the means to simulate "coincidence" and "luck" by altering die rolls gives the game more of the feel of a Pulp story or movie. In *Pulp Hero*, the rule for this sort of "artistic license" or "dramatic editing" is called *Heroic Action Points*, since it involves the allocation of points with which players can alter the roll of the dice or affect various in-game events. Heroic Action Points are *optional*; the GM must decide whether he wants to use Heroic Action Points in his campaign, and if so, how they work. The guidelines below offer some information and advice to help him make this decision.

When you use these rules, don't forget that they're *meta*-rules that allow the players to alter the course of the game. In the game world, the

characters themselves aren't aware that anything unusual has happened — it's not as if Heroic Action Points give them the power to alter reality at will. Heroic Action Points are just a convenient rule that helps GMs and players simulate the "feel" of Pulp adventure and action, not some strange superpower characters possess.

The Basics

Heroic Action Points (HAPs) use some of the optional rules for Luck described on page 199 of the *HERO System 5th Edition, Revised* — specifically, the second and third options, which read as follows:

Besides the standard "count the 6s" method described above, other ways exist to simulate the effects of Luck in the game. They include: ...

- At the beginning of a game session, the player rolls his Luck dice and counts the total. That total represents a number of points the player may add to or subtract from rolls throughout that game to get better results.
- At the beginning of a game session, the player rolls his Luck dice and counts the total. That total represents the number of individual dice the player may re-roll during that game to get a better result.

In most games, the second option (points that can add to or subtract from dice rolls) is the one the GM uses. For the sake of brevity, the rules and guidelines below assume this is how the GM uses Heroic Action Points in your campaign, but most of the suggestions apply just as well to other methods.

DETERMINING HOW MANY HEROIC ACTION POINTS A CHARACTER HAS

As noted above, typically characters roll their "Luck" dice for Heroic Action Points at the beginning of each game session. That introduces a small element of randomness and keeps them from counting too heavily on their Heroic Action Points every game. If he prefers, the GM may simply assign every character a defined amount of Heroic Action Points each game session (or adventure, or story arc...), or may determine how many a character has in any other way he sees fit.

Characters roll their Heroic Action Points anew at the beginning of each game session. Unused Heroic Action Points from a previous game session don't "carry over" or remain available for use in later games. Again, the GM can change this if he prefers. Allowing characters to "bank" Heroic Action Points provides an incentive not to spend them for no good reason (but also runs the risk of their getting unbalancingly high amounts of HAPs for use in important scenarios).

When a character spends Heroic Action Points, they're gone — they don't come back for use later in the game session. For example, if a character has 12 Heroic Action Points, and spends 3 HAPs in the first scene of the adventure to save himself from harm, he only has 9 HAPs left for the rest of that game session. He's got to wait until the next game session to roll his Heroic Action Points again (and as noted above, that new roll doesn't add to what he's got left; it replaces that amount). However, the GM may choose to "refresh" characters' pools of Heroic Action Points in mid-game to give them more opportunities to affect events, or to prepare them for a major confrontation of some sort.

Issues And Options

Before allowing Heroic Action Points in the campaign, the GM has to decide exactly how they work. Some of the issues he needs to consider are:

UNIVERSAL OR PURCHASED?

Do the Heroic Action Points rules apply universally, or only to characters who purchase Luck? The first option means all characters start the game with some defined amount of Luck only for purposes of using the Heroic Action Points rules. The number of dice they receive for free determines how "fantastic" and "swashbuckling" the campaign tends to be, with more dice meaning more amazing and unbelievable things happen.

If characters get Heroic Action Points for free, the GM must decide whether any other dice of Luck a character purchases (a) add to his free Heroic Action Points dice, or (b) do not add, instead functioning like standard Luck dice.

Who Gets Them?

If characters get Heroic Action Points for free, obviously all PCs have them — but which NPCs do? Most GMs prefer to give Heroic Action Points only to important or powerful NPCs: master villains, the master villain's chief lieutenant(s), characters' archenemies, and so forth. Routine or standard adversaries (the average gangster, cultist, soldier, and so on) usually do not get Heroic Action Points; nor do most DNPCs or ordinary people.

WHAT CAN THEY BE USED FOR?

Once PCs have determined how many Heroic Action Points they have access to for a particular game session, what can they do with them? The rule quoted above refers to altering dice rolls, which is discussed in further detail below. Is that all characters can do? If a PC wants to accomplish something that doesn't necessarily involve rolling dice, can he influence the action by spending Heroic Action Points? Here are two examples:

- Bruce Forsythe throws our hero Randall Irons out of an airplane. Randall doesn't have Breakfall, and even if he did it's a loooooonnnng way to the ground and he probably wouldn't make the roll anyway. He asks the GM if he can spend some Heroic Action Points to land on something soft, have someone catch him, or the like.

BLIND HEROIC ACTION POINTS

One potential problem with Heroic Action Points is that each player knows exactly how many his character has, allowing him to "hoard his luck" until he really needs it or otherwise manipulate the HAP rules. This isn't necessarily contrary to the Pulp spirit, but it may cause trouble in some games.

To counteract this difficulty, the GM may want to consider rolling the Heroic Action Points for each character himself and keeping the total secret. When a character chooses to spend some HAPs, the GM crosses the amount used off the character's total. When a character reaches zero HAPs, the GM tells him he's "out of luck." This adds an element of dramatic tension to the Heroic Action Points rules — each player has to constantly ask himself whether spending an HAP is worth it, because it just might be his last HAP this game session....

HEROIC ACTION POINTS AND PRESENCE ATTACKS

One of the least heroic, most unenjoyable things that can happen in a *Pulp Hero* game is for a character to roll badly when making a Presence Attack. Heroes are supposed to be impressive, after all, and it really saps some of the flavor from the game when a player makes a great soliloquy but then gets a low roll on the Presence Attack dice.

To prevent this, the GM can allow characters to spend Heroic Action Points to improve the results of Presence Attacks. The easiest way to do this is to have every HAP spent increase the Presence Attack roll by 1 point, but that may not be enough to accomplish anything meaningful. If the GM prefers, he can establish a multiple (every HAP equals +2, or +3, or more to the Presence Attack) so that characters who are willing to spend a few HAPs become really impressive.

- An axe-wielding guard attacks Carolina Caldwell as he's exploring a hidden shrine. He happens to be standing next to a column. The GM says, "The guard's swinging the axe downward at you." Carolina asks if he can spend Heroic Action Points to change that so the guard swings the axe sideways, in a slash instead of a chop — that way he can duck behind the column and have a lot better chance of being protected from the blow.

The GM can choose to allow characters to spend Heroic Action Points on anything he wishes, but of course must set a point cost for uses that don't involve altering dice rolls. As a rule of thumb, the GM should refer to the standard Luck rules and determine how many levels of rolled Luck he would require a character to obtain to achieve that same result. The Heroic Action Point cost equals 1 HAP per level of Luck required. (The GM can change the multiple, if preferred.) For example:

- The GM decides that to walk away from a fall from that height would require 3 levels of Luck. So, if Randall pays 3 Heroic Action Points, something will happen to save him (depending on the situation, the player might describe what happens, or the GM might reserve the right to do so; see below). The GM says that if Randall wants to, he can only spend 1 HAP; that means he survives, but is so badly hurt he'll be out of the action for a while. Randall, being no fool, ponies up 3 HAPs.
- The GM decides that changing the way the guard is swinging his axe isn't much of a change at all — it's mostly just cosmetic. Therefore, he'd only require 1 level of Luck on a Luck roll to get that result. So, if Carolina spends 1 HAP, the guard slashes instead of chops, and Carolina will get a better DCV against the attack by using the column as cover.

ALTERING DICE ROLLS

The most common use for Heroic Action Points is altering dice rolls — making them better to ensure that a character hits his target, succeeds with his Skill Roll, or does some extra damage. This raises several issues for your consideration.

What Rolls?

First and foremost, what rolls can a character alter with Heroic Action Points? The default rule is usually that he can alter *any* roll, unless the GM rules otherwise. This includes (but isn't limited to) Skill Rolls, Attack Rolls, PER Rolls, Characteristic Rolls, Find Weakness rolls, Required Skill Rolls, and damage rolls. (However, if the standard Luck rules are in effect, the GM should forbid characters to improve Luck rolls by spending Heroic Action Points.)

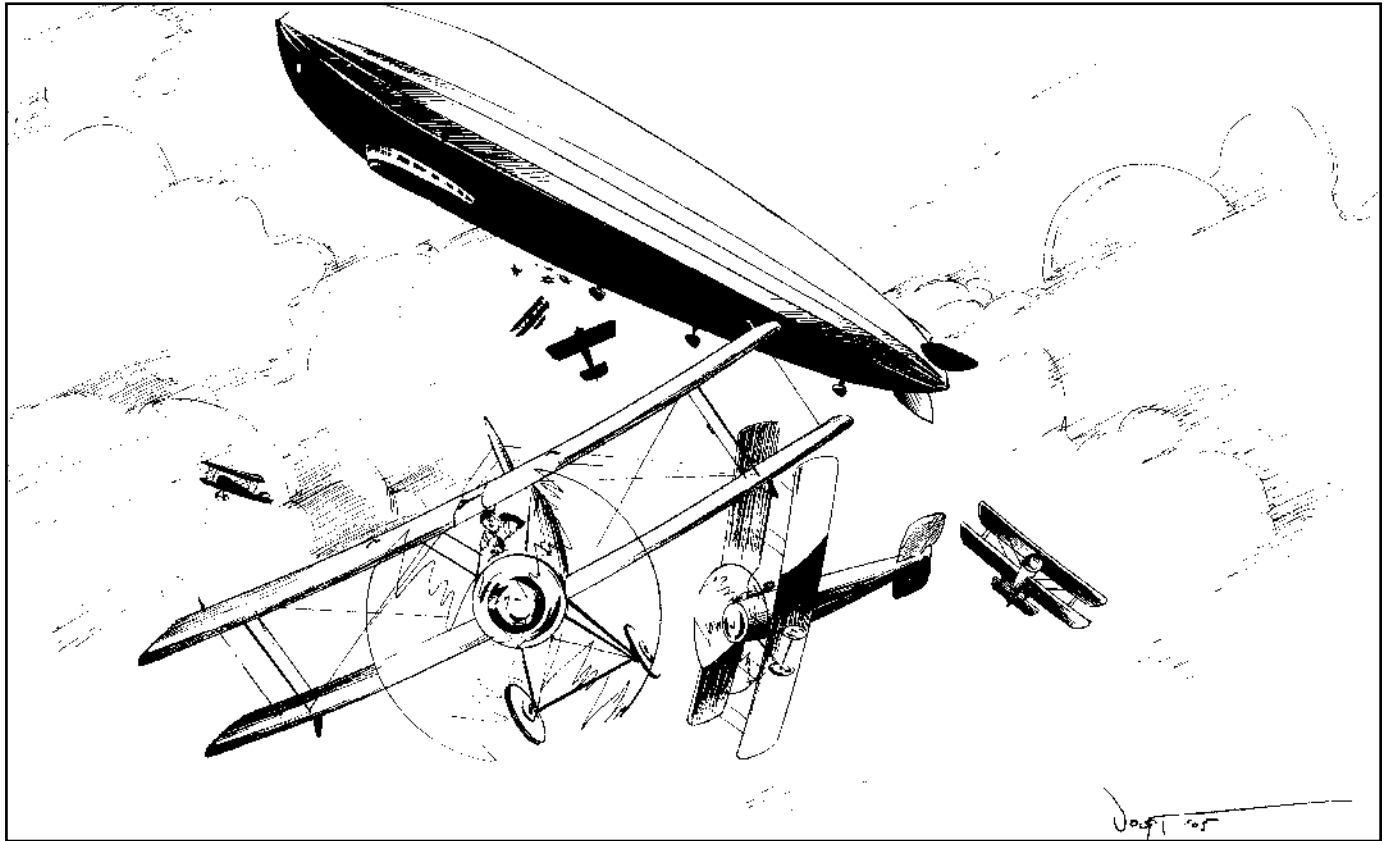
What's The Effect?

Here's a suggested list of ways characters can alter dice rolls with Heroic Action Points. The GM can, of course, alter this list, add to it, or remove options as he prefers.

- For Skill Rolls, Attack Rolls, Characteristic Rolls, PER Rolls, and the like, every Heroic Action Point spent reduces the roll by 1. For example, if a character rolls a 13, spending 4 HAPs reduces that roll to a 9.
- For Normal Damage rolls, each 1 Heroic Action Point spent increases the STUN damage of the total roll by 1. For example, if a character rolls 23 STUN and 6 BODY, and spends 3 HAPs to increase STUN damage, he does 26 STUN, 6 BODY damage.
- For Normal Damage rolls, or Powers that involve "counting the Normal Damage BODY" (such as Flash), every 1 HAP increases the BODY damage of the total roll by 1. For example, if a character rolls 23 STUN and 6 BODY, and spends 3 HAPs to increase the BODY, he does 23 STUN, 9 BODY damage.
- For Killing Damage rolls, each 1 Heroic Action Point spent increases the STUN damage of the total roll by 1. (This increase applies to the STUN damage itself; characters cannot spend Heroic Action Points to increase the STUN Multiplier unless the GM rules otherwise and sets the cost for doing so.) For example, if a character rolls 8 BODY and 32 STUN, and spends 4 HAPs to increase STUN damage, he does 8 BODY, 36 STUN damage.
- For Killing Damage rolls, each 1 Heroic Action Point spent increases the BODY damage of the total roll by 1; this increase applies after the STUN Multiplier is rolled (or the effects of the Hit Location Table are applied), and thus does not increase the amount of STUN damage the attack does. For example, suppose a character rolls 7 BODY and 21 STUN, and spends 3 HAPs to increase BODY damage, he does 10 BODY, 21 STUN damage.
- For unusual attacks like Drains, NNDs, and Transforms, every 1 HAP spent increases the damage or effect of the total roll by 1. (See the accompanying sidebar regarding Presence Attacks.)
- The effect of altering any other roll is determined by the GM, who can change anything in these rules as he sees fit.

What's The Cost?

The rules above list a specific Heroic Action Point cost for altering different types of die rolls, but some GMs like to alter these rules. Some want to charge 2 HAPs instead of the 1 mentioned above, or establish a sliding scale (1 HAP to reduce a roll by 1, 3 HAPs to reduce it by 2, 6 HAPs to reduce it by 3, and so forth). Some may alter the cost based on how important the situation is, or how close the scene is to the climactic conclusion of the game. Some alter the cost based on what's being altered: for example, Skill Rolls cost 1 HAP per -1, but maybe increasing Normal Damage BODY costs 3 HAPs per +1; or maybe increasing any aspect of Killing Damage costs triple the cost listed above.



Restrictions On Spending Heroic Action Points

You must also decide whether certain restrictions on the spending of Heroic Action Points exist. Specifically:

- Is there any limit to how many Heroic Action Points a character can spend to alter a roll? As a default, the only restriction is the number of HAPs the character has available to spend — if he has 15, he could spend them all on a single roll to reduce an 18 to a 3 if he felt like it. However, many GMs like to establish a limit such as 3, 4, or 6 to prevent HAPs from altering the game too radically.
- Can a character spend Heroic Action Points to alter more than one aspect of a damage roll? For example, if a character rolls 27 STUN, 6 BODY, can he spend 3 HAPs on STUN and 2 HAPs on BODY for a total of 30 STUN, 8 BODY? As a default, a character can spend Heroic Action Points on as many aspects of a roll as he wants.

IMPROVING DCV

At the GM's option, a character can spend Heroic Action Points to improve his DCV (this is particularly appropriate for campaigns where characters can't spend HAPs to affect other characters' rolls; see below). Each 1 HAP spent increases the character's DCV by 1 versus a *single* attack during the Segment in which the HAP was spent. (If the character is Dodging or Aborting to a Maneuver that increases his DCV, the GM might allow the increase in DCV to apply to all attacks for the duration of the Maneuver's effect.)

WHEN HEROIC ACTION POINTS ARE SPENT

Characters do not have to declare in advance that they want to spend Heroic Action Points. They roll the dice, look at the result, and can then decide whether to spend Heroic Action Points, and if so how many. Unless the GM rules otherwise, a character can spend Heroic Action Points more than once to keep decreasing a roll until he achieves the result he wants. For example:

Carolina Caldwell: OK, I rolled a 13 — did I hit?

GM: No, that's a miss.

Caldwell: OK, I spend two Heroic Action Points to reduce it to an 11 — do I hit?

GM: No, that's still a miss.

Caldwell: I spend another Point — does that do it?

GM: Nope, still a miss.

Caldwell: Look, just tell me how many Heroic Action Points I need to spend to hit this guy, or I'll wallop you with my *5th Edition, Revised* rulebook — and I'm warning you, I can do 4d6 Normal Damage with it.

GM: OK, OK, spend two more Heroic Action Points and you got him.

If a character spends Heroic Action Points on a roll but the roll still fails, and the character chooses not to spend more to keep decreasing it until he achieves success, the HAPs he spent are lost — he doesn't get them back just because they didn't help him succeed. Sometimes even lucky heroes catch a bad break. (The GM may want to tell a player in

advance exactly how many Heroic Action Points he has to spend to succeed to avoid an unpleasant fate, to save time and trouble.)

Situations may arise in which more than one character wants to spend Heroic Action Points to affect a roll (assuming the GM allows characters to affect other characters this way; see below). For example, a PC wants to spend Heroic Action Points to decrease his Attack Roll to hit a master villain, while the master villain wants to spend Heroic Action Points to increase the roll so he doesn't get hit. In this situation, the character who made the roll spends Heroic Action Points first. Then the other character spends his Points. Then the first character can spend Heroic Action Points again, if he so chooses, followed by the other character. They keep going in turn this way until they both decide to spend no more Heroic Action Points.

WHO CAN CHARACTERS AFFECT?

Another important issue for you to resolve is whether characters can spend Heroic Action Points to affect just their own rolls, or both their own rolls and the rolls of other characters.

In the former case (which is the default), a character can only improve his own rolls — reduce his Skill Rolls, increase the damage he does, improve his own DCV, and so forth. He cannot affect on another character's rolls. For example, he cannot spend Heroic Action Points to increase another character's Attack Roll until his attacker misses, decrease the damage an attacker rolls, or increase another character's Skill Roll so he fails at a task.

If you allow the second option, then a character *can* spend Heroic Action Points to alter other characters' rolls. He has to be in reasonable proximity to the target to do this; a character can't affect the roll made by a master villain who's miles away, or an enemy 300 feet away across a busy battlefield, unless they're directly interacting in some way (such as fighting a duel with psychic powers). The character spends his Heroic Action Points to have the opposite effect than he has when he spends them on himself: he increases Attack and Skill Rolls, decreases damage rolls, and so forth. Typically the Heroic Action Point cost is the same as for affecting his own rolls, but the GM may choose to increase the cost (to double it, for example) to represent the difficulty of a character affecting someone other than himself.

DESCRIBING THE EFFECTS

The GM has the final say over what a character can do with Heroic Action Points. He can rule that a character cannot spend them in a particular way (or at all), increase or decrease the cost to change a roll in given circumstances, change a character's description of their effects (see below), or change them in any other way he sees fit.

In particular, the GM decides just how much a character gets to define the effects of spending Heroic Action Points — how he can describe what happens, in other words. In the Randall Irons example above, Randall spends HAPs to save himself from a fall. He could describe that in several ways: the attempt to throw him out of the plane fails because he grabs hold of the door, a wing, or a strut at the last second; he lands on something so soft he doesn't get hurt at all; someone or something catches him in mid-air. The GM could choose to allow or disallow any of those "special effects" for the expenditure of Heroic Action Points.

In many cases it won't matter what explanation a character chooses — just about any of them will do, and many of them will create interesting twists on the action that the GM can work with to spin the story out in new and exciting ways. However, some explanations may affect the plot so severely that the GM forbids them so they don't ruin what he has planned. Allowing the players greater power to control the action is generally a good thing in *Pulp Hero*, but sometimes it hurts more than it helps. If the GM's spent hours mapping out the interior of a zeppelin for a big, climactic fight, but halfway through the game a player wants to spend Heroic Action Points with an explanation that will prevent the PCs from ever getting close to the zeppelin, the GM should forbid the explanation — it changes the course of the scenario too much.

In particular, the GM should be wary of, and usually forbid, any explanation for the effects of Heroic Action Points that allows a character to significantly alter the actions of another character. If a character wants to make a master villain's gunshot miss him, the explanation that "I dodge aside at the last second, avoiding the shot!" works just fine. An explanation that "the master villain's henchmen turns on him, attacking him so that he misses me" gives the player too much control over the actions of an NPC (the henchmen), and so should be forbidden... unless the GM likes it for some reason.

ENVIRONMENTAL THREATS

Some of the environmental threats Pulp characters might encounter during their adventures include:

DISEASES

In the twenty-first century, many diseases have largely been eradicated, or at least are understood and controlled. That wasn't the case in the Pulp era, when a lot of basic health information remained unknown, or was just being discovered. Some of the diseases that were major health problems at the time include:

CHOLERA

Cholera is an acute diarrheal illness that can kill within hours by dehydration and shock if not properly treated. People catch it by drinking water or eating food that's been contaminated with the cholera bacterium (thus, poor sewage practices are often a factor in the outbreak and spread of the disease). It's common in the undeveloped world during the Pulp era, but by no means eradicated from civilized countries like the US.

LEPROSY

Leprosy (Hansen's disease) is an infectious bacterial disease that attacks the skin, peripheral nerves, mucous membranes, and various other parts of the body. A horrifying disease, it can render the victim unable to feel, and often leaves him badly deformed and covered with skin lesions. Although relatively rare in the civilized world of the Pulp era, it's still common in some parts of Africa, Asia, and Latin America (it thrives in the warm, wet conditions of the tropics). It has no known treatment in the Pulp era.

MALARIA

Malaria, a major health threat in many parts of the world even today, is a serious (possibly fatal) disease transmitted by a parasite injected into the human body by the *Anopheles* mosquito of the tropics (including Africa, Central America, South America, Hispaniola, the Near East, India, Southeast Asia, and Oceania). It's particularly common, and devastating, in Africa. Its symptoms, which usually appear ten to 28 days after the victim is bitten but may occur up to a year later, include fever- and flu-like conditions (muscle aches, chills, headaches, fatigue), nausea, vomiting, and diarrhea. Anemia and jaundice may also occur, and some varieties of the disease may lead to seizures, kidney failure, mental confusion, and death.

A person who contracts and survives malaria isn't actually rid of the disease — it remains in his body and periodically flares up. Some victims can go years without a recurrence; in others the symptoms re-appear frequently. An attack typically lasts for 2d6 hours, during which the victim suffers the fever, chills, aches, weakness, and even delusions described above. In game terms, reduce his STR and CON by 1d6 each (and reduce his related Figured Characteristics appropriately as well), and the character can only move or fight if he succeeds with an EGO Roll each Phase. After the symptoms clear up, within 48-72 hours the victim suffers another attack, and between the two he remains at lowered STR and CON.

There's no way for Pulp characters to immunize themselves against malaria (short of Weird Science), but there's a treatment available: quinine. If a victim receives daily doses of quinine while suffering a malaria attack, he can make a CON Roll with his regular (non-reduced) CON. If he succeeds, the symptoms clear up in 1-3 hours and do not return... for the present.

Due to its recurring nature, malaria makes a good Physical Limitation for characters who spent time in the tropics before becoming adventurers. It's worth 10 Character Points (Infrequently, Greatly Impairing).

PELLAGRA

Pellagra occurs when a person doesn't get enough niacin (a B-complex vitamin), a common deficiency among people whose diet features corn as the main staple. It causes diarrhea, scaly skin, inflamed mucous membranes, and mental delusions and confusion. It was epidemic throughout the American South during the Pulp era, though discoveries in the late Thirties led to its eradication in the post-War period.

POLIO

Polio (poliomyelitis) is a viral illness that is usually harmless, but which in a small percentage of cases can cause paralysis and even death. It's typically caught by eating food infected with the virus. President Franklin D. Roosevelt had polio, which normally kept him confined to a wheelchair, but he took some pains to hide his condition from the public during the Pulp era.

SMALLPOX

Smallpox is an infectious disease caused by the variola virus; it has no known treatment, and some varieties have a 30% fatality rate. It's usually transmitted through prolonged face-to-face contact.

Although rare in the civilized world of the Pulp era, it remains a major health scourge in less-developed areas. Infected people have small raised bumps on the face and body (hence the disease's name); even if a victim survives, the bumps leave scars.

GROUND THREATS

Pulp adventurers often spend a lot of time traversing hostile ground — everything from swamps, to jungles, to desolate mountain heights. Here are some of the dangers such areas contain.

LAVA

Lava — molten, liquid stone forced up from the depths of the earth by geologic pressure — appears in many Pulp stories. More than one master villain has chosen a (supposedly dormant) volcano as his lair, and volcanic islands litter the scenic South Seas.

A character immersed in lava takes 4d6 Killing Damage (energy), Armor Piercing, every Phase he remains in it. If only part of a character's body suffers exposure — such as a hand or a foot — use the Hit Location table to adjust the damage accordingly.

QUICKSAND

"Quicksand!" screeched the victim. "Can't you see? I'm going down. Look, it's almost up to my waist. Do something!"

—Mackinlay Kantor, "The Torture Pool,"
Detective Fiction Weekly, November
1932

Quicksand is a mixture of sand (or grainy soil) and water that may appear solid on the surface, but is actually incapable of supporting any significant weight. It can occur anywhere with the proper soil conditions, though in adventure fiction it's most common in tropical and jungle areas, swamps, and above or next to bodies of water. Realistically, quicksand is rarely deeper than a few feet (at most), and escaping from it usually isn't too difficult. But *Pulp Hero* depicts *dramatic* reality, where quicksand tends to be the potentially lethal natural trap depicted in movies and fiction. These rules simulate that sort of quicksand.

When characters first fall into quicksand, they usually sink in 1/3". Because quicksand is denser than water, characters can float on it if they're (a) not too heavy, and (b) don't panic and start thrashing around.

To determine if a character panics, he must make an EGO Roll. If he succeeds, he remains calm and can act normally. If he fails, he cannot make a STR Roll to escape and sinks 1/3" per Phase into the quicksand. He may attempt a new EGO Roll every Phase, at -1 for each previous missed roll, to collect himself. Once he succeeds with a roll, no further rolls are necessary.

To determine if a character can float, he must make a STR Roll. Apply the Encumbrance penalty to DEX Rolls to this roll, and a -2 penalty for every 1/3" the character has sunk into the quicksand.

Additionally, for every doubling of the character's own weight above 100 kilograms (200 kg, 400 kg, 800 kg, and so forth), the STR Roll suffers a -2 penalty. If the roll succeeds, the character counteracts 1/3" worth of sinking; if that brings him to 0", he's floating on top of the quicksand. If the roll fails, the character sinks 1/3" into the quicksand. The character must make a STR Roll each Phase to remain afloat; for every 1/3" he has sunk, he suffers a -2 to the roll.

If the character has a long, narrow object (such as a polearm, wooden pole, or quarterstaff), he gets a +2 to his STR Rolls to float. Of course, if he can grab hold of a branch, vine, or rope tossed to him by his comrades, he can pull himself out fairly easily (he only has to make a DEX Roll to grab the object, and a STR Roll with no penalties at all to pull himself out).

A character floating in quicksand, or trapped in quicksand as deep as his knees or deeper, can move a maximum of ¼" per Phase (even if pulling himself out); if other people are pulling him, they can pull him at 2" per Phase.

If a character sinks deeper than 1" into quicksand, he starts to drown, per the rules on page 424 of the *HERO System 5th Edition, Revised*. He may continue to make STR Rolls every Phase to try to counteract sinking and float.

If appropriate, you can alter the sinking rate of quicksand to simulate thicker or thinner types.

UNDERGROWTH

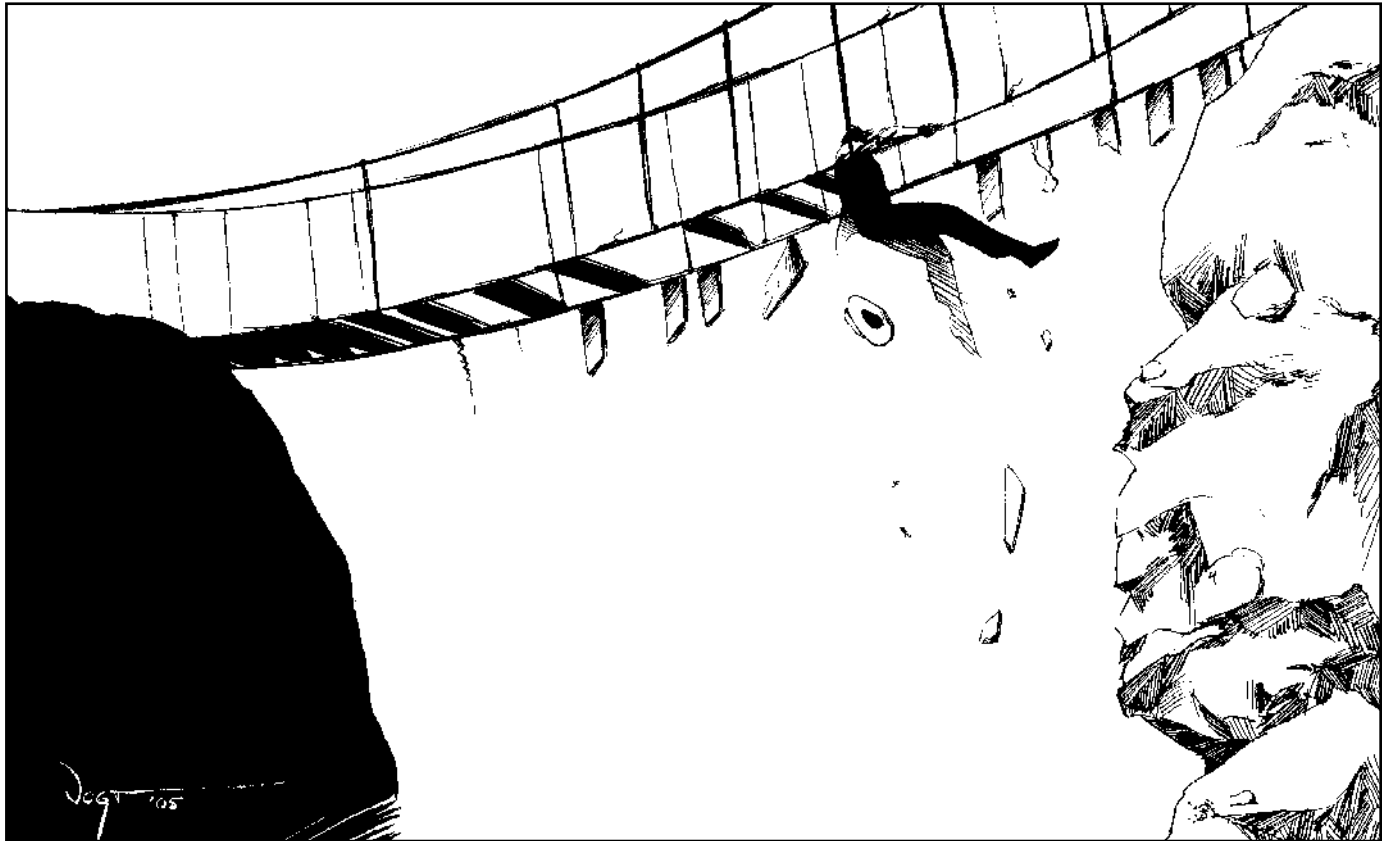
When adventuring in wilderness regions, characters may find themselves in areas with thick brambles, thickets, brush, and other undergrowth. This makes it hard to move or fight. Characters in thick undergrowth suffer -2 DCV and -1 OCV, and usually cannot move more than 2" per Phase (at most) on the ground. The *Thicketmaster* form of Environmental Movement (cost: 3 Character Points) negates all these penalties, allowing the character to move and fight without hindrance.

ROPE BRIDGES

In Globetrotting Adventure stories, sooner or later the characters come to a river, gorge, or chasm that's crossed only by a single, flimsy-looking rope bridge. Some have a planking of boards as a "floor," while others are nothing more than several ropes woven or tied in a pattern that allows the character to inch across them. Rope bridges like this present both an opportunity and an obstacle for the PCs. Here's how they work in the game.

CONDITION

As a default, assume a rope bridge is in good condition — typically it wouldn't be there if some person or group didn't need it, and that person or group makes sure it remains as safe and sturdy as reasonably possible. But sometimes the weather, neglect, or other factors worsen a bridge's condition and weaken it. In game terms, you reduce the bridge's STR, DEF, and/or BODY to represent this (see below).



If they have time, characters can inspect a bridge before stepping onto it to see if it's safe. (Of course, it's may be your job as GM to make sure they *don't* have that time because natives, cultists, or some other enemy is hot on their trail.) Inspecting the bridge requires a Sight PER Roll; standard penalties (including the Range Modifier, if appropriate) apply. If a character has a relevant Skill, such as SS: Civil Engineering, you can let him substitute it for the PER Roll. If the character makes his roll, he notices any defects that could be seen with the naked eye: frayed ropes, badly weathered or cracked boards, that sort of thing. However, not all problems with the bridge may be visible. For example, a board that looks perfectly good from the outside could be infested with termites on the inside, and just waiting for a careless hero to step on it....

STURDINESS

"Sturdiness" refers to a bridge's ability to hold things up and withstand damage. In game terms, it refers to the bridge's STR, DEF, and BODY.

Rope Bridge STR

First, you should give the bridge a STR rating. This indicates how much weight it can hold without breaking. For example, a rope bridge with STR 30 can hold 1,600 kg. If the amount of weight on the bridge exceeds the amount indicated by its STR, the bridge breaks. At the GM's option, this may happen instantly, but usually it takes $\frac{1}{2}$ d6 or 1d6 Segments (thus giving characters a chance to dash to safety as the bridge starts to snap...). The bridge typically breaks at either the point where it's weakest, or the point where the most weight is concentrated, but the GM can have it break wherever he prefers. The

typical STR of a rope bridge is 20-35.

The GM may, if desired, vary the STR of different parts of a rope bridge to indicate specific "weak" spots. For example, if a rope bridge overall has STR 25, but there's a section where all the boards are particularly weak, that section might only have STR 10.

Rope Bridge DEF And BODY

A rope bridge's STR tells you its risk of breaking from the weight placed on it. Its DEF and BODY tell you how hard it is to damage it deliberately — for example, when the characters are all out on the bridge and one of their enemies tries to cut the ropes holding it to the edge of the gorge!

A standard length of rope about 1" long has 2 DEF, 2 BODY. The thick ropes used as the main "rails" and "footings" of a rope bridge could easily have up to 4 BODY per hex, but the DEF remains 2.

A standard 2 x 4 board has 3 DEF, 4 BODY. You should raise or lower (usually lower) the BODY of the boards that make up the flooring of some rope bridges based on their size in comparison to a 2 x 4.

The *HERO System* rules specify that doing BODY damage to most large objects, such as walls, creates a hex-sized hole in them. In the case of a rope bridge, the hex-sized "hole" effectively destroys the object by causing the bridge to separate and collapse. However, the rest of the bridge remains intact, which may make repairs easier, give characters a chance to hold on to a section and climb to safety, and so on. For particularly wide rope bridges, a hex-sized hole in the "floor" may not cause the entire bridge to break, just one character to fall through. The GM can always reduce the "size" of damage to a bridge to keep it intact for dramatic purposes.

USING ROPE BRIDGES

In a typical situation, characters can walk across rope bridges without difficulty. However, Pulp heroes rarely find themselves in typical situations....

Speed Of Use

A rope bridge isn't a street, so characters generally shouldn't try to move across it as quickly as they would a road. The GM should establish a *speed rating* for the bridge that indicates how quickly characters can move across it safely. If a character restricts his movement to this rate or less, he can move across the bridge without any difficulty. If he exceeds this speed, he must make a DEX Roll at a -1 penalty for every 1" of movement he uses beyond the speed rating. If the roll succeeds, he keeps moving forward with no problem; if it fails, he slips and falls, or suffers some other mishap. (In this case, the GM may allow the character to make a DEX Roll to grab onto some part of the bridge and hold on for dear life; this is particularly appropriate if the character has the *Hang On!* Heroic Talent.)

For a rope bridge with plank flooring, the typical speed rating is 3". For a rope bridge that's nothing but ropes, it's 1".

Sway

Strong winds, characters fighting or moving around too much, and other conditions may cause a rope bridge to sway. In this case, the GM can require every character on the bridge to make a DEX Roll, possibly at a penalty if the sway is severe. Those who succeed stay on the bridge; those who fail fall off.

Cutting The Bridge

You know it's going to happen: the characters start across a rope bridge, and just as they get about half way across, their enemies appear on the far side. They turn around to go back... and there are more enemies waiting for them on the other edge. They're trapped! With ominous glares, enemies from both sides move forward to dispose of the heroes....

In this situation, a common tactic is to cut the bridge. The heroes, knowing what they're about to do, can prepare in advance and hold on tight. Their enemies, smugly certain their foes would never do such a suicidal thing, will be caught off guard, causing most of them to plummet to their deaths.

When a rope bridge is cut or breaks for any reason, every character on the bridge has to make a DEX Roll to hold on to some solid part of it (unless the GM rules that's not even possible, based on the way the bridge breaks). Characters who prepare in advance for a break usually get a +2 or better bonus to the roll; characters taken by surprise may suffer a -1 or greater penalty. Failure means falling off; success means the character clings to something solid.

Now all the characters have to do is climb to safety. The collapse of the bridge may cause them injury, as they slam against the sides of the chasm or what have you; the GM determines how much damage they take, if any. Assuming they remain able to hold onto the bridge, they can start climbing (often the remaining flooring of the bridge functions as an impromptu ladder). Standard climbing rules, including DCV and DC penalties, apply.

TRAPS

Pulp characters, particularly those who like to go exploring in ruins, tombs, or long-lost shrines, may encounter all sorts of traps. Tomb designers include traps to protect the corpse and grave-goods of the deceased. Hunters dig concealed pits or set up nets to snare game (or unwary forest intruders). And a clever GM can certainly come up with traps far more fiendish than those....

DEFINING TRAPS

Traps have three defining characteristics: how they're triggered; how they hit the person who triggered them (*i.e.*, their OCV); and their effect.

Triggering A Trap

Pulp traps have many different types of triggering mechanisms. The simplest, such as concealed pits or scything blades, are usually triggered by pressure (the weight of the victim walking on them) or a trip-wire. More elaborate ones may only activate if the character moves an object, such as opening a chest or a door. If a character wants to pay Character Points for a trap, these are all forms of the *Trigger Advantage*.

Trap Attacks

To determine if a trap hits its target, make an Attack Roll for it, pitting its OCV against the DCV of the person who triggered it (or against DCV 3, if it affects an area). The OCV of a trap depends on how well and cunningly it's made, as indicated in the accompanying Trap Table. Note that some traps have an OCV of "Automatic," meaning they automatically hit the person who triggers them regardless of his DCV. This would include most pit traps, and some traps in areas so confined the person who triggers them has no chance to avoid it.

Unless characters are in combat when they trigger a trap, they cannot Abort to dodge the trap unless you permit them to. Since you don't track Phases out of combat, Aborting costs characters nothing and they'd do it every time if allowed. However, characters can assign any applicable Combat Skill Levels to DCV before taking an action they think may trigger a trap; this signifies being alert, aware, and prepared.

Damage Or Effect

All traps have some pernicious effect; that's why they exist. Some have relatively mild effects, such as confining the victim (either until someone comes

TRAP OCV TABLE

Quality Of Trap	OCV	Modifier To Create
Poor	3	+2
Average	5	+0
High	7	-2
Very High	9	-4
Extremely High	11	-8
Superb	13	-16
Unbeatable	Automatic	-20

to get him out or he starves to death) or knocking him unconscious. But most are deadly. They use poison, spikes, blades, long falls, or crushing weights to inflict lethal damage.

A confinement trap is usually defined as having BODY and DEF, though a few (such as nets) may qualify as straightforward Entangles. If the character can't break out, climb out, or otherwise escape, he remains trapped until released.

A knockout trap does STUN damage only, usually via a Drain STUN. If built as a poison, this may be an NND Drain STUN (the defense is the appropriate Life Support (Immunity)).

Lethal traps do Normal or Killing Damage — usually Killing Damage. They may or may not target a specific part of the body; if so, they do not suffer any OCV penalty for the Hit Location, but inflict no extra damage because of it either (but you should reduce the damage for Locations that halve it). Poisoned traps do NND Killing Damage (the defense is the appropriate Life Support (Immunity)).

CREATING AND SETTING TRAPS

Characters build traps using the Skill *Security Systems*. Related Skills, such as PS: Blacksmith, act as Complementary Skills in the GM's discretion; it all depends on the type of trap and what it's made with. The roll to create the trap usually suffers a modifier, as indicated on the Trap Table. Building a trap usually takes hours or days; the GM decides how long based on the work involved.

Setting a trap requires a Security Systems roll. If the character wants to hide the trap, his Concealment roll acts as a Complementary Skill. If the roll succeeds, the trap is set (and concealed, if desired). If it fails by 1-3, the installer may try again. If it fails by 4 or more, the installer *thinks* he's set it properly, but it won't function when triggered (or, it triggers and affects him!).

When someone sets a trap, you should make note of how much the installer made his roll by (both with and without the bonus from a Complementary Concealment roll). You need that information when another character tries to find or disarm it.

FINDING AND DISARMING TRAPS

To find a concealed trap, a character must look in the right place and make a Security Systems roll in a Skill Versus Skill Contest against the roll of the person who installed and concealed it. His Concealment roll acts as a Complementary Skill roll. He must make his roll by equal to or more than the installer made his roll, or else he cannot find it — in effect, you can treat the amount the installer made his roll by as a penalty to the searcher's roll.

Disarming a trap requires another Security Systems Versus Security Systems Contest, but without any Concealment bonuses. If the disarmer wins the contest, he disarms the trap, neutralizing it in an appropriate fashion. If he misses by 1, he fails, but does not set the trap off; he may try again after doing something to obtain a Skill Roll bonus (such as taking more time). If he fails the roll by 2 or more, he triggers the trap and suffers its effects.

SAMPLE TRAPS

Here are several sample traps you can use in your *Pulp Hero* scenarios. "Trigger" describes how the victim triggers the trap. "OCV" and "Damage/Effect" list the trap's OCV and effect, respectively. "Find" describes how difficult it is to find the trap; the character must make his roll by this much or more (or you can just use the modifier as a penalty to his roll). "Disarm" describes how difficult it is to disarm the trap; the character must make his roll by this much or more (or you can just use the modifier as a penalty to his roll).

ARROW PROJECTOR

Trigger:	Stepping on trigger plate (see text)
OCV:	7
Damage/Effect:	1½d6 Killing Damage (plus possibly poison)
Find:	-4
Disarm:	-4

Description: Trap designers usually install this trap behind a wall or the like, leaving concealed openings through with the arrows (or darts) project. When the victim triggers the trap, the arrows fire at him. Typically the triggering mechanism is a concealed plate or panel in the floor, but it could also be a tripwire, failure to open or pick a lock, or the like.

CONFINEMENT TRAP

Trigger:	Stepping on trigger plate (see text)
OCV:	N/A (see text)
Damage/Effect:	Confines character inside DEF 5, BODY 12 walls
Find:	-5
Disarm:	-2

Description: When a victim triggers this trap (usually by stepping on a concealed plate or panel in the floor, but occasionally by touching or pulling on something), it causes stone walls to slam down around him, confining him. It's typically placed in corridors, so that the corridor walls form two sides, and the confining panels drop down from the ceiling to cut off a section of the hallway. The Damage/Effect above assumes stone walls; sometimes the trap uses metal portculli (DEF 7, BODY 6) instead.

Characters can escape the trap by hacking through the walls or lifting the confining walls. The walls typically have STR equal to five times their BODY, but the GM may vary this as he sees fit.

A person trapped under a falling confinement trap wall takes a number of dice of Normal Damage equal to the wall's BODY and is then pinned to the floor by the wall's STR (see above).

TRAP DEGRADATION

The standard rules for traps don't factor in the passage of time, potential damage to the trap from environmental factors (rust, mold, rot, and the like), and similar factors. If that seems "unrealistic" to you, apply the following rules:

A trap has a default lifespan of 1 Year, plus one step down the Time Chart for every 2 points by which the trap's creator or installer made his Security Systems roll (after taking into account all penalties, of course). For every year (or larger time unit, for better traps) beyond the lifespan, reduce one of the following by one point: the trap's OCV; the trap's DCs of damage; the trap's penalty to Find; the trap's penalty to Disarm. (Reductions to Find and Disarm can lead to bonuses to Find or Disarm, after the reduction cancels out the penalty.) Alternately, in the place of one of the -1 penalties, the GM can impose an Activation Roll 15- on the Trigger, then reduce the Activation Roll by 1 as a -1 effect.

When a trap's OCV reaches 0, or it fails an Activation Roll, it no longer functions. When a trap loses all of its DCs, it may function, but it can't hurt victims (though it may still inconvenience them somehow).

Example: *The designers of the tomb of King Hapshar-Tef want to protect his remains and grave goods from robbers. They install a deadfall trap, using the best materials and most precise*

Continued from page 369

workmanship they can. They make their Security Systems roll by 6, so the trap has a lifespan of 1 Century (three steps below 1 Year on the Time Chart). Thus, for each century beyond one, the trap suffers one level of degradation.

For example, after 500 years, the trap suffers four reductions in effectiveness. The trap uses the standard Deadfall writeup (OCV 11, damage 15d6 Normal, Find -3, Disarm -3). The GM decides it doesn't make sense for the damage to change. So, he reduces the OCV and Find by 1 each, and its Disarm by 2 (to 10, -2, and -1, respectively). The trap's now easier to avoid, locate, and disarm.

DEADFALL

Trigger:	Tripwire
OCV:	11
Damage/Effect:	Normal Damage equal to STR needed to lift weight, equivalent Killing Damage, or NND Killing Damage
Find:	-3
Disarm:	-3

Description: A deadfall is a trap that drops one or more large, heavy objects onto the person triggering it. The typical example is a large block of stone or a tree trunk. If the object hits the victim, he takes a number of dice of Normal Damage equal to the STR needed to lift the object and is crushed beneath the object. (The GM decides how heavy the object is based on its size, composition, and so forth.) He takes the same number of dice of damage every Segment 12 thereafter until he wins free or dies. If the weight hits with a sharp or pointed end, convert the initial damage to the same number of DCs of Killing Damage. In the case of some extremely heavy weights, the GM may have a deadfall do large amounts of NND Killing Damage — blunt or not, a 50-ton boulder should crush just about anyone it falls on.

Some deadfalls drop objects so large they cover an entire area. These attack against DCV 3, and can hit, hurt, and crush multiple persons.

LOCKED ROOM AND MOVING WALLS

Trigger:	Trip object (see text)
OCV:	N/A (see text)
Damage/Effect:	Confines character inside DEF 4, BODY 8 walls, then crushes him for 6d6+ Normal Damage per Segment.
Find:	-3
Disarm:	-4

Description: This trap confines the victims, then kills them. It requires an enclosed space — a room or corridor, typically. The victims usually trigger it by touching, pushing, or pulling some object they shouldn't. This causes walls to fall from the ceiling or slide out from the walls (as with a Confinement Trap, above). The walls span the corridor or each side of the room. Two Segments after the walls are in place, they begin to slide toward each other at the rate of about 1/3" per Segment. Since they fill the corridor or room from side to side, there's no way around them — the victim has to stop them from moving, or deactivate the trap, if he wants to live.

The sliding walls have STR 40 or more, so stopping them is difficult. If they encounter resistance (including characters trapped between them when they get close), they do 6d6 Normal Damage to the resisting objects or characters that Segment. The next Segment, they do 7d6; the next, 8d6; and so forth (adding +1d6 per Segment) until everyone between them is crushed into a bloody paste.

PIT TRAP

Trigger:	Victim's weight on pit's cover, or accidentally falling in
OCV:	Automatic
Damage/Effect:	Falling damage (see text)
Find:	-1
Disarm:	N/A

Description: This trap consists of a simple pit in the ground, usually covered by a trapdoor or the like. If the victim steps on the cover, or doesn't watch where he's going, he falls in. At the GM's option, the victim can make a DEX Roll at -2 (plus any Encumbrance penalties or other appropriate modifiers) to catch the edge of the pit and hang on for dear life.

A character who falls into a pit suffers falling damage, usually for a short fall (see page 434 of the *HERO System 5th Edition, Revised*). Some pits have spikes at the bottom, in which case the damage becomes an equivalent number of DCs of Killing Damage. Other pits have water, acid, or monsters in them.

SCYTHING BLADE

Trigger:	Tripwire (see text)
OCV:	9
Damage/Effect:	3d6 Killing Damage; may also be poisoned
Find:	-3
Disarm:	-3

Description: This trap consists of a large blade that swings, slices, jabs, or projects out of a concealed notch in a wall, ceiling, or floor to hit the victim. Usually a tripwire triggers it, though some activate via a pressure plate in the floor or failure to open a door properly. The blade may be poisoned.

You can also use this trap to represent spiked springing logs in forest scenarios.

SLIDING STAIRCASE

Trigger:	Victim's weight on concealed pressure plate in stairs
OCV:	N/A
Damage/Effect:	Victim slides into pit or floor
Find:	-2
Disarm:	-3

Description: This trap, installed in a staircase and triggered by weight on the stairs, causes the stairs to fold down into a slippery ramp. Anyone on the stairs slides down the ramp, usually into a pit that opens up at the foot of the stairs, but sometimes into a concealed tunnel or just back down to the floor. Impact with the floor, or having other characters land on him, may cause a character to suffer a few dice of Normal Damage.

Characters trapped on a sliding staircase typically slide one floor's worth of distance per Segment (some sliding stairs are steeper). If the character has a Phase in a Segment, he can attempt a STR Roll to keep from sliding. If he succeeds, he's found a way to halt his slide; otherwise he keeps going.

SNARE-NET

Trigger:	Trigger released by captor, or pressure on the net
OCV:	11
Damage/Effect:	Entangle 4d6, 4 DEF; net covers a 2" radius area
Find:	-2
Disarm:	-1

Description: Usually found in woodland areas, this trap consists of a net placed on the ground and concealed beneath a layer of leaves and brush. The net connects to bent-over springy saplings, or a deadfall weight, via concealed ropes. When a victim steps into the net, the captor (who stays nearby and watches the trap if it's not set up for automatic effect) hits the trigger, causing the saplings or deadfall weight to pull the net up and around the victim, trapping him in midair. The net covers a 2" radius area on the ground, so it may catch more than one person.

Secret And Concealed Doors

In addition to traps, many Pulp settings, such as castles and hidden temples, have secret or concealed doors and compartments. To find a secret or concealed door, a character must locate it by making a Concealment roll at a penalty defined by the skill with which the door was constructed and hidden (see accompanying sidebar).

SECRET AND CONCEALED DOORS

Type Of Secrecy	Concealment Modifier
Poor quality	+1
Average quality	-0
Above Average quality	-3
High quality	-6
Very high quality	-9
Superb quality	-12

Alternately, if the GM prefers, he can require a Skill Versus Skill Contest to determine the outcome of an attempt to find a secret or concealed door. A Poor door has an 8- roll, and an Average one an 11- roll; every step down the table below Average adds +3 to the roll.

If a character finds a secret or concealed door, he knows where it is, but that doesn't necessarily mean he knows how to open it. Many secret or concealed doors have special levers or other mechanisms governing how they work. The GM may allow a character to make a Security Systems roll at the same penalty for finding the door to find and activate the opening mechanism (the character would have to make further rolls to find and disarm any traps in the mechanism). If a secret or concealed door or compartment has a trap located within or behind it, a character must first locate the door or compartment before he can try to detect and disarm the trap.

PULP VILLAINS

Just like any other adventure genre, Pulp depends strongly on its villains for dramatic effect — and, in a gaming context, to capture and hold the interest of the players. A good villain makes just about any scenario entertaining; an uninteresting villain can ruin even the best-planned game.

WORTHY ADVERSARIES: DESIGNING THE PULP VILLAIN

Now the Golden Girl was being bound to the rack with leather thongs. “Your white breasts will not be so beautiful when they have tasted the fire of my branding-irons!” the half-caste torture-woman chuckled evilly.

—Robert Leslie Bellem, “Adventure’s End,” *Spicy Adventure*, April 1935

Villainy is the joy of the *Pulp Hero* GM. When you don the Pulp villain’s mantle, you’re unconstrained by anything resembling common sense, respectability, or sympathy. Pulp villains are free to be madly glittering gems of selfish malice, endlessly fascinating and cunningly faceted. They’re just as free to be recognizably human (if extreme) characters with comprehensible motives, if you prefer. But even when a Pulp villain is recognizable, he’s always larger than life and best friends with death.

Villain Nature, Villain Motive

The simplest villains of the Pulp tradition are Evil for Evil’s sake: they steal because they’re bad; they kill because they’re bad; they scare people because they’re bad. They go after the heroes because the heroes are good and bad people take serious issue with that. While this all sounds too simple-minded to be bearable, the trick to the “just plain evil” villain is less about motive and more about *nature*. Some of these villains are simply motivated because they’re genuinely monstrous: ancient mummies and vampires, antediluvian sorcerers, dangerous robots, and more. The humans among them are often just *mad* (including some of the more overtly evil scientists, and several villains created by wartime trauma). To create a pure evil villain, pick a *motif* and give it form.

The most enduring villains, however, have a little more meat on their bones than the mummies,

and that flesh amounts to clear (if frequently outrageous) motives matched to their natures. With only a little reflection, it’s easy to list dozens or even hundreds of “villainous” motivations, because villainous motives are just regular motives stripped of moral and ethical limits (in many cases, rational and physical limits as well). A villain can be motivated by *anything*: a desire for peace, a longing to hear the perfect strain of music, or a need to just finally know what it *feels* like to have killed a hundred thousand innocents by feeding them to radio-controlled snakes. By all means, explore the unusual and eccentric in your villains, as the pulpsters did before you. But there are some recurring types of villains and/or villainous motives that occur so frequently they deserve your special consideration.

BAD PATRIOTISM: THE FOREIGN THREATS

Mistrust of foreign ways is common in the Pulp era, and isn’t limited to any particular corner of the world. Foreign threats are all similarly motivated: they want to advance the cause of their totalitarian government, wipe out or enslave the other races, and otherwise re-author the world order to place their kind on top. Sometimes, these villains are simple, hostile, racist caricatures: slobbering heathens with little more to offer an adventure than swaggering, bile, and violence. The foreign threats that still earn respect from modern readers, however, are something more. In America, the pulps cast their lurid light on some frequent favorites, such as the Fiendish Oriental Mastermind and the Nazi (see *Villain Archetypes*, below).

While foreign threats are all motivated by service to their cause, many combine that with other villainous motives and techniques. These range from evil science, to lust, to simple revenge (some of them hate white people because of some past perceived injustice).

BAD KNOWLEDGE: OCCULT AND SCIENCE THREATS

The pulps fairly glow with a reverence of knowledge and science, but a corollary to the power of knowledge is the danger it poses. Many villains, such as evil scientists and evil occultists, embody that danger. Both science and the occult are common fascinations of the day, creating all manner of source material for the Pulp writers to weave into each new tale. “Authenticity” isn’t a priority of this sort of pulp; voodoo mixes with Egyptian lore and Gypsy curses to cripple helpless victims; magnetism combines with the unusual properties of newly-discovered minerals to bend radio waves to freeze the flesh of the innocent.

Many evil scientists specialize in some trendy science of the day — there are a handful who are masters of cosmetic surgery, for example, with the power to reshape faces for good or ill (guess which one they choose).

The far east — particularly Tibet (page 218) — is the source of much of the magic in the pulps, and lamas (Tibetan Buddhist monks) are the among the genre's favorite wizards. A *real* lama might argue that Tibetan Buddhism doesn't teach the secrets of immortality, precognitive visions, mesmerism, or projecting one's face and voice through space, but the stories, comics, and radio adventures of the Pulp era respectfully disagree. While heroes like the Green Lama, Mandrake the Magician, and Mr. Mystic all use Tibetan magic secrets for the good of mankind, lama *villains* are out there, too: wicked monks who've turned their backs on the gentler side of their faith to wield dark sorceries and unearth secrets for malicious ends. Indeed, Mandrake's arch-foe, the Cobra, is the very lama who taught secrets to Mandrake before turning to evil.

BAD BOREDOM: THRILL-SEEKERS AND JADED GENIUSES

An alarming number of Pulp villains take up crime because they're bored, jaded, or restless. They see villainy as the last refuse of the romantic thrillseeker and their only chance to really be *challenged* by a world they're otherwise just waltzing through. In some pulps these Thrillseeking Criminals are really heroes (see page 246), but others are true crooks. Some other types of villains compound their primary motives with boredom, such as the outré menace of Dr. Satan, a combination evil occultist/evil scientist from the pages of

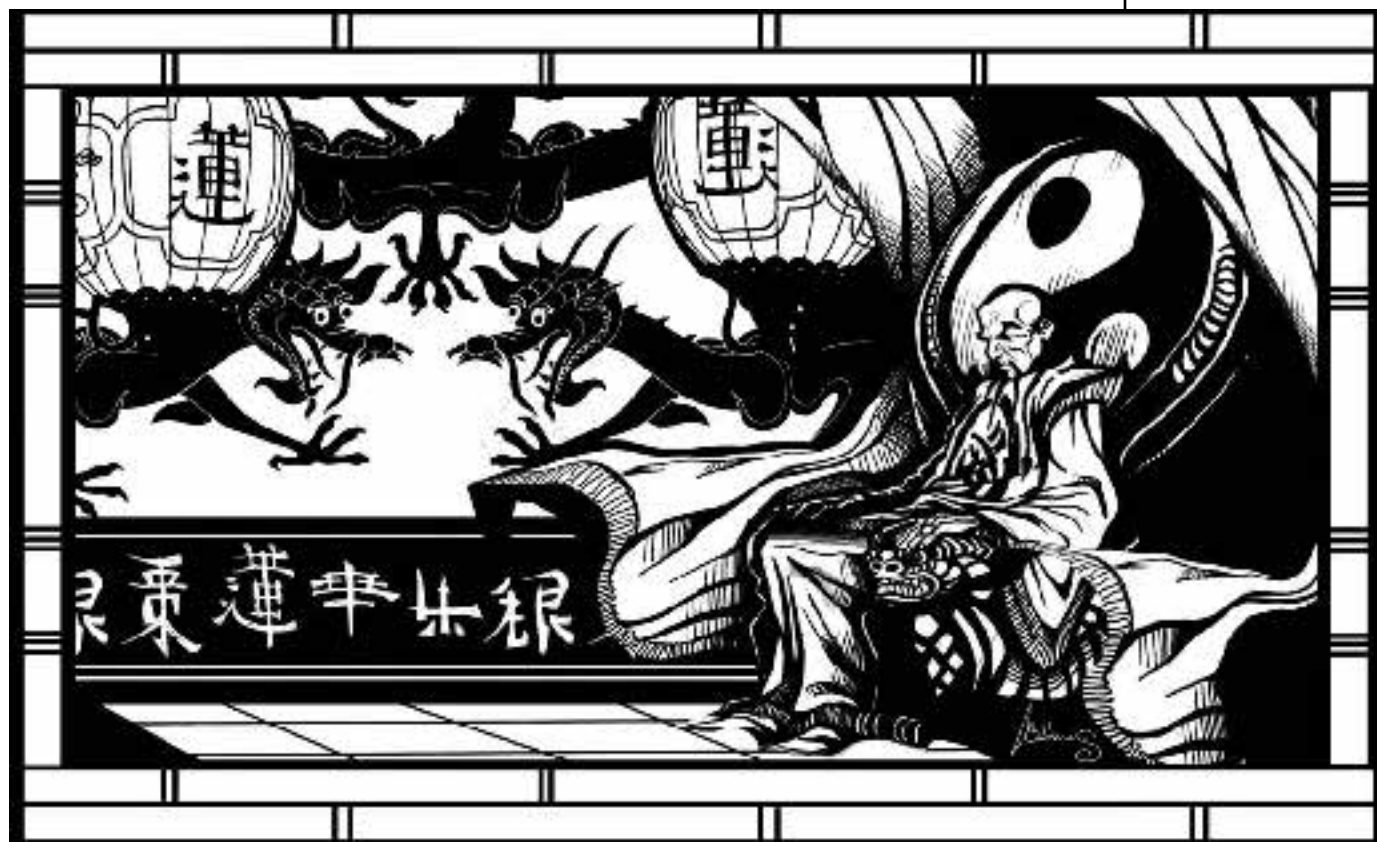
Weird Tales. Many of the Air Adventure villains seem motivated (or at least pleased) by the notion of finally facing a worthy foe after downing dozens of lesser pilots with too much ease. It's fair to note, though, that for every villain motivated by boredom, there are a half-dozen socialite and playboy *crimefighters* who took up the trade to escape the tedium of "society" and luxury.

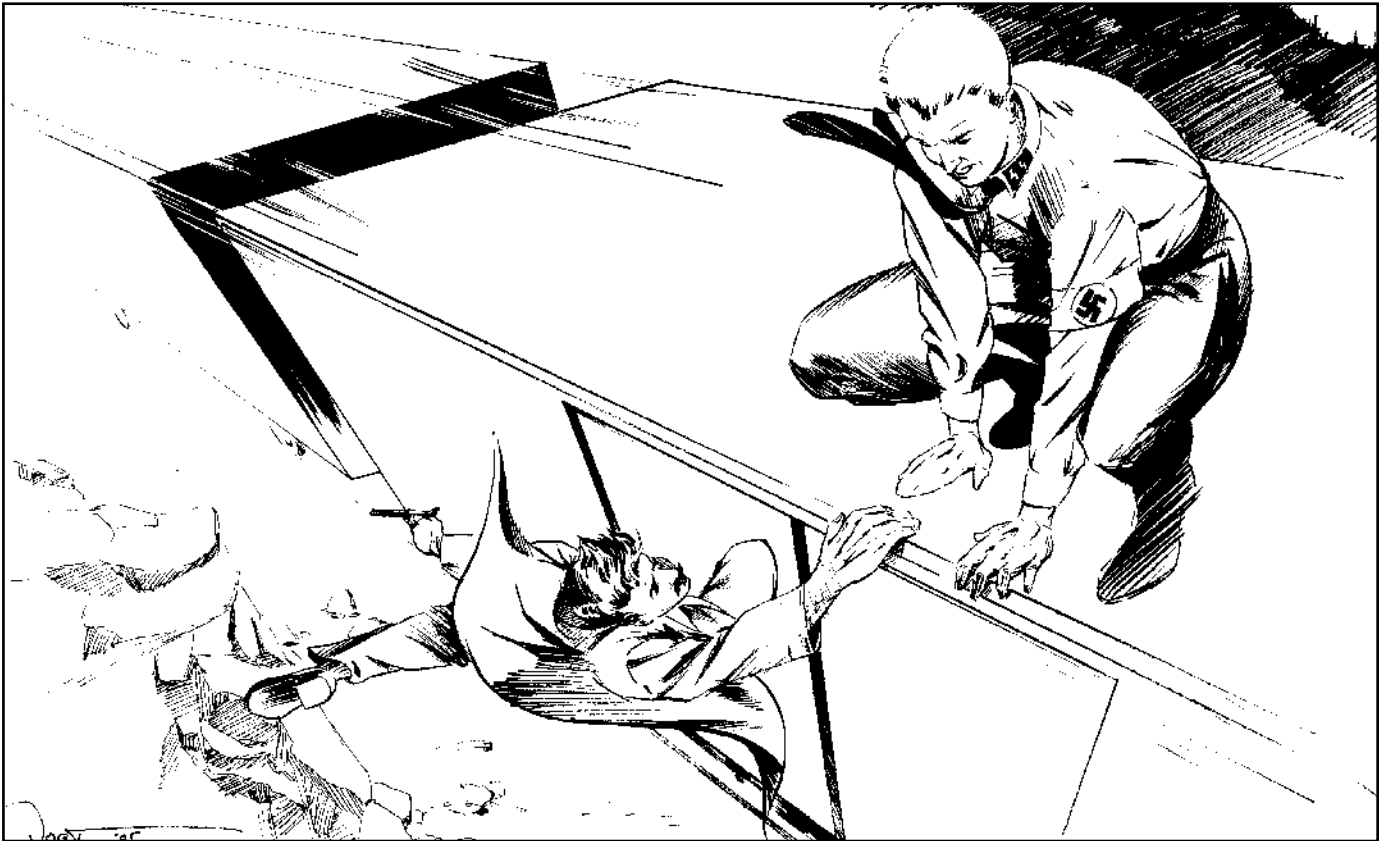
BAD AMBITION: SEEKERS OF WEALTH AND POWER

While the foreign-threat villains seek to broaden the power of their leaders and their race, quite a few villains are more selfish than that. There are many degrees of villainous ambition, ranging from crooks chasing after a precious jewel, to mobsters who want to own all the rackets and City Hall besides, to masked would-be dictators of the globe. These villains tend to *display* wealth and power as well as seeking to amass it; powerhungry villains are the most likely to have elaborate secret lairs, armies of goons, and global networks that team them up with other villains (for as long as its convenient). Quite a few of these villains are dictators of their own little kingdoms, of a kind — sometimes hidden underground cities, sometimes real-world ethnic neighborhoods. But they have in common a kind of absolute greed: nothing is ever enough.

OTHER MOTIVES, OTHER NATURES

Some earlier, joking suggestions aside, there really aren't any limits to how eccentric or unspeakable a Pulp villain's motives can be. There are sadists who delight mainly in torture, foreign-menace soldiers who care little about ideology but very much about the glory of battle, even villains





who murder and scheme to prevent war. There are a handful of Pulp villains motivated not only by vengeance, but specifically by vengeance for being spurned or dumped by a woman (vengeance for things like violent acts is more common as a *heroic* motive). Some villains delight in seducing and/or corrupting the pure, some revel in creating conflict, some are driven by ancient occult quests.

Roleplaying The Villainous Persona

The following is a list of personal *qualities* common to many memorable Pulp villains. Only very psychotic villains display *all* of them... but psychotic villains aren't unheard of. Brush up on presenting these traits theatrically, and you're on your way to mastery of *Pulp Hero* GMing. As with the motives, quite a number of these traits echo (or darkly mirror) the personality traits of heroes.

ABSOLUTE CERTAINTY

A common villainous trait is the villain's unshakable confidence in both the rightness and ultimate success of his endeavors. Some villains seem arrogant for arrogance's sake, but many claim a specific foundation on which they rest their hubris, ranging from the quality of their blood (simple racism or old-fashioned class elitism) to the superiority of their scientific conclusions. To such villains, their "arrogance" is nothing less than loyalty to a higher cause (one which just happens to benefit them). A close relative of this trait is *implacability*. Pulp villains aren't easily deterred, sometimes to the point where they seem almost immortal (see *Recurring Villains*, below).

ACTIVE INTELLECT

Many Pulp villains are very bright, though not all are as bright as they think they are. The rule seems to be that hubris and intellect grow together and cancel each other out to some extent, so that criminal masterminds create plans riddled with weak points for the corn-fed hero to punch through.

SPORTSMANSHIP

An occasional subset of the intellectual villain is the *sportsman*, the honorable foe who enjoys the thrust and riposte of conflict with the heroes (these often come from the "bored villain" category). Such villains aren't necessarily less arrogant, they're just willing to acknowledge that the heroes, both by dint of skill and simply by *being* heroes, have earned a measure of respect. Most sportsman villains work alone; those with henchmen often treat them with contempt, clearly holding the heroes in higher regard than their own servants. These villains often step down from a conflict they're losing, slipping away with a salute to fight another day. In some cases, they'll even volunteer to aid the hero against greater (and less respectable) evils.

FEROCITY

Some villains — particularly in the Crimebusting and Globetrotting Adventure pulps — are brutish men (and women) of savage rage and vicious malice. Such villains make no pretense to intellect or social standing, though some are witty enough to express contempt for such things. Ferocious villains aren't much for conquering the world; they're usually killers who've clawed their way to the top of their particular heap. Some otherwise genteel villains have a ferocious *side* that emerges when

they're thwarted or feeling vindictive. During those moments, gentility vanishes and the beast reigns.

PASSION

Villains, for better or worse, live their lives fully, and they're frequently men and women of burning passion and intensity. What they want, they want *badly*; who they hate, they hate to the core of their being; and when a villain decides to love, that love (whether to family or a potential romantic partner) takes on soul-searing depth. For example, sometimes a Femme Fatale decides she loves one of the *heroes* — and if that doesn't work out, hell hath no fury.

By contrast, many of the Yellow Peril type villains exhibit a kind of anti-passion — they're cold and “inscrutable.” The implication is seldom that these villains *lack* passion, rather that they contain it absolutely, maintaining complete control over what they reveal to others about their thoughts and feelings.

DETACHMENT

Pulp villains exist entirely outside real-world societies, even when (in the case of villains who embody foreign threats) they're meant to represent one. This isn't just an observation of their status; it's something that can be roleplayed to good effect, informing the villain's other personality traits and how he relates to his henchmen, his partners in crime, his superiors (if he acknowledges any), and the PCs. At the extreme, it becomes outright narcissism, with a total lack of perspective for what he's trampling on. A reliable GM trick is to represent this with understated (or *not* understated) childishness, modeling a villain's behavior on a youngster who wants his way. The overstated emotions, the singleness of purpose, the sudden swing from graciousness to tantrum if things go wrong... it's all there.

You can play any of these qualities to the hilt for camp value; it's fun, sometimes, to just treat the encounter as an all-you-can-eat scenery buffet. But any of these qualities (even those *normally* rendered camp) can be played straight as well, often to excellent effect. For example, one of the most universal qualities of Pulp villainy is certainty, as discussed above. Played camp, this can be a feast of gloating laughter, indulgent soliloquy, and dismissive smack-talk — a colorful petard on which to hoist the villain in the final showdown. Played *straight*, villainous certainty can be a *tour de force* of chilling roleplaying. Arrogant villains needn't brag, swagger, or gloat; some are quiet and steady in their absolute confidence... or even gently regretful at how necessary and correct their actions are, sad (but convinced) that the weak must perish so the strong may claim their rightful place. This is an especially effective technique when playing villains rooted in real-world evils like Nazism, remnants of the Ku Klux Klan, or even mundane mobsters. Tipping the hat to the *reality* of such dangerous men gives the villains serious presence. Of course, if the resulting atmosphere becomes *too* heavy or grim, the chilling villain can make a dignified exit and leave a more entertaining, wax-mustached henchmen to deliver the necessary gloating.

Whether you play these qualities with quiet resolve or swagger, play them distinctly and boldly. Pulp villains can be serious or comedic, but should never be ambiguous.

Recurring Villains

The grandest of Pulp supervillains are more than implacable: they're *recurring*. Engulf a villain's zeppelin in a fireball, and he somehow survives to build another one. Bury him beneath tons of granite, and he digs his way out and comes after the heroes. Personally remove his internal organs, lock each in a separate iron box, ship them to different incinerators... and he re-assembles them and launches another scheme. These villains may be *defeated*. With great effort and luck they may be *slain*. But what you can't do to them is write them out of the campaign. They will recur.

Of course, just because a villain comes back doesn't mean he comes back *unscathed* — heroes can leave permanent marks that force their foes to change their tactics (or at least their costume). It's part of the deal when you're a Pulp villain: some hero can burn you in acid or decapitate you with a propeller blade, forcing you to plot your next master scheme from behind a black steel mask, or with your head in a jar while your body walks controlled by cables jammed into its neck. It's an excellent opportunity to capture the gruesome joy of the guilty-pleasure pulps, though there are plenty of examples in more “respectable” magazines to draw on for inspiration. For example, there's G-8's foe Baron Von Todschmecker, who took a knife in the brain but survived by leaving it lodged in place. From vanity-wounding facial scrapes to complete robot-body replacements, the “development” of an arch-foe can become a litany of mounting battle-scars. This is an excellent way to give the heroes a real sense of having *beaten* the foe, while keeping him around to use again. In some ways, it lets the triumph of victory linger more pleasingly than a permanent demise ever could.

Another device employed now and then in the pulps, but later honed to a fine edge in comic books, is recurrence by proxy. The villain *really is* destroyed, but there's a new villain taking on the name: a former henchman; a son or daughter; even a different villain entirely, disguising himself. Sometimes, the serpent of the villain's organization is so robust that killing the head doesn't destroy the body... and the PCs eventually uncover the plot to replace or resurrect their old foe.



VILLAIN ARCHETYPES

Just like villains in Fantasy, Science Fiction, comic books, or modern action-adventure, Pulp villains often fall into a few broad archetypes. These include:

THE CRIMELORD

The Fly though for a moment of the *Spider*. He had another little enterprise that would tie that worthy's hands.... Later they would meet again with sabres. The Fly tapped his neatly-shod foot with his cane. He was well pleased with himself.

—Grant Stockbridge, *Prince Of The Red Looters*, in *The Spider Magazine*, August 1934

Crimebusting characters frequently confront this villain type. He's the Masked Crimefighter's opposite number: a flamboyant criminal with an unusual name (whether it's his real name and just sounds odd, like "Crix" or "Charg," or a *nom du crime* like the Fly or the Gray Fist), and often a mask or unusual garb as well. His schemes are grandiose plots that threaten elite groups of people, or even entire cities. To make matters worse, he usually has a large gang of hardened crooks at his beck and call. His goal is usually wealth and power (though he's often rich to begin with), but some Crimelords care only about gaining revenge against a specific person or group.

Useful Features: Given his vast resources, the Crimelord can threaten just about any group of *Pulp Hero* characters — between his own abilities, his legion of followers, and his other assets, you can make him as personally powerful and competent as you need him to be to oppose your PCs. Since he puts so much effort and money into his schemes, the PCs can get a sense of satisfaction out of stopping them even if they don't catch or kill the Crimelord personally.

Potential Problems: Crimelords can become repetitious and dull if you use them too often. Writers like William Gibson (Maxwell Grant) and Norvell Page (Grant Stockbridge) had a gift for coming up with new ones month after month after month, but your players may not be as forgiving as their readers. You may find it necessary to include other villains in the mix rather than relying on Crimelords alone.

Variations: Most Crimelords are men, but there's no reason you couldn't combine this archetype with the Femme Fatale to create a *Crimelady*. Unlike a Femme Fatale, a Crimelady would be able, and even willing if necessary, to fight against the heroes as an equal using her personal skills and weapons.

THE CULT LEADER

"It began when I met Dr. Mocquino." Rathcourt spoke mechanically. The Shadow's burning gaze, no longer tempered, was drawing forth the man's true story. "Dr. Rodil Mocquino — the Voodoo Master. He took me to the meetings of his cult. I came beneath his sway. My thoughts — my ambitions — all seemed to tune with the rhythm of the chants I heard. The glow of the fire — the beat of the tom-toms — they made me obey. I gloried in evil! I rejoiced when I saw Dr. Mocquino thrust the pin point through the heart of my uncle's image!"

—Maxwell Grant, *The Voodoo Master*, in *The Shadow Magazine*, March 1936

The Cult Leader controls, through means mundane or arcane, a sect of followers devoted to some foul religion or evil god. The worshippers in his congregation are fanatics, willing to do anything he commands in the name of the god. The Cult Leader himself may possess mystic or psychic powers, or he may simply be a skilled orator, stage magician, or con man who's lucked into a good racket. Either way, his followers bring him wealth and power and make him a threat to all good people — so the heroes must stop him!

Useful Features: You can tailor the Cult Leader to suit your needs, the abilities and power level of your PCs, and the likes of your players, since his personality and abilities depend in part on the sort of god(s) he worships. A Cult Leader who obeys the dictates of a Lovecraftian "elder god" that doesn't care much about humanity differs from one who worships a demon with an active interest in corrupting men and creating a literal Hell on Earth.

Potential Problems: As with Crimelords, if you use cults and Cult Leaders too often, they become passé. Cults are supposed to be rare, so they seem mysterious and strange; if they lose this glamour, they lose a lot of their impact. See *The Ultimate Mystic*, pages 165-70, for more information about cults in general, how to create them, and how to keep them interesting.

Variations: If you think of a cult simply as a group of people who fanatically believe in something, you can expand the concept of Cult Leader into non-religious/non-mystic areas. The commander of a small but influential fringe political party might function just like a Cult Leader; so would the wealthy industrialist who leads a group of lesser capitalists, all devoted to enhancing their fortunes at the expense of others.

THE FEMME FATALE

Her eyes wandered over and caught my grin. She took me in from hair to second button on my dinner coat, and then went on eating without a change of expression. But my neck hairs stiffened. She was like a beautiful leopard, lazily lapping cream. Claws were sheathed behind that fragile daintiness.

—T. T. Flynn, "The Deadly Orchid," *Detective Fiction Weekly*, April 1933

A Femme Fatale is a wicked woman who relies on her feminine wiles and personal charms to accomplish what other criminals do through violence, intimidation, and fear. Often a lesser villain, or a secondary threat compared to the main villain of a story, the Femme Fatale attempts to get close to the hero through seduction and charisma, then twists him around her little finger until he'll do whatever she wants. But if he shakes off her influence, beware — the saying "Hell hath no fury like a woman scorned" is doubly true in the case of Femme Fatales, and more than a few of them carry a pistol or Weird Science gadget in their purses for just such emergencies....

Useful Features: The Femme Fatale tends to expand the dimensions of your campaign. Since the heroes can't just hit or shoot her (remember, Pulp heroes *don't attack women*), they have to find other ways to defeat her. Since she often plies her wiles on hapless NPCs and DNPCs instead of directly on the strong-willed heroes (at least, she does after they initially reject her), the way to beat her often involves opening the victim's eyes by exposing her true motives or personality.

Potential Problems: The Femme Fatale works in literature, where the author controls the events and the main characters. She may not function so well in a game, where you can't control what the PCs do and the players, not equipped with the dramatic blinders that literary characters have, will instantly recognize her for what she is. Working her into the game for maximum impact requires a subtle touch.

Variations: If you have enough female PCs (or important DNPCs) in your campaign, you could easily create an "Homme Fatale" instead — a wealthy playboy who cruelly plays on the emotions of women for his own insidious purposes.

THE FIENDISH ORIENTAL MASTERMIND

“Like my ancestors, I am destined to become the Great Ruler. All the world shall call me Kha Khan! I shall have power, Twindell, supreme power!”

—the words of Shiwan Khan in *The Golden Master*, in *The Shadow Magazine*, September 1939

One of the most popular villains throughout the history of the pulps, the Fiendish Oriental Mastermind is the Yellow Peril incarnate — a (typically) Chinese master criminal and political manipulator who uses his intelligence, resources, and cruel will to gain wealth and power. The greatest of the Oriental villains is the implacably evil Dr. Fu Manchu, but many imitators followed: the Shadow’s arch-foe Shiwan Khan; Dr. Yen Sin; Wu Fang; Mr. Chang; Li Shoon; and countless others.

The Fiendish Oriental Mastermind possesses all the attributes needed to oppose the PCs. He’s devilishly clever, with backup plans for his backup plans and so many strategies and counter-strategies that his plans resemble a Chinese puzzle box. In some cases he’s also the heroes’ physical equal, with the martial arts prowess to take them on in personal combat. Even if that’s the case, he often carries an arsenal of clever, concealed weaponry (poisoned darts are a favorite), or has a group of special bodyguards or trained animals that protect him if the heroes get too close (which they rarely do... unless he allows them to, as part of a greater scheme). He’s a scientific genius, often a master of Weird Science in addition to more mundane disciplines; he uses his abilities to concoct all sorts of poisons, gases, and other devices.

He’s usually incredibly rich, and perhaps a major political power in his homeland. Worst of all, he often commands a legion of devoted followers who do his bidding. Fu Manchu has the Si Fan, for example, and many of his imitators had organizations of their own.

Useful Features: Because he’s so competent, and has such a large group of followers, the Fiendish Oriental Mastermind can go anywhere and be behind almost any sort of plot. He’s infinitely flexible and dangerous.

Potential Problems: As an embodiment of the Yellow Peril, the Fiendish Oriental Mastermind brings to the forefront the problem of racism in the pulps. You may need to soft-pedal his description or presentation to keep from offending sensitive modern gamers.

Variations: While most Fiendish Oriental Masterminds are Chinese, they don’t all have to be — Shiwan Khan, for example, was a Mongol. In fact, they don’t even have to be Oriental. A powerful villain from India, Africa, or Siberia could be just as interesting a mastermind.

THE MAD SCIENTIST

Carlin had claimed that he had definitely located the hidden gland producing the hormones that gave crayfish and other crustaceans their unique power of growing new limbs to replace those lost in battle or accident. Furthermore, Carlin claimed he had succeeded in adapting the extract from this crustacean gland so that the hormones would have a similar effect in the blood of human beings[.]



A storm of criticism and censure had broken around the head of the biologist. It was charged that Carlin was caught in the act of using human beings in blasphemously revolutionary experiments[.] Carlin was dismissed from the university in disgrace. After a brief investigation, scientists branded his serum a cruel hoax, and Carlin's name faded swiftly into oblivion.

Shocked conjectures ran riotously through Kent's startled thoughts. Was Carlin using this hidden swamp retreat to carry on human experiments even more radical and revolting than those that had sent him hurtling into professional oblivion?

—Hal K. Wells, “Black Pool For Hell Maidens,” *Mystery Tales*, June 1938

A staple of the Weird Menace subgenre, as well as many Globetrotting Adventure and Crimebusting stories, the Mad Scientist is a man devoted to Science to the point of insanity. He doesn't care whether he hurts others in his quest for greater scientific understanding; it's more important that he gather data, test his inventions, and prove his theories than that some dullard gets to live.

Mad Scientists tend to be motivated by a desire for more of what they already have: dangerous knowledge, or the chance to apply it. Some engage in the time-honored tradition of staging elaborate robberies to bankroll their research (rather than to provide creature comforts or raw fiscal power). Some seek immortality, dominion over mind and matter, or to finally prove some outlandish theory about the origins of life, the nature of the spirit, or some ray or another.

Mad Scientists tend to be masters of Weird Science, so they often have a lot of Weird tech gadgetry at their command. Plots involving them may feature the testing of a new prototype, the need to get the parts to build the Scientist's latest invention, or a journey to other planets or dimensions courtesy of a malfunctioning engine.

Useful Features: Weird Science is enormously flexible (particularly in campaigns hewing toward Science Fiction or comic book superheroing), which means Mad Scientists are, too. Depending on the needs of your story, you can make a Mad Scientist a raving, grey-haired lunatic who can't stand up to the PCs once they find him, or a cleft-chinned man of action armed with an arsenal of gadgetry who seems perfectly normal or even heroic... until he starts talking.

Potential Problems: In campaigns that don't involve a lot of Weird Science, the Mad Scientist may seem out of place. Even worse, he may unbalance the campaign with his devices — and the problem only becomes worse if the PCs get their hands on some of them (as they inevitably will). You may want to build the devices so they're inherently unreliable (or dangerous), or have limited “lifespans.”

Variations: Evil mystics are essentially the same as Mad Scientists — they just rely on magic, psychic powers, and/or and arcane artifacts instead of Weird Science.

THE NAZI

“Nazis. I hate these guys.”

—Indiana Jones, in *Indiana Jones And The Last Crusade*

Nazi opponents are ubiquitous in the wartime pulps of the Forties, and common in the building-to-war years at the end of the Thirties, but they're almost entirely limited to military pulps (including the ever-popular aviation stories), spy pulps, and Crimebusting pulps (which, in the Forties, *become* spy pulps to some extent, with the heroes of magazines like *Ace G-Men* spending nearly as much time chasing foreign spies as domestic crooks). Nazi major villains are mostly a later invention of period enthusiasts and Pulp-style movies such as *The Rocketeer* and the Indiana Jones series, in part because modern minds often fixate on the Nazis when thinking of the Pulp era. But perhaps pulp writers didn't create many Nazi villains because the Nazis had a *real* master villain (or something near enough to one) in Adolf Hitler.

Pulp Nazi villains (like the Japanese villains of the same period) tend to be gimmicky, superior soldiers, spies, or pilots — but they're soldiers, spies and pilots still. To populate an Air Adventure campaign with villainous foreigners, the basic method is to treat them as if they were modern-day professional wrestlers: give them signature combat moves, colorful costumes, and similar shticks, then line them up in ascending order of peril, and you're ready to play. The same formula works for other types of *Pulp Hero* campaigns as well.

Useful Features: Nazis make great villains because they're easy to hate — they stand for something repugnant and vile, and have no redeeming features. Like orcs in Fantasy games or combat robots in Science Fiction, the heroes can mow them down in droves and feel good about it. And since there are seemingly endless numbers of them, you don't have to worry about not being able to bring the Nazis back again and again.

Potential Problems: Nazis may become so stereotypical that they're not much fun. You can get around this by introducing different types of Nazis periodically, particularly the Clever Aryan and the Honorable Nazi (see below); both of them have a lot more depth than the standard Nazi soldier or thug.

Variations

One of the things that makes Nazis such great villains is that there are many types of them, which keeps encounters with them from all seeming the same. The major types of Nazis include:

The Bully: Bully Nazis got involved with the Party because they want the power to push people around — to make themselves feel “big” and important — and being part of the National Socialist

machine gives them that authority. If a Bully takes the PCs prisoner, they can count on him to inflict all sorts of petty indignities (such as slapping them when they're helpless or making all sort of not-so-veiled innuendoes about the women) and to mock them with their inferiority.

The Clever Aryan: This Nazi is intelligent, quick-witted, and a very dangerous foe. He can be just as brutal as the Bully or the Thug if necessary, but usually prefers to solve his problems and defeat his foes in more clever ways. Most of the leading Nazi villains the heroes will encounter (such as Hermann Eichenwald in Chapter Seven) are of this variety.

The Fiendish Scientist: Nazi researchers, doctors, and scientists often tend toward the fiendish. Devoted to the idea of using science to prove Nazi doctrine or support the German regime, they don't care what sort of pain they inflict on PCs and "sub-human" prisoners as long as they get the data they need to build their latest super-weapon.

The Honorable Nazi: The most difficult Nazi foe of all is the Honorable Nazi... but in fact, he's not *really* a Nazi. Scion of an old German family, and a German patriot to the core, he feels he must do his duty and fight on behalf of the Fatherland — even though he loathes National Socialism and its foul beliefs. In other circumstances, the Honorable Nazi and the PCs could probably become good friends, but sadly, political realities have made them bitter foes.

The Sadist: Similar to the Bully (see above), this type of Nazi joined the Party because it gives him the chance to inflict pain on others and use his skills as an interrogator. He's often associated with the Gestapo or the SS.

The Thug: This is your typical or "default" Nazi — a brutal, almost mindless thug who does what he's told. Typically he's the cannon fodder for the more intelligent Nazis' schemes, making him the one most likely to be shooting at the PCs in many encounters.

THE UNSCRUPULOUS INDUSTRIALIST

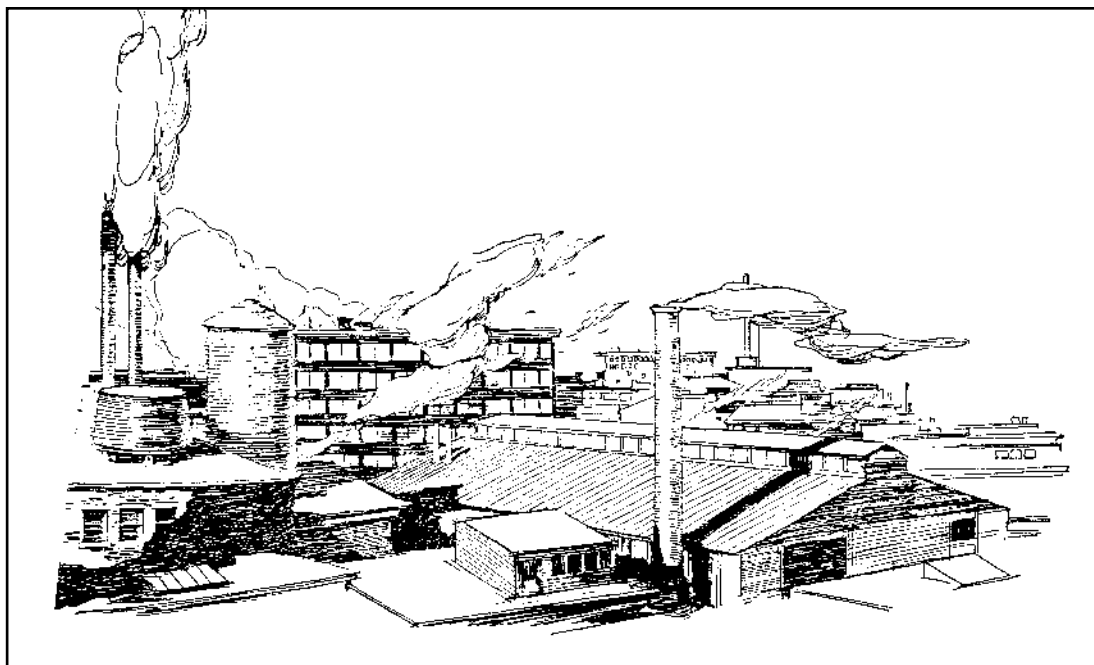
The Great Crash and the Depression that followed exposed many Americans to a poverty they'd never known, creating lots of bitter feelings. In many quarters, businessmen were no longer respected as they'd once been; now they were seen as the source of the country's woes. Tapping into this attitude, pulp authors often created villains who were Unscrupulous Industrialists — manufacturers, or sometimes bankers or financiers, who manipulated people and things purely for their own gain.

Greed is the motivation for the Unscrupulous Industrialist. He's not interested in political power or influence, except insofar as it's necessary to ensure that his profits remain high. His schemes involve ruining competitors, establishing monopolies, or stealing vast sums of money and other valuables.

Useful Features: Unscrupulous Industrialists are by definition rich, and money buys a lot of things with which to oppose the PCs: an army of gun-toting thugs; scientists developing Weird Science weapons; the unfavorable attentions of the local district attorney. Their social prominence and connections may also make it hard to move against them openly — before the heroes can fight the Unscrupulous Industrialist, they have to expose him.

Potential Problems: The Unscrupulous Industrialist may be too much of a pushover when the heroes finally get to him. Since he's usually a middle-aged (or older) man, he rarely has any fighting abilities to speak of, making for a potentially anti-climactic final scene of the adventure. To counteract this, give him a lieutenant or underling who's *very* combat capable and in effect becomes the Unscrupulous Industrialist's proxy in battle.

Variations: Evil businessmen in other lines of work than manufacturing can also pose threats to the heroes. An Unscrupulous Filmmaker might use his influence with the public to tarnish the PCs' reputation, for example, while an Unscrupulous Financier





bankrolls their enemies. By combining the Unscrupulous Industrialist with the Mad Scientist, you could create a master villain who's sort of an evil Howard Hughes.

NON-PLAYER CHARACTERS

The world isn't divided evenly into heroes and villains. Most people in a campaign setting are simply non-player characters — NPCs.

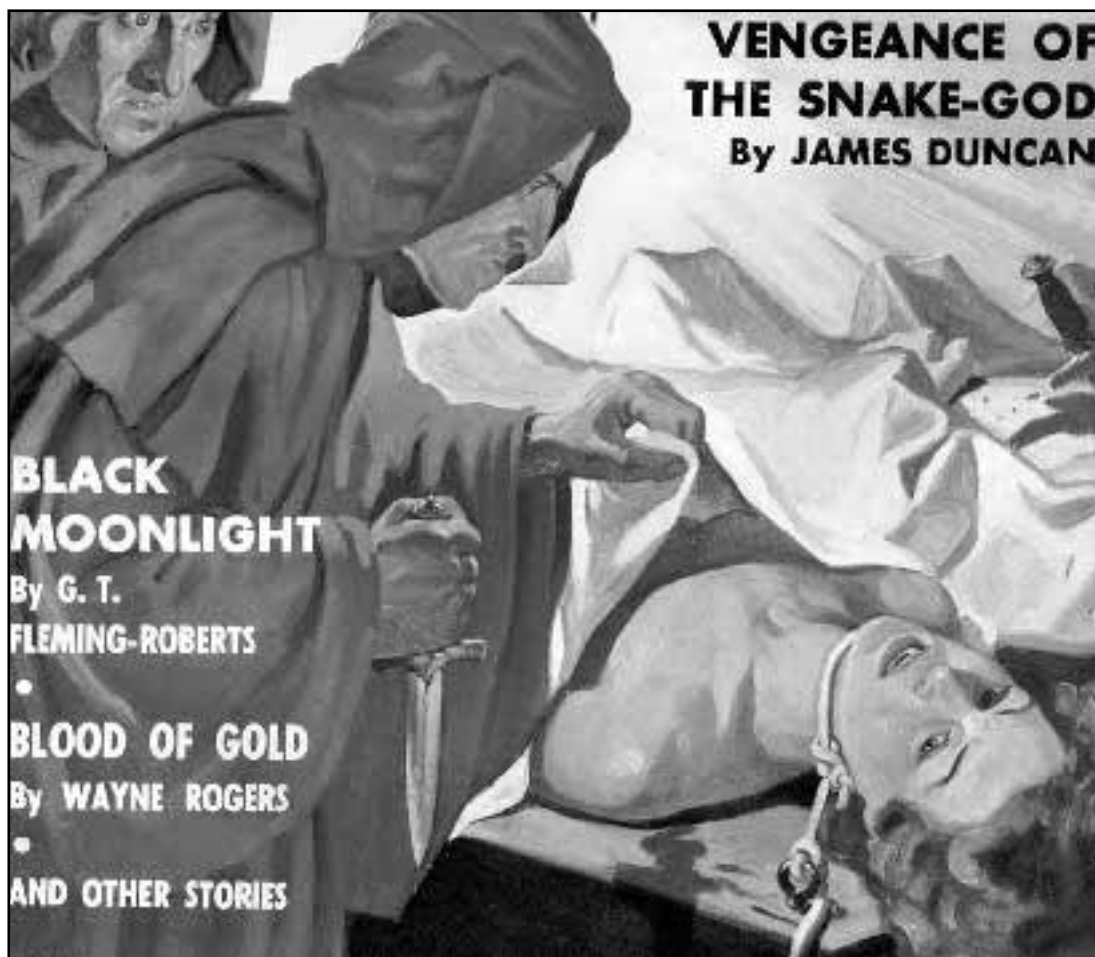
In most cases what you need for a good, enjoyable NPC is a realistic, well-developed character. But that isn't always true. Realistic, well-developed NPCs tend to take over the story, leaving the heroes as spectators. It's actually more effective to keep many of your NPCs one-dimensional, but make them into memorable one-dimensional characters — after all, Pulp heroes tend to be shallow characters, so it stands to reason that secondary or background characters are even less developed. Give an NPC a distinctive habit or a manner of speaking for the heroes to remember. Players often forget NPC names, but they recall “the guy with the Irish accent” or “the reporter with the hat.”

Non-player characters have the same motivations as villains — desires, fears, and beliefs — and these motives provide a good way to give them a little personality. The PCs can bribe a greedy security guard, but one who's scrupulously honest reacts

poorly (to say the least) to bribe offers. Obviously, not every NPC needs to be this well-developed, but it's worth coming up with one or two motivations for any NPC the heroes directly interact with.

Important NPCs need as much care and feeding as villains — a hero's DNPC, Rival, or Hunter should have some independent goals and a recognizable identity. Dependent NPCs usually are nice people (though one can have a good deal of fun with a hero who feels protective of a cranky or irritating NPC). Rivals should have a mix of good and bad traits, and above all should be competent enough for the Rivalry to mean something — if the hero always wins, it's scarcely a Rivalry.

If a hero is Hunted, the GM should give some thought to the motives of the Hunters. This is true even if it's a large organization. *Why* is the FBI watching the character? Does it suspect he's a crook? Even when the Hunter is a group, it's useful to give that group a face in the form of a “case officer” or some other member of the group who is the one the heroes have the most dealings with. For example, every time the FBI confronts the heroes, the agents are led by a tough-talking man named Brooks. Other agents may shadow the PCs or get into gunfights with them, but it's Brooks who leads the attacks, tries to capture the PCs and interrogate them, and so on.



NPC Archetypes

Here are some standard character types who turn up again and again in *Pulp Hero* stories. You can use them as-is, or play against the stereotype by creating NPCs very different from these.

THE IMPERILLED GIRL

Seen on thousands of pulp covers in her half-torn-off clothes, the Imperilled Girl is probably the most common NPC encountered in Pulp stories. No matter where the heroes go or what type of campaign they're a part of, there's always a beautiful young woman who's in trouble and needs rescuing. She ranges from the farmgirl newly come to the city who's naively gotten herself involved in something dark and dangerous, to the native princess whose father's rule is threatened, to the scientist's beautiful daughter worried about her kidnapped father, to the victims of lustful Crimelords and Mad Scientists.

Variations: For a touch of gender equality, consider using *Imperilled Guys* on occasion — clubmen trapped in deals with partners who turn out to be crooks, a man whose friends have been eerily murdered and who fears he's next, and so on.

THE SHIFTY THUG

The underworld of the pulps is populated by plenty of leg-breakers, two-fisted thugs, and gunmen. This hood is a little different. Not quite so big and strong, he gets by on his wits, cleverness, and knowledge more than his brawn. He's the crook who can follow anyone or watch any place without being seen, who specializes in planning jobs, who can forge documents, and who serves as the Crimelord's eyes and ears.

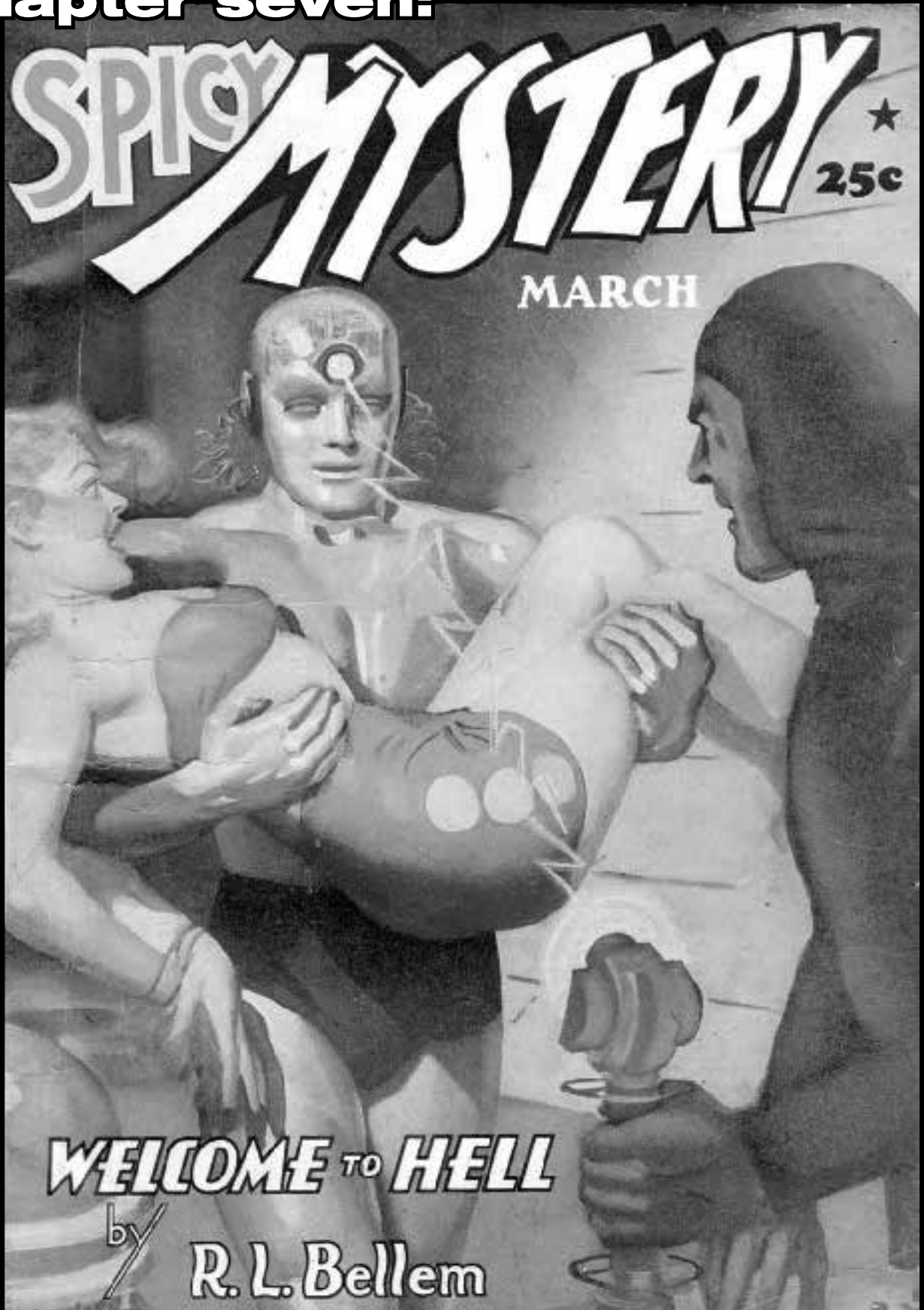
Variations: Maybe the Shifty Thug, whom stronger, tougher thugs dismiss, is actually the Crimelord in disguise....

THE STODGY CAPITALIST

A lower-powered and not necessarily threatening version of the Unscrupulous Industrialist, the Stodgy Capitalist is wealthy, conservative, and not particularly interested in adventures... or anything else that causes trouble. He's background color in the exclusive clubs and society spots that heroes sometimes frequent, and can often be heard to complain about Roosevelt, the New Deal, Communists, and the poor quality of the servants.

Variations: Changing the Stodgy Capitalist's attitude can make him distinctive. Maybe he's a former aviator whose company produces experimental aircraft test-flown by him personally. Maybe he's a liberal (even a Socialist) who supports FDR. Or maybe, like Henry Ford, he has a wide variety of well-known eccentricities and opinions.

chapter seven:



RANDALL'S RAIDERS

RANDALL'S RAIDERS

Membership: Randall Irons, Hamilton Cross, Bill Ferguson, Lili Winchester, Liz Murdock

Background/History: Randall Irons never set out to become a hero and leader of a group of heroes — he was just looking for excitement and adventure. But then he met Hamilton Cross in a poker game in Paris, where he lost all his money to the former piano player but gained a friend for life. They headed to the Near East in search of a fabulous treasure Randall'd heard about, almost found it, and eventually wound up in India. There they encountered Liz Murdock, whose attentions they competed for when they first met her in a Bombay nightclub. The three friends set sail for Shanghai to see what it had to offer, and acquired a new ally in little Lili Winchester when Li-Ming Jade attacked the ship they were on; Lili, eager to escape from the Pirate Queen, helped them defeat her. When the four of them went to the circus for a day off, only to get wrapped up in a murder mystery that Bill Ferguson helped them solve; eager for a life of adventure, he joined them.

Group Relations: All five of the "Raiders" (none of them like the name, but it seems to have stuck...) get along well. Sure, Hamilton can be kind of bitter and morose from time to time, and the men have their rivalries (which to the girls often seem interminable and foolish, though the men would say the same about Lili and Liz's shopping trips). But

they've all been through too much and saved one another's lives too many times not to have a strong bond of affection and admiration.

Tactics: The Raiders don't usually display much in the way of coordinated group tactics, though Irons is a skilled commander when need be. When they fight together each usually takes his own lead, but keeps an eye out for the others in case they need help. Many's the time that Randall's quick hand and eagle eye have let him get off a shot that killed a spear-wielding native just before he ran Bill through from behind, or that Lili has used her Oriental fighting techniques to protect Hamilton from attackers while he desperately searched for a concealed door. In battle, Bill and Lili usually prefer to close to HTH Combat range and duke it out with their foes, while the other three favor guns.

Campaign Use: Randall's Raiders provides an example of a typical group of *Pulp Hero* PCs that you can use as characters for players who don't wish to create their own, examples to show new players what a typical character looks like, or even (with a few twists to make them darker) as rivals for your own PCs. The campaign they play in features Heroic Action Points; each character rolls 3d6 for HAPs at the beginning of each gaming session.

RANDALL IRONS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
6	PD	3		Total: 6 PD (0 rPD)
6	ED	2		Total: 6 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
9	REC	4		
36	END	0		
32	STUN	0		Total Characteristics Cost: 91

Movement: Running: 6"/12"

Cost Powers **END**

Martial Arts: Boxing

	Maneuver	OCV	DCV	Damage/Effect
4	Block		+2	+2 Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, 25 STR for holding on
4	Cross	+0	+2	5d6 Strike
5	Hook	-2	+1	7d6 Strike

Skills

6	+2 with Firearms
7	Animal Handler (Canines, Elephants, Equines, Felines, Raptors, Ursines) 13-
3	Climbing 12-
3	Combat Driving 12-
3	Fast Draw (Small Arms) 12-
2	Gambling (Card Games) 12-
2	Area Knowledge: Africa 11-
2	Area Knowledge: Europe 11-
2	Knowledge Skill: Legends And Lore 11-
1	Language: French (basic conversation; English is Native)
1	Language: German (basic conversation)
2	Navigation (Land) 12-
3	Stealth 12-
3	Tactics 12-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 59

Total Cost: 150

75+ Disadvantages

15	Hunted: "Col." Bruce Forsythe 8- (Mo Pow, Capture/Kill)
10	Hunted: Drisana 8- (As Pow, Capture [see text])
20	Psychological Limitation: Pulp Hero's Code (Common, Total)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Rivalry: Professional and Romantic (with Hamilton Cross, another PC)

Total Disadvantage Points: 150

Background/History: Eager for adventure and excitement, young Randall Irons ran away from his home in New York City, lied about his age, and joined the Army to fight in the Great War. What he got was dull and deadly trench warfare, and the horrors of the Argonne Forest... but he learned, and survived. When the War was over and he got out of the military, he was still eager for adventure. It was a big world out there, and *somewhere* he was bound to find what he was looking for.

He hopped a tramp freighter and made his way over to Africa. *There* was a place fit for a man to challenge himself, he thought — and he wasn't disappointed. He spent several years there, first learning the lay of the land, then working as a guide, explorer, and seeker of the strange, mysterious, and occasionally profitable.

As much as he enjoyed Africa, eventually his desire to see and experience new things drove him onward. He hunted tigers in India (and ruined some of the feared rajah Akash Varmandali's schemes), toured Europe, explored the Orient, and sailed around the South Seas a little. Along the way he met other daring men and women of like mind, and in time they began to adventure together, with Randall as their informal (and much-ribbed) leader. These days they're known as Randall's Raiders, and Irons is having the time of his life.

Personality/Motivation: Randall Irons is a pretty simple man, when it comes right down to it. All he wants is something exciting to do, and the freedom to do it; other things — wealth, respect, creature comforts — aren't that high on his list.

While he pretends to be a treasure-hunter who's looking for a big score, the truth is Randall enjoys adventuring for its own sake. He gets real satis-

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Webley Mk IV	+0	-1	2d6-1	1d6	6	8	
Springfield M-1903	+1	+1	2d6+1	1d6	5	13	
Machete	+0	—	1d6	1d6-1	—	8	
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown

Armor

None

Gear: Tent, bedroll, matches, rope. If possible he'll often hire a bearer or mule to carry lots of other gear (cooking utensils, for example) — he believes in being prepared, but not in weighing himself down.

Clothing: When in the field, traveling shirt and pants, boots, and a pith helmet or other appropriate head-gear. When he's in the city or needs to look nice, he favors dark blue suits, well-shined shoes, and a fedora.

faction out of doing what's right and protecting helpless people from the likes of Varmandali, the inscrutable Lord Fang, and their criminal ilk. In short, he's got the classic Pulp hero mentality.

Quote: "You'll never get away with this, Forsythe — you can count on that!"

Powers/Tactics: Irons has a lot of experience in combat, ranging from the trenches of the Great War to gunfights in jungle-shrouded temples deep in Malaya, and it shows. He fights cleverly, but with a dash of daring and risk-taking that shows the thrillseeking side of his personality. He favors the Webley revolver, but is a natural shot with just about any gun.

Irons has a gift for getting along with animals. Somehow, even the fiercest beasts like him. He can

make friends with the most vicious guard dog, stop a tiger from leaping at him, or calm down a rampaging bull elephant. In game terms, this is the special effect of his *Animal Handler* Skill — it's not that he's taught himself how to wrangle horses and tigers so much as that he's got a sort of "empathic bond" with most wild creatures.

During his military and adventuring careers, Irons has made a few enemies. The first is "Colonel" Bruce Forsythe, a wealthy former British military officer. Irons disobeyed Forsythe's badly-conceived orders several times during the War, and eventually exposed Forsythe as a traitor. Forsythe escaped justice and became an adventurer himself; he's eager to get revenge on Irons. He has an enemy of a decidedly different sort in Drisana, the daughter of Akash Varmandali (page 403). The beautiful Drisana has romantic feelings for Irons (which in some ways he reciprocates) and wants to make him her husband — but in her own way she's as deadly and dangerous as her father, so he will have nothing to do with her... unless he can, somehow, win her to the hero's path.

Campaign Use: As the group's name indicates, Randall Irons is the heart and soul of Randall's Raiders — the man all the others look up to, even when they're competing with him to see who can do something better. As a classic Two-Fisted Hero, he's also a great model for PCs — change a few Skills and his background details, and you can transform him into all sorts of typical Pulp heroes.

To make Irons tougher, increase his STR and DEX to 18, and/or give him an Extra Damage Class or two with his Boxing. To weaken him, get rid of his Combat Skill Levels and Animal Handler.

Irons doesn't usually Hunt anyone outside of the context of a given adventure — stopping evil and injustice is one thing, obsessive pursuit of vengeance is another. But if deeply enough angered, he might make it his business to track down an evil-doer and make him pay for his crimes.

Appearance: Randall Irons is about 30 years old. He stands 5'11" and weighs 200 pounds; he's got a firm, broad-shouldered, muscular build. He keeps his black hair cut short, and has a black moustache. He usually wears sturdy pants and a shirt, plus leather shoes or boots appropriate to his current adventure; he often carries a Webley .455 revolver in a holster on his right hip.



HAMILTON CROSS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
4	PD	2		Total: 7 PD (3 rPD)
4	ED	1		Total: 7 ED (3 rED)
4	SPD	16		Phases: 3, 6, 9, 12
5	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 59

Movement: Running: 6"/12"

Cost	Powers	END
5	<i>I've Seen It All... And Then Some:</i> +10 PRE; Only To Resist Presence Attacks (-1)	0
15	<i>Lucky Devil:</i> Luck 3d6	0

Talents

6	Combat Luck (3 PD/3 ED)

Skills

10	+2 DCV
10	+2 with Interaction Skills
3	Concealment 13-
3	Conversation 12-
4	Gambling (Card Games, Dice Games) 13-
3	High Society 12-
1	AK: Africa 8-
1	AK: Europe 8-
2	CK: New York City 11-
3	KS: Jazz 13-
2	KS: The New York Underworld 11-
1	Language: French (basic conversation; English is Native)
1	Language: German (basic conversation)
1	Language: Portuguese (basic conversation)
3	Persuasion 12-
4	PS: Play Piano 13-
2	PS: Play Clarinet 11-
3	Seduction 12-
3	Stealth 12-
3	Streetwise 12-
2	WF: Small Arms

Total Powers & Skills Cost: 91

Total Cost: 150

75+ Disadvantages

5	Distinctive Feature: scarred right hand (Easily Concealed; Noticed And Recognizable)
15	Hunted: The Coletti Mob 8- (Mo Pow, Limited Geographical Area, NCI, Kill)
5	Physical Limitation: badly healed right hand (-2 to relevant DEX Rolls and Agility Skill rolls) (Infrequently, Slightly Impairing)
20	Psychological Limitation: Desperately Wants To Be Able To Play Music Again (Common, Total)
10	Psychological Limitation: Skirtchaser (Common, Moderate)
15	Rivalry: Professional and Romantic (with Randall Irons, another PC)
5	Unluck 1d6

Total Disadvantage Points: 150

Background/History: There was a time when all Hamilton Cross cared about was music. He loved jazz and the jazz lifestyle; despite the fact that he was white, he was such a skilled piano player that he got work in jazz bands. He also played solo in nicer clubs and speakeasies, and was building quite a reputation as a musician. Fame and fortune were just around the corner.

Unfortunately, he also liked gambling... and he wasn't as good at that. A string of heavy losses left him deeply in debt to the Colettis, and they wanted their money. Eventually Vinnie Coletti got tired of Cross's excuses and sent some of the boys around to make an example of him. They caught up to Cross after hours at a speak. First they slammed the piano lid down on his hands, breaking all his fingers. Then they shot him in the right hand for good measure. They were just about to put him out of his misery when the cops, attracted by the noise of the gunshot, busted into the place. While the torpedoes and the cops shot it out, Cross stumbled out the back door and into a cab.

He made it to the hospital okay, but that was all the luck he got that night. The docs set his broken bones and tried to repair the damage to his right hand, but there was only so much they could do. After it healed, there was too much scarring and loss of feeling for him to play music well anymore. He could plink out a song if he tried, but it just didn't sound the same.

His true love lost to him, Hamilton became bitter and withdrawn. He quickly drank up what

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
S&W M1917	+0	+0	2d6-1	1d6	6	8	

Armor

None

Gear: Cross carries as little gear as possible, since he doesn't like to make the effort to carry it. If he has a bearer, mule, or the like, he'll load up with all the creature comforts and good food he can afford to take into the field; otherwise he sticks to basics such as a bedroll and a bottle of whiskey.

Clothing: Cross likes nice clothes, and prefers to dress in a well-tailored men's suit, shirt, and tie whenever he can. On adventures he switches to more practical clothing, but carries along his better clothing if he can.

little savings he had. Deciding there was nothing left for him in New York, he took a job on a freighter heading for Europe. But that didn't help; all he ended up doing was drinking in places where he didn't understand the conversations.

He started gambling again, though this time his luck was better. One night he found himself in a game against a handsome American who didn't seem to have a care in the world. Cross vowed to teach him a lesson, and when the dust had cleared he had himself a big pile of cash. The other guy laughed it all off and invited Cross out for a drink. Never one to turn down a drink, Cross went along. Despite everything, Cross found himself liking this Randall Irons... and when Irons invited him to come along on a trip to the Near East, Cross accepted. The rest, as they say, is history.

Personality/Motivation: Hamilton Cross often comes across as bitter, cynical, and sullen, and with good reason — he is. The one thing he really loved in life, making music, has largely been taken away from him, turning him from an up-and-coming entertainer to a peripatetic adventurer, and he's not happy about it. He drinks too much, smokes

too much, and is prone to making snide little jibes about whoever or whatever he's talking about.

A lot of Cross's resentment seems focused on Randall Irons (and, to a lesser extent, Bill Ferguson). Despite their long friendship, the ease with which Randall moves through life, and the fact that he seems to have it all (particularly the attention of so many women!), often annoys Cross. At those times he sets out to show Irons who's the better man... and often ends up with the short end of the stick, which only makes him more bitter.

But the truth is, when it comes down to it Cross isn't all that upset about how his life's turned out. Despite all his ragging on his friends, he genuinely likes the rest of the Raiders and enjoys the adventuring life. He'd give it all up for the ability to play music like he used to, but though he'd never admit it there's something to be said for helping people and visiting exotic places.

Quote: "Yeah, sure. She just wants to *talk* to you. We get it."

Powers/Tactics: Cross's abilities lie more in the social than the physical, though he knows how to use a gun and is a pretty good shot. When he wants to be, he's charming and sophisticated, able to make friends easily and insert himself into groups seemingly without effort. He's also got more experience with the seamy side of life than most of his friends. Whenever the Raiders' missions call for a "con game" or a little subtle investigation, Cross is the man for the job.

Campaign Use: Hamilton Cross is the player character for players who can't entirely accept the confident optimism and heroic attitude of the typical Pulp adventurer. He *is* a hero, no question about it, but he doesn't quite act like one. Roleplaying him is a good opportunity for the player who can't stop making snide comments about genre conventions to make them and remain in character.

To make Hamilton Cross a tougher customer, give him some combat-oriented abilities: a couple dice of HA, some Combat Skill Levels with firearms, that sort of thing. Alternately, you could emphasize his social side, making him an expert at Acting, Disguise, and the like. To weaken him, remove his DCV Levels.

Appearance: Hamilton Cross is a handsome white man, though his looks have gone from movie-star-handsome to slightly-rugged-man-of-the-world handsome over the course of his adventuring career. (To some people's eyes, this makes him look a little like a gangster when he's wearing a suit.) He's 5'9" tall, weighs 170 pounds, and has black hair and brown eyes. Unless he's in the field, he wears dark-colored men's suits, white shirts, ties, and dress shoes (all as nice as he can afford), and he usually has a cigarette in his hand or mouth.



BILL FERGUSON

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
8	PD	4		Total: 8 PD (0 rPD)
6	ED	2		Total: 6 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
40	END	0		
36	STUN	0		Total Characteristics Cost: 80

Movement: Running: 6"/12"

Cost Powers **END**

- 7 *Agile Haymaker:* HA +3d6; Hand-To-Hand Attack (-½), Extra Time (Extra Segment; -½) 1
- 15 *Can Take A Punch:* Physical Damage Reduction, Resistant, 50%; Requires A CON Roll (-¾), Character Must Be Aware Of Attack (-¼) 0

Perks

- 10 *Contacts:* 10 points' worth from various adventures he's been on

Talents

- 3 *I Can Drunk Just As Good Fight!:* Environmental Movement (no penalties when drunk)

Skills

- 12 +4 with Block, Grab, and Punch
- 3 Climbing 12-
- 1 Gambling (Card Games) 8-
- 1 High Society 8-
- 1 AK: Africa 8-
- 1 AK: Europe 8-
- 1 AK: India 8-
- 2 KS: Circuses And Circus Life 11-
- 1 Language: French (basic conversation; English is Native)
- 1 Language: Hindi (basic conversation)
- 1 Language: Swahili (basic conversation)
- 2 PS: Strongman 11-

- 1 SS: Anthropology 8-
- 1 SS: Archaeology 8-
- 3 Stealth 12-
- 1 TF: Equines
- 2 WF: Small Arms

Total Powers & Skills Cost: 70

Total Cost: 150

75+ Disadvantages

- 20 *Hunted:* Hermann Eichenwald 8- (Mo Pow, NCI, Capture/Kill)
- 10 *Hunted:* Dr. Emil Locke 11- (As Pow, Humiliate and Steal Possessions)
- 15 *Psychological Limitation:* Heroic (Common, Strong)
- 15 *Psychological Limitation:* Sucker For A Pretty Face Or A Hard-Luck Story (Common, Strong)
- 15 *Rivalry:* Professional and Romantic (with Randall Irons, to see who gets things done most heroically and efficiently and has the best luck with women; Rival is a Player Character)

Total Disadvantage Points: 150

Background/History: Growing up on a corn farm in Iowa left Bill Ferguson with the desire to see more of the world. He left home at 18 and worked for several years during the late 1920s and early '30s as a circus strongman. One day, Randall Irons and his friends got involved with solving a mysterious murder that took place at the circus, and Bill helped them out (and even saved Hamilton Cross from being shot by the killer). They asked him to accompany them when they left, and he jumped at the chance. Since then he's put his enormous strength to good use around the world, fighting Nazis (including the insidious Hermann Eichenwald, who has developed a particular hatred for the "brutish Amerikaner"), exploring long-lost ruins, and saving hidden lands of wonder from evil villains. He often competes with his good friend Randall to see who can get something done quicker and better... or who can win the heart of a lovely young lady.

Personality/Motivation: Bill Ferguson is a true-blue Pulp hero in the grand tradition. He's strong and tough, and never backs down from a fight, but he's polite and kind to women, children, and the elderly. At first he was sometimes awed by the rarified circles

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Shots
Colt M1911A	+1	0	2d6-1	+1	9	7
Springfield M-1903	+1	+1	2d6+1	1d6	5	13
Machete	+0	—	1d6	1d6-1	—	8
Knife	+0	+0	1d6-1	1d6-1	—	6

Can Be Thrown

Armor

None

Gear: As appropriate for the mission. For example, on a trek into the jungle to search for a long-lost ruin, he'd have camping gear, rations, a machete, a pith helmet, and so forth.

Clothing: Sturdy explorer's/outdoor clothing, such as denim pants and a broadcloth shirt

in which some of his friends move, but he's learned to take it all in stride and can now get along with kings and generals as well as he can with farm folk.

Bill has two blind sides, and they both get him into trouble from time to time. The first is that he can't resist a sob story. He's got a heart as big as all outdoors, and if someone tells him a tale of hard luck and woe, he immediately wants to help that person out. He rarely has much money in his pockets for this reason — he's constantly giving it away to bums

and poor people. The second is that he's a sucker for a pretty face. Beautiful women can easily dazzle him (give them a +2 on Conversation, Persuasion, and Seduction rolls against him), and he tends to think the best of any pretty woman until he's absolutely hit over the head with the cold, hard facts.

Quote: "Don't worry, ma'am, we won't let him hurt you."

Powers/Tactics: Bill isn't exactly the stereotypical Two-Fisted Hero — he doesn't have quite the right level of dash and panache — but he's pretty close. He's bigger, tougher, and stronger than most people he fights, and he uses that to his advantage. He's spent a lot of time and effort practicing to develop the "Agile Haymaker" that lets him hit hard and fast (it's good for smashing down doors, too!). He doesn't have any particular fighting style; he just puts his skills and experience to good use. In game terms, his Combat Skill Levels function as an informal "martial art"; he allocates them as necessary to give him the best chance of success in a fight.

Campaign Use: Bill is a hero like Randall Irons, but of a different mold — he emphasizes strength and brawn more than overall competence and a broad set of Skills. He's a good character for a player who's new to the *HERO System* or wants an uncomplicated PC to play.

To make Bill tougher, consider giving him *Cinematic Brawling* Martial Arts, beef up his Characteristics (particularly SPD) a bit, or expand the range of his non-combat Skills. To weaken him, reduce his STR a bit and get rid of one of his Multipower slots.

Bill doesn't Hunt people. He'll remember someone who did him wrong, and do his best to correct that wrong if they meet again, but vengeance isn't in his heart.

Appearance: Bill Ferguson is a dark-haired white male in his late 20s with a dark muttonchop moustache. He has a muscular build that would stand out in the modern day, much less during the Pulp era. He wears typical sturdy explorer's clothing most of the time, though his shirt has a tendency to get torn, revealing his muscular upper body.



LILI WINCHESTER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
8	PD	5		Total: 8 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 69

Movement: Running: 7"/14"
Leaping: 6"/12"

Cost Powers **END***Martial Arts: Kung Fu*

	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 25 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	30 STR vs. Grabs
3	Joint Lock/Grab	-1	-1	Grab, 25 STR
5	Kick	-2	+1	7d6 Strike
4	Knife Hand	-2	+0	HKA ½d6 (1d6+1 with STR)
4	Punch	+0	+2	5d6 Strike
3	Throw	+0	+1	3d6 +v/5, Target Falls
4	<i>Tien-hsueh Strike</i>	-1	+1	2d6 NND (1)
2	<i>Swift: Running</i>	+1"	(7" total)	1
3	<i>Cricket Leap: Leaping</i>	+3"	(6" forward, 3" upward)	1

Skills

6	+2 with Kung Fu
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
2	AK: China 11-
2	AK: The South China Sea 11-
2	KS: Kung Fu 11-

2	Language: Mandarin Chinese (fluent conversation; English is Native)
1	Language: Cantonese Chinese (basic conversation)
1	Language: Malay (basic conversation)
3	Seduction 12-
3	Stealth 13-
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 81**Total Cost: 150****75+ Disadvantages**

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: Hermann Eichenwald 8- (Mo Pow, NCI, Capture/Kill)
15	Hunted: Li-Ming Jade, Pirate Queen of the South China Sea 11- (Mo Pow, Limited Geographical Area, Kill)
15	Psychological Limitation: Must Protect Innocents And The Helpless (Common, Strong)
10	Social Limitation: Minority (half-American, half-Chinese) (Frequently, Minor)
5	Social Limitation: Woman (Occasionally, Minor)

Total Disadvantage Points: 150

Background/History: Allen Winchester went to China on behalf of his employer, the Sino-American Oil Company, to scout out new business and oil exploration opportunities. While there, he fell in love with, and to the shock of his family and friends, married a young Chinese woman. They had a daughter, whom they named Lili.

When Lili was five, her father was killed in an automobile crash. Her mother raised Lili with the help of Lili's Chinese uncle. Uncle, in his day a champion fighter, taught Lili the art of Kung Fu and helped develop her budding athletic abilities, much to her mother's chagrin. But when Lili was 13, both her mother and her uncle died during a flu epidemic. With no other connections to China — her mother's other relatives had pointedly refused to have anything to do with the "half-breed round-eyes" — Lili decided it was time to meet her American relatives.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
W&S Police	+0	+0	1d6	1d6-1	8	8	Usually carries at least two extra clips, one of which is concealed
Jien	+0	—	1d6	1d6-1	—	10	
Kusari	+0	—	4d6 N	—	—	9	

Armor

None

Gear: Tent, bedroll, lantern, whetstone

Clothing: Except for formal occasions, for which she often "dolls up" in elegant dresses, Lili prefers to dress more like the men in the Raiders: shirt, pants, boots.

Scraping together her tiny inheritance, she bought passage on a ship bound for San Francisco. But one day into the trip, the ship was captured by Li-Ming Jade, the feared "Pirate Queen of the South China Sea," and her band of cutthroats. Lili tried to fight back against them, but they knocked her out. Impressed by the young girl's spirit, Li-Ming decided to "adopt" her.

Lili spent the next several years on the Pirate Queen's ship, unwillingly taking part in her raids and attacks. She hated it, but was powerless to fight back or escape... until the day when Li-Ming made the mistake of attacking a ship that Randall Irons and his friends were on. When the adventurers fought back against the pirates, Lili saw her chance. She turned on her "mother," helped Irons and his friends defeat her, and finally got out from under Li-Ming's thumb. Ever since, the Pirate Queen has been obsessed with getting revenge on her treacherous "daughter," making it difficult for Lili to visit the land of her birth.

As impressed with Lili as Li-Ming had been, Randall and the rest of the Raiders offered to escort her to America. But when she got there, Lili found that her American relatives were no more interested in her than her Chinese ones. Deciding that if they didn't want her, she didn't want them, she left with Randall's Raiders for an adventure in South America, and has been with the group ever since.



Personality/Motivation: Despite (or perhaps because of) all the misfortune she's experienced in her short life, Lili is a brave, heroic, and kindhearted soul. She hates to see helpless or innocent people oppressed or exploited by the strong and evil, and gladly helps the Raiders give such fiends their just desserts. She doesn't usually have much money, because she often gives what she has to less fortunate souls who need it more (though she has a weakness for sweets and, in the right circumstances, beautiful clothes and jewelry).

Even though she's a tough, skilled fighter, Lili is usually quiet and remains in the background unless something gets her angry or really attracts her attention. Although she'd hate to admit it, more than a few of her mother's instructions on "how ladies should act" have worn off on her.

Lili used to have a little bit of a crush on Randall, but she soon realized it wasn't worth pursuing. They're just good friends, even though Cross's friendly jibes sometimes imply otherwise.

Quote: "Let her go unharmed, or you'll find out that not all the women you meet are helpless."

Powers/Tactics: Since she was a young girl, Lili has trained in the mysterious Chinese fighting art of Kung Fu. Most people, particularly big, burly men, underestimate her because of her small size and slender build, but the truth is she hits harder, dodges faster, and fights better than almost everyone. She prefers to start out with Grabs, Throws, and *Tien-hsueh* strikes to try to incapacitate her opponents without hurting them, but she's quick to move on to punches and kicks if that doesn't work. She won't use her *jien* (sword) unless her opponent draws a weapon first, but often performs Grabs with her chain ("kusari").

Campaign Use: Lili is an example of how to break the usual Pulp stereotypes without completely ruining the feel of the campaign. She's a woman who fights, and she knows Martial Arts, neither of which are common in the pulps, but her exotic background and experiences fit the genre perfectly. Since she's not aggressive, she won't affect the verisimilitude of the game by acting in "non-ladylike" ways all of the time.

To make Lili tougher, give her 1-2 Extra Damage Classes for her Kung Fu, and/or more Combat Skill Levels with her Martial Arts. To weaken her, reduce her DEX to 15 and get rid of her CSLs.

Lili's not likely to Hunt anyone; she's not a vengeful or driven person. However, she cares deeply for her friends, and people in general, and might get angry enough at someone who hurts them (or a lot of people) to track him down and make him pay.

Appearance: Lili Winchester is a young woman in her early 20s, 5'3" tall with a slender build that belies her strength and toughness. Half-Chinese and half-American, she has an exotic beauty that often attracts attention... but that also makes plain her racial heritage, which offends many people. She usually dresses simply, but enjoys wearing fancy clothes in appropriate social situations.

LIZ MURDOCK

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
15	COM	3	12-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	14		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
23	STUN	0		Total Characteristics Cost: 56

Movement: Running: 6"/12"

Cost Perks

- 9 Vehicle: SPAD S.XIII biplane
5 Money: Well Off

Talents

- 14 Hotshot Pilot

Skills

- 3 Aerobatics 12-
3 Climbing 12-
5 Combat Piloting 13-
3 Conversation 12-
3 Deduction 12-
3 Electronics 12-
3 High Society 12-
2 AK: Africa 11-
2 AK: Europe 11-
2 AK: India 11-
2 CK: Paris 11-
2 CK: Bombay 11-
2 CK: London 11-
1 Language: French (basic conversation; English is Native)
1 Language: Hindi (basic conversation)
2 Navigation (Air) 12-
3 Mechanics 12-
3 Paramedics 12-
3 Riding 12-
3 Stealth 12-
6 Survival (Desert, Temperate/Subtropical, Tropical) 12-
5 TF: Common Motorized Ground Vehicles, Riding Animals, Small Planes, Two-Wheeled Motorized Ground Vehicles

- 4 WF: Vehicle Weapons (SPAD S.XIII and Sopwith Triplane), Small Arms

Total Powers & Skills Cost: 94

Total Cost: 150

75+ Disadvantages

- 20 Hunted: Hermann Eichenwald 8- (Mo Pow, NCI, Capture/Kill)
10 Hunted: Drisana 8- (As Pow, Kill)
20 Psychological Limitation: Pulp Hero's Code (Common, Total)
15 Psychological Limitation: Pulp Hero's Burden (Common, Strong)
5 Psychological Limitation: Wanderlust; Hates To Stay In Any One Place For Very Long (Uncommon, Moderate)
5 Social Limitation: Woman (Occasionally, Minor)

Total Disadvantage Points: 150

Background/History: The only daughter in a family of eight children, Liz Murdock grew up a tomboy, climbing trees, riding horses, and playing games with her brothers. Her wealthy parents dreamed of an elegant debut, the Café Society, and an advantageous marriage for her, but she wanted nothing to do with it. Her dreams involved going to exotic places and doing exciting things. When she turned 18, she used her trust fund to buy herself a plane, and announced that she was going to take flying lessons and travel the world. Her shocked parents threatened to disown her if she didn't settle down and act like a lady, but that didn't stop her. A few months later she flew to Paris and had the time of her life; from there she went on to Africa and Asia, wherever her mood took her. Her parents have refused to have anything to do with her ever since (and were particularly incensed when some of her exploits made the papers), but several of her brothers, who admire her, secretly stay in touch.

Liz first met Randall Irons and Hamilton Cross in India when they both saw her in a club and competed to see who could get the most dances with her. It was fast friendship at first sight — a friendship cemented when she helped Randall escape from and defeat Akash Varmandali. The rajah's daughter Drisana, who has romantic intentions toward Randall, thinks that he's in love with Liz and is determined to eliminate her "rival"... permanently.

Personality/Motivation: Liz Murdock loves adventure, travel, and excitement. She wants to go to new places, see new things, meet new people, eat

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Beretta 1935	+0	+0	1d6	1d6-1	7	8	

Armor

None

Gear: Tent, bedroll, toolkit

Clothing: Most of the time, she wears flying or riding clothes: jodhpurs, a shirt, and leather boots, plus a leather jacket, white scarf, goggles, and leather helmet when appropriate. But she's got a large wardrobe and always dresses appropriately for the occasion if she has the chance.

strange new foods, and learn foreign customs and beliefs. She's particularly interested in feats of aviation, helping improve aviation and travel technology, and so forth. But while she's enjoying herself, she feels as strong an obligation as Randall and

her other friends do to right wrongs and make the world a safer, better place.

Quote: "First person to make it over the mountains and land at Trieste buys the drinks!"

Powers/Tactics: Although she learned a wide range of Skills during her adolescence and adventuring career, Liz Murdock is first and foremost an aviator, as skilled behind the stick of a plane as any Great War ace. The plane she currently flies is a war-surplus SPAD S.XIII modified to carry a single passenger (or two, if they're willing to squeeze together); it still has its guns. During the Raiders' adventures, she often provides part of the transportation, goes for help, or makes emergency deliveries while the others hold off the rampaging hordes. But she's no coward — she's a good shot and more than willing to stand her ground and fight if there's no need for her to take to the air.

Campaign Use: Liz allows you to include elements of "air adventure" in scenarios involving the Raiders. You should handle this carefully, since it's no fun for the other players if one character gets all the attention in a situation where they can't participate, but if you do it right it adds another dimension to the game.

To make Liz tougher, make her more of a personal combatant: increase her STR or DEX a little, give her some Combat Skill Levels or Lightning Reflexes, that sort of thing. If you want to weaken her, get rid of Hotshot Pilot and perhaps a few of her Skills.

Appearance: Liz Murdock is a beautiful white woman in her mid-20s with long blonde hair, blue eyes, and a trim, attractive figure. She usually prefers to wear typical aviator's clothes — jodhpurs, boots, a white shirt, and a leather jacket when flying or in cold weather — but can dress up or down for nearly any situation.



VILLAINS

SS-OBERFUHRER HERMANN EICHENWALD

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
14	EGO	8	13-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
7	PD	3		Total: 10 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	6		Total Characteristics Cost: 114

Movement: Running: 8"/16"
Swimming: 3"/6"

Cost Powers

Martial Arts: Boxing

	Maneuver	OCV	DCV	Damage/Effect
4	Block		+2	+2 Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, 28 to STR for holding on
4	Cross	+0	+2	STR 5½d6 Strike
5	Hook	-2	+1	STR 7½d6 Strike
3	Jab	+2	+1	STR Strike

Martial Arts: Fencing

	Maneuver	OCV	DCV	Damage/Effect
5	Ballestra	+2	-2	Weapon +4 DC; Half Move Required
4	Ceduto	+0	+0	33 STR to escape Bind
4	Froissement	-1	+1	Disarm, 28 STR to Disarm roll
5	Lunge	+1	-2	Weapon +4 DC
4	Parry	+2	+2	Block, Abort
4	Prise de Fer	+1	+0	Bind, 28 STR
4	Riposte	+2	+2	Weapon +2 DC, Must Follow Block
5	Slash	-2	+1	Weapon +4 DC
5	Thrust	+1	+3	Weapon
4	Void	—	+5	Dodge, Affects All Attacks, Abort
4	Fast: Running +2" (8" total)			1
1	Strong Swimmer: Swimming +1" (3" total)			

Perks

- 24 Contact: Nazi High Command 11- (extremely useful resources, access to major institutions, significant Contacts of its own, good relationship, Organization)
8 Military Rank: SS-Oberfuhrer

Talents

- 6 Combat Luck (3 PD/3 ED)
3 Lightsleep

Skills

- 20 +2 Overall
3 Combat Driving 13-
3 Combat Piloting 13-
3 Conversation 13-
3 AK: Europe 13-
3 CK: Berlin 13-
2 KS: The Espionage World 11-
3 KS: The Nazi Military 13-
2 Language: English (fluent conversation; German is Native)



To make Eichenwald tougher, increase his STR, DEX, and/or CON to 20. You might also give him an Extra DC or two with both his Martial Arts. To weaken him, reduce them to 15 and get rid of some of his Martial Maneuvers.

As a Hunter, Eichenwald is tenacious and dangerous. He studies his target carefully, using the resources of the Reich to gather as much information as he can. Then he plans the best attack for the situation; if possible, he gets SS underlings or Wehrmacht soldiers to assist him. When he strikes, he strikes hard, going straight for the jugular. Unless ordered to capture the target, he has no interest in taking prisoners.

Appearance: Hermann Eichenwald looks like he stepped off a Nazi recruiting poster. Now in his mid-30s, he has blonde hair, blue eyes, and good looks that his time in the field have done nothing to diminish. He's 6'0" tall, broad-shouldered, and obviously strong and fit. He typically wears his SS uniform (unless that would be inappropriate or foolish), and often glances about him like a hawk, ever-wary for an opportunity or an opponent.

DR. EMIL LOCKE

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	0		
26	END	0		
21	STUN	0		Total Characteristics Cost: 33

Movement: Running: 5"/10"

Cost Powers **END**
-2 *A Little Slow:* Running -1" (5" total)

Perks

5 Money: Well Off

Talents

25 Universal Translator 17-

Skills

3 Deduction 12-

2 Forgery (Art Objects) 12-

- 3 High Society 12-
- 3 KS: The Academic World 12-
- 3 KS: Art History 12-
- 3 KS: World History 12-
- 3 Persuasion 12-
- 3 SS: Anthropology 12-
- 3 SS: Archaeology 12-
- 3 Stealth 11-
- 3 Trading 12-
- 3 Traveler
- 1 1) AK: Africa 11-
- 1 2) AK: China 11-
- 1 3) AK: Europe 11-
- 1 4) AK: India 11-
- 1 5) AK: Mexico 11-
- 1 6) AK: South America 11-
- 1 7) AK: South Seas 11-
- 1 8) CK: Berlin 11-
- 1 9) CK: Canton 11-
- 1 10) CK: Delhi 11-
- 1 11) CK: London 11-
- 1 12) CK: Nairobi 11-
- 1 13) CK: New York City 11-
- 1 14) CK: Rio de Janeiro 11-
- 1 15) CuK: African Tribes Culture 11-
- 1 16) CuK: Chinese Culture 11-
- 1 17) CuK: Hindu Culture 11-
- 1 18) CuK: South/Central American Indians Culture 11-

Total Powers & Skills Cost: 81

Total Cost: 114

75+ Disadvantages

- 20 Hunted: various law enforcement agencies around the world 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Intellectual Vanity; Loves To Show Off What He Knows (Common, Total)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 5 Reputation: antiquities thief and forger, 11- (limited group: art historians, archaeologists, and the like)
- 5 Social Limitation: Criminal Record (Occasionally, Minor)

Total Disadvantage Points: 140

Background/History: Emil Locke developed a fascination for history and ancient cultures at an early age by listening to his father's retellings of myths and legends from around the world. As he got older, he decided he wanted to be an archaeologist — a career made all the more attractive by his natural

EMIL LOCKE PLOT SEEDS

The PCs have gotten their hands on an ancient document that they desperately need to translate. However, none of them, or anyone they consult, can make heads or tails of it. The only one who has the insight to read it is Dr. Locke. Do the PCs dare let him look at it... and if so, how can they ensure he's not lying about what it says?

A friend of the PCs who's an art collector believes one of his prized relics is a fake. He thinks it was made by Dr. Locke, and wants the PCs to track the peripatetic scholar down and find out the truth. The trouble is, Locke was last seen heading into the Amazon in search of a legendary lost city....

After suffering a debilitating injury, Dr. Locke offers to sell the PCs a map to a fabulous treasure. He claims the Russians are looking for it, and that he doesn't want "those Reds" to get their hands on the goods. What's he *really* after?

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							

Gear: As appropriate for his current scheme. For example, if he's trekking overland to beat the PCs to a fabled tomb, he'd have camping gear, a lantern, maybe even a pistol.

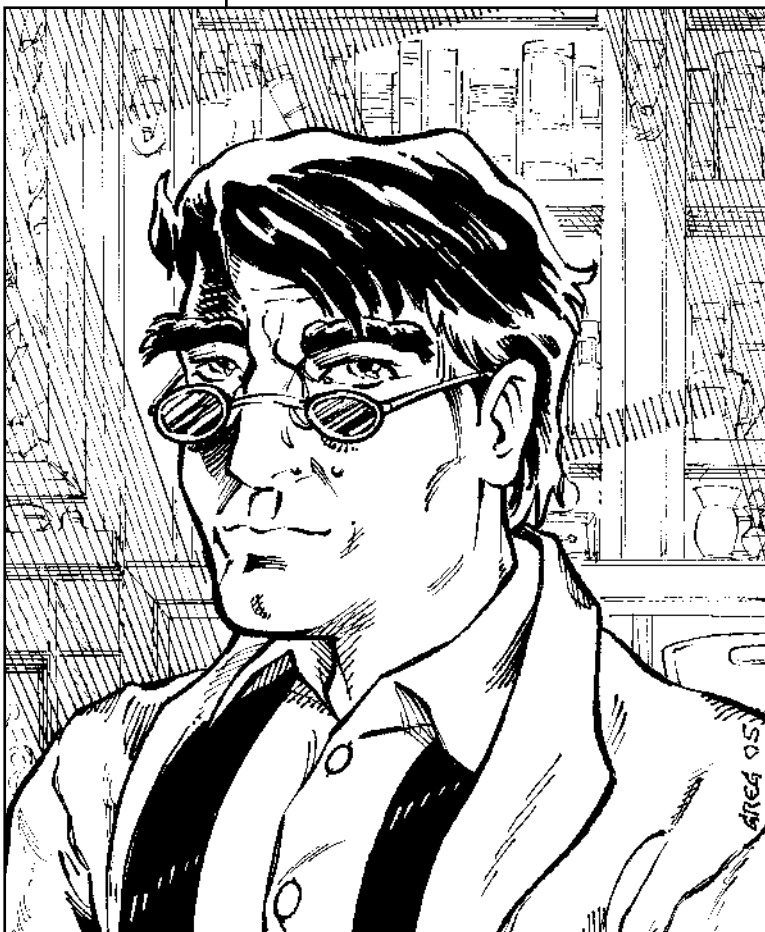
Clothing: As appropriate for his current scheme. He prefers standard men's clothes, but switches to field clothing for many of his activities.

talent for languages both living and dead.

The problem was, Emil didn't like taking tests. He knew that he knew the material forward and back; why should he have to prove it to some grey-haired professor? He'd rather spend his time studying whatever interested him, not preparing for meaningless tests. Despite his intelligence, he limped through college, barely passing many a course. His family and friends were shocked by his announcement that he was going to attend graduate school and become a professor.

What they didn't know was that he'd found a way to cheat. He'd discovered a few... embarrassing... things about one of the most prominent anthropology professors at the school, and he used that knowledge to blackmail the man into approving his course of study and easing his way through the graduate program. He got the Ph.D. he knew he deserved, but with only a fraction of the work that his fellow students put in.

From there it didn't take much for cheating to become a way of life. He lost the professorship he got when it was discovered he'd been plagiarizing others' work to "write" articles for publication. But by then he didn't care. He'd made enough contacts in the art and antiquities black market that he could support himself much better by "obtaining" artifacts for unscrupulous collectors, and providing phony "authentications" of dubious objects they already owned. Within just a few years he was a black sheep in the archaeological world, a man known more for his ability to cut corners and profit at the expense of others than for his scholarship.



Personality/Motivation: Despite his obvious greed and protestations that he's really only interested in how much money he can make from an artifact or an act of forgery, Emil Locke considers himself an immensely knowledgeable and gifted scholar of art and ancient civilizations, and he's always on the lookout for the chance to prove how good he is. It's hard for him to resist showing off his intelligence and knowledge. He corrects other people when they make errors (even trivial grammatical mis-steps), arrogantly denounces any theory or opinion that doesn't agree with his own, and argues incessantly with anyone who dares to question him. While it's true that he knows a lot about his favorite subjects, he's not infallible, and if caught out in a mistake or an error in judgment he may fly into a rage.

For some reason, Dr. Locke has developed an intense dislike of Bill Ferguson over the course of his clashes with Bill and the rest of Randall's Raiders. Maybe it's because he thinks Ferguson's a musclebound dolt, or maybe because the big man's picked him up and effortlessly held him off the ground a time or two, but whatever the reason his loathing of Ferguson is obvious. He's convinced Ferguson has a cache of relics and treasure obtained during his many adventures, and is determined to get his hands on it — if for no other reason than to embarrass Bill.

Quote: "Obviously this vase is from the *fifth* century BC, not the fourth, you ignoramus."

Powers/Tactics: Emil Locke is no combatant — in fact, he's something of a coward. When danger and conflict rear their ugly heads, he tries to talk his way out of trouble or runs for cover. Only his greed (and desire to prove his own theories correct) can overcome his intense interest in keeping his skin whole.

In addition to being a well-read anthropologist, archaeologist, art historian, and forger, Locke has a natural gift for languages. He's never studied any of them formally, but somehow his brain is wired to understand what's being said or written. After listening to someone speak for just a few seconds, or briefly studying some writing, he instinctively knows what's being said and how to respond. Among other things, this gift makes it easy for him to decipher treasure maps and read wall inscriptions and start following their instructions while his rivals are still scratching their heads trying to puzzle out a word or two.

Campaign Use: Doctor Locke is a weaselly little rogue who's half a foe the PCs need to reckon with, half comic relief. He knows enough that he can easily figure out what PC archaeologists and explorers are up to and try to beat them to it... but his arrogance and greed often put him in a position where he appears at least a little laughable. Don't treat him as a buffoon or a blunderer — he's neither — but don't worry if the PCs chuckle at him occasionally.

To make Locke tougher, increase his INT to 18-20 and give him a plethora of Contacts and Favors he can call on. Don't make him a fighter; he's not supposed to be a combatant (he'll hire or persuade any muscle he needs to stand up to the PCs).

Appearance: Emil Locke is a white man in his early 40s. He's 5'6" tall, weighs 155 pounds, wears wire-rim glasses, is clean-shaven, and has prematurely greying black hair. He usually wears ordinary men's suits and clothes, though he dresses for the field when he's on an expedition.

VINNIE "THE AXE" COLETTI

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
17	PRE	7	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
32	END	0		
30	STUN	0	Total Characteristics Cost: 63	

Movement: Running: 6"/12"

Cost Powers **END**

Martial Arts: Dirty Infighting

	Maneuver	OCV	DCV	Damage/Effect
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 25 STR to Disarm roll
4	Eye Gouge	-1	-1	Sight Group Flash 4d6
4	Kidney Blow	-2	+0	HKA ½d6 (1d6+1 with STR)
4	Low Blow	-1	+1	2d6 NND(3)
4	Punch/Backhand	+0	+2	5d6 Strike
5	Roundhouse	-2	+1	7d6 Strike
3	Tackle	+0	-1	3d6 +v/5 Strike; You Fall, Target Falls

Perks

- 5 Criminal Rank: Leader of the Coletti mob
10 Money: Wealthy

Talents

- ## 5 Eidetic Memory

Skills

6	+2 with Firearms
3	Bribery 12-
3	Combat Driving 12-
3	Concealment 12-
3	Fast Draw (Small Arms) 12-

- 2 CK: New York City 11-
2 KS: The Mafia 11-
2 KS: The New York Underworld 11-
2 Language: Italian (fluent conversation; Eng-
lish is Native)
2 PS: Bootlegger 11-
3 PS: Labor Racketeering 11-
2 Stealth 12-
7 Streetwise 14-
3 WF: Small Arms, Knives
2 TF: Common Motorized Ground Vehicles

Total Powers & Skills Cost: 97

Total Cost: 160

75+ Disadvantages

- 20 Hunted: the cops 8- (Mo Pow, NCI, Capture)
15 Psychological Limitation: Expects Respect
(Common, Strong)
15 Psychological Limitation: Greedy (Common,
Strong)
10 Reputation: gang boss, 11-
10 Social Limitation: Criminal Record (Fre-
quently, Minor)
15 Experience Points

Total Disadvantage Points: 160

Background/History: There wasn't any question what Vinnie was gonna grow up to be. His grandfather'd been a forger and con man, and his father part of the early New York mobs. Vinnie got involved in crime early, helping his dad pull a few jobs by playing the "innocent little kid." In 1922, when he was 18, he already had a long rap sheet. Since then, he's slowly but surely worked his way up the rackets, trying his hand at just about anything he thought he could make money at: booze, gambling, prostitutes, labor racketeering, smuggling, and murder. Today he runs his own gang — the Coletti mob — and is one of the most powerful and toughest criminals in New York.

Vinnie earned his nickname — “the Axe” — early in his career when the guy he was working for sent him to collect on a long-overdue debt. The welsher still didn’t have the cash and pulled a gun on Vinnie. Furious, Vinnie snatched up a nearby axe and hacked the man to death before he could even get off a shot. These days Vinnie keeps a hatchet on his desk, just to remind everyone of the penalty of not playing straight.

Personality/Motivation: To look at Vinnie Coletti, you'd think he was one of his torpedoes. But behind his crude countenance and manner is a surprisingly adept mind. Vinnie's got an eye for the angles and the smarts to make just the right play nearly every time. And he never forgets *anything*. Ask him how

VINNIE COLETTI PLOT SEEDS

The PCs bust up one of Vinnie's distilleries (or tip the cops off to do it). Enraged, and eager to show that he's still tough enough to deal with problems like this (so his enemies don't think he's gone soft and come after him), he declares war on the heroes. He even calls in some out of town help — a feared hitman known only as "Chicago Harry." Can the PCs survive this onslaught?

Vinnie may be a crook, but he's all-American. When one of his gangs stumbles onto a plot by a Bund organization, he lets the PCs in on what's going on. He even offers to send a few of "the boys" along to help them get rid of the Nazi scum.

Vinnie wants to make a move against one of his main rivals, a Jewish gangster named Herman “Two-Time” Tannenbaum — but he doesn’t want to be upfront about it, because that would provoke a war. He figures the PCs for perfect fall guys to take on Two-Time and put a hurting on his organization without anyone connecting it to him, so he starts secretly providing them with information about Tannenbaum’s rackets.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
S&W 1917	+0	+0	2d6-1	1d6	6	8	

Armor

None

Gear: Cigars, cigar clipper, lighter

Clothing: Expensive men's suits

much mazuma his gang over in the Bronx made running hooch in 1932, and he can tell you — week by week.

Vinnie's no Moustache Pete, but he does have a touch of appreciation for the old ways. He expects respect and deference not only from his men, but from other people he meets — after all, he's not only tough and powerful enough to have just about anyone hit, he's loaded. If someone treats him brusquely, insultingly, or the like, he has to make an EGO Roll; if he fails, he reacts badly to that person. That could mean anything from giving that person a beating right then and there, to biding his time and planning a suitable revenge later.

Quote: "Louie, I want you t'take three'a the boys



and teach this guy Wilson a lesson. He's gotta learn that if you're gonna play, you gotta pay."

Powers/Tactics: Vinnie didn't get where he is today by backing down from confrontation. Whether it's a fistfight or a gun battle, he's ready to charge to the attack and show the other guy who's boss. But he ain't stupid. He won't fight an obvious losing battle, and he gets to cover quickly when guns start blazing. If possible, he'll use his "boys" to take care of unpleasant tasks like fighting and murder for him; that way the cops can't connect him directly to anything that might result in jail time.

Campaign Use: Vinnie is a typical mob boss in most respects, though his Eidetic Memory and relatively high INT put him a cut above his compatriots in the smarts department. Heroes who underestimate him will probably find themselves outsmarted.

Vinnie works best as an adversary in Crimebusting and Detective games, but he's not limited to those venues. If the PCs are globetrotting adventurers and explorers, they might come into contact with Vinnie through one of his smuggling operations. If it's a Weird Menace campaign, maybe he's helping some mad scientist kidnap beautiful young women to serve as guinea pigs, or is providing "the professa" with the parts he needs to build his latest invention.

To make Vinnie tougher, increase his DEX to 18-20 and his SPD to 4. You could also give him some Extra DCs with his Dirty Infighting, and maybe increase his Combat Skill Levels to All Combat. To weaken him, drop his INT to 10 and get rid of the Eidetic Memory.

Vinnie's main tactic as a Hunter is to send some of "the boys" to teach his enemy a lesson — probably a fatal one. He'll only take a hand directly if he thinks that's the only way to get the job done, or he becomes so enraged he has to kill the guy himself.

Appearance: Vinnie is a white male of Italian extraction. He's in his early 30s, stands 5'10" tall, and weighs about 180 (he's just a little pudgy in places). He's got black hair and dark eyes and is cleanshaven. He usually wears a fine suit, sometimes adding a flower to his lapel if he's in a good mood, and frequently smokes large Cuban cigars.

DR. JENNINGS PETRIE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	6	12-	
11	BODY	2	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	2		Total Characteristics Cost: 55

Movement: Running: 6"/12"

Cost Powers **END**

- 50 *Gadgets:* Variable Power Pool (Gadget Pool), 40 base + 20 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Powers Can Only Be Changed In A Laboratory (-½) var
- 11 *Rocket Pistol:* RKA 1½d6, Increased Maximum Range (775"; +¼), Invisible Power Effects (leaves no shell casings; +¼); OAF (-1), STR Minimum (10, STR Minimum Doesn't Add/Subtract Damage; -1), Beam (-¼), 12 Charges (-¼) [12]

Perks

- 5 Money: Well Off

Skills

- 3 Demolitions 13-
 3 Electronics 13-
 3 Inventor 13-
 3 Mechanics 13-
 13 Power: Gadgeteering 18-
 3 Stealth 12-
 3 Systems Operation 13-
 1 TF: Small Planes
 1 WF: Rocket Pistol
 3 Scientist
 2 1) SS: Aeronautics 13-
 2 2) SS: Astronomy 13-
 2 3) SS: Biology 13-
 2 4) SS: Botany 13-
 2 5) SS: Chemistry 13-
 2 6) SS: Electronic Engineering 13-
 2 7) SS: Mechanical Engineering 13-
 2 8) SS: Physics 13-
 2 9) SS: Robotics 13-

Total Powers & Skills Cost: 120

Total Cost: 175

75+ Disadvantages

- 20 Psychological Limitation: Devoted To Scientific Research, Experimentation, And "Progress" — No Matter What The Cost (Common, Total)
- 15 Social Limitation: gets along better with machinery than people (see text) (Frequently, Major)
- 5 Rivalry: Professional (with other scientists and inventors)
- 60 Experience Points

Total Disadvantage Points: 175

SAMPLE SLOTS FOR GADGETS POWER POOL

Bulletproof Clothing: If he knows he's going to be facing some gun-toting, musclebrained dolts who want to stop his work, Dr. Petrie may treat his clothing with a special chemical compound that renders it protective (even against bullets!) without affecting its flexibility or comfort.

Armor (6 PD) (9 Active Points); OIF (-½), Activation Roll 14- (-½), 1 Continuing Charge lasting 1 Day (-0). Total cost: 4 points.

Dynogoggles: These oversized goggles may look strange, with their purplish lenses and the tiny Jacob's ladder over the bridge of the nose, but they let Dr. Petrie see all sorts of things that remain invisible to ordinary people.

Cost Power

- 3 Infrared Perception (Sight Group); OIF (-½)
 3 Ultraviolet Perception (Sight Group); OIF (-½)
 7 Increased Arc Of Perception (360 Degrees) for Sight Group; OIF (-½)
 3 Sight Group Flash Defense (5 points); OIF (-½)

Total cost: 16 points

Lightning Gun: This amazing pistol can project a bolt of electric energy!

Energy Blast 8d6 (40 Active Points); OAF (-1), STR Minimum (10, STR Minimum Doesn't Add/Subtract Damage; -1), 8 Charges (-½). Total cost: 11 points.

Background/History: Everyone at prestigious South-eastern University thought Jennings Petrie was a bit strange — his scientific theories were "eccentric" (to put it mildly), and his manner rather off-putting. But no one could deny that he was a genius. They all

JENNINGS PETRIE PLOT SEEDS

The PCs hear reports of strange "man-monsters" haunting the swamps near New Orleans. Upon investigating, they discover Dr. Petrie's been experimenting with surgically fusing animal parts to human bodies....

A madman is threatening to destroy North America with an enormous Weird Science bomb. It's beyond the abilities of the PCs or government men to defuse or dismantle the thing — the only person who can figure it out is Dr. Petrie. Now the PCs just have to find him and persuade him to help.

Doctor Petrie infects the PCs with a new, potentially fatal disease he's developed. He promises to give them the antidote if they'll just do him one little (incredibly dangerous) favor. "And by the way, I'd suggest you not go to anyone for help with this — the virus is *extremely* contagious, and I only have enough antidote for the five of you."

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Rocket Pistol	+1	NRM	1½d6	1d6-1	12	10	Range 775"; No Range Mod

Armor

None (though in some cases he wears Bulletproof Clothing; see below)

Gear: Various tools and spare parts

Clothing: Somewhat shabby men's clothes; a labcoat

hoped he'd discover something someday that would make Southeastern even more famous and wealthy.

When his Dynotronic Converter blew up, killing four people and destroying the McMurtrey Science Building, the University found out he'd been skimping on safety procedures and taking "unnecessary risks." During the investigation, the authorities discovered Dr. Petrie had been using live human subjects — kidnapping victims, mostly — for some of his monstrous biological experiments.

But Dr. Petrie was nowhere to be found. Everyone assumes he was atomized in the explosion. Little do they know that he escaped and, realizing which way the wind was blowing, fled into the Louisiana swamps. There he rebuilt his lab as best he could and continues to work for the "advancement" of Science.

Personality/Motivation: When Hollywood developed the stereotype of the "mad scientist," it must have had Dr. Petrie in mind. He fits the archetype



perfectly. He'll risk his own safety — or, more likely, the safety of others — in the name of "scientific advancement" or to see one of his experiments through to completion. Deep in his heart he has a genuine desire to help people with Science, but in the end he seems to care nothing about how he reaches the ultimate goal of scientific discovery. If he has to hurt or exploit people to make the breakthroughs he's looking for, so be it. After all, he'd sacrifice *himself* for Science if he had to; shouldn't other, lesser, people do the same?

Because of his all-consuming interest in Science, Dr. Petrie doesn't get along well with other people. He's not used to any company but his own, and often seems awkward or ill at ease in most social situations (impose a -2 on his Interaction Skill rolls, if appropriate). When he is around other people, he tends to be self-centered, arrogant, insensitive, dismissive, callous, and calculating.

Quote: "Don't worry — the pain is only a slight, temporary thing. The results your suffering allow me to achieve will become eternal lights in the scientific firmament!"

Powers/Tactics: Doctor Petrie isn't a combatant or tactician; he didn't even get in fights as a kid. The only thing that makes him dangerous is his arsenal of gadgetry (and any followers he may have built, grown, brainwashed, or otherwise "recruited"). Equipped with his latest inventions, he might give the PCs a run for their money on the basis of sheer power alone.

Campaign Use: Doctor Petrie is suitable for all sorts of Weird Menace, Horror, and Crimebusting plots involving scientific matters. For an added twist, introduce him to the PCs *before* the explosion, so he can help them as a "consultant" or advisor before his vile nature is revealed.

To make Dr. Petrie tougher, increase the size of his Gadget Pool, and/or give him some permanent Followers (lab assistants, Frankenstein's monster-like golems, and the like). To weaken him, reduce the size of his Gadget Pool.

Doctor Petrie generally won't Hunt characters (unless he needs them for a specific experiment). He has work to do!

Appearance: To all outward appearances, Dr. Petrie looks like a fairly ordinary fellow: 5'8", 155 pounds, unruly brown hair, and an average-looking build for a man in his mid-thirties who gets little exercise. Only when one gazes closely into his green eyes or listens to him talk for a few minutes can one begin to glimpse the depths of his madness. He typically wears rumpled men's clothes covered by a labcoat.

AKASH VARMANDALI
Rajah of Rashmunistan

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
14	BODY	8	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	20	14-	PRE Attack: 5d6
14	COM	2	12-	
7	PD	4		Total: 10 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
40	STUN	10		Total Characteristics Cost: 120

Movement: Running: 6"/12"

Cost Powers **END**

	<i>Martial Arts: Kalaripayit</i>			
	Maneuver	OCV	DCV	Damage/Effect
5	Block	+1	+3	Block, Abort
4	Dodge	+0	+5	Dodge All Attacks, Abort
3	<i>Kattaram</i>	+0	-1	Grab One Limb, 35 STR for holding on
4	Knifehand Strike-2		+0	HKA 1d6 (2d6 with STR)
4	<i>Marman</i> Strike	-1	+1	3d6 NND(1)
4	Punch/Elbow Strike		+0 +2	7d6 Strike
5	Straight Kick/Roundhouse Kick		-2 +1	9d6 Strike
3	Throw	+0	+1	5d6 +v/5; Target Falls
8	+2 Extra DCs (already added in)			
3	Use Art with Clubs, Blades, Urumi			

Perks

10	Fringe Benefit: Head Of State (rajah of Rashmunistan)
15	Money: Filthy Rich

Talents

6	Combat Luck (3 PD/3 ED)
4	Double-Jointed
3	Simulate Death

Skills

20	+2 Overall
7	Animal Handler (Canines, Elephants, Equines, Felines, Raptors, Venomous Animals) 13-

3	Breakfall 13-
3	Contortionist 13-
3	Conversation 14-
3	Electronics 13-
3	High Society 14-
2	KS: Hindu Theology 11-
2	KS: Indian Healing 11-
2	KS: Indian Lore And Literature 11-
2	KS: Kalaripayit 11-
3	Language: English (completely fluent; Hindustani is Native)
2	Language: Sanskrit (fluent conversation)
3	Mechanics 13-
3	Persuasion 14-
2	PS: Yoga 11-
3	Riding 13-
2	SS: Biology 11-
2	SS: Chemistry 11-
2	SS: Physics 11-
3	Stealth 13-
3	Systems Operation 13-
3	Tactics 13-
5	TF: Common Motorized Ground Vehicles, Riding Animals, Small Planes
7	WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Urumi

Total Powers & Skills Cost: 174

Total Cost: 294

75+ Disadvantages

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Psychological Limitation: Powerhungry; Believes He Is Destined To Conquer The World (Common, Total)
10	Psychological Limitation: Hatred Of The British (Common, Moderate)
10	Social Limitation: Rajah (is well-known and his actions noted by many people) (Frequently, Minor)
169	Experience Points

Total Disadvantage Points: 294

Background/History: Akash Varmandali is the rajah of Rashmunistan, a small central Indian state that he inherited from his father (as his father did from *his* father, and so on for centuries). Although nominally ruled by Great Britain, Rashmunistan retains greater freedom than most of India thanks to careful political maneuvering by the Varmandali rajahs... and the occasional hefty bribe.

Shortly after he inherited the throne in 1914, Akash had a vision so vivid, so profound, that he

**AKASH
VARMANDALI
PLOT SEEDS**

Determined to end his daughter's foolish pre-occupation with Randall Irons, Akash Varmandali decides to get rid of the two-fisted hero. And what more ironic way to do so than to use his fellow heroes, the PCs, as cat's-paws? He secretly kidnaps and hypnotizes a PC to attack Irons when he hears a specific code-word.

Akash Varmandali sends a group of highly-trained stranglers and assassins to London to attack the British royal family. The PCs, having heard vague rumors of the plot, must rush to England and stop it!

Believing they have found a valuable ruin in Rashmunistan, the PCs seek Akash Varmandali's permission to excavate. He gives it... but only because he believes they've found the resting-place of a legendary magical artifact that once belonged to his ancestors, and intends to take it from them after they've done all the work.

SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911	+1	+0	2d6-1	1d6	7	9	
Bundi	+0	—	1d6	1d6-1	—	10	+1 OCV with Block

Armor

None

Gear: Whatever he needs, within reason, due to his wealth and position

Clothing: Fancy, well-tailored clothing appropriate to his station and current duties

knows it to be true. In this vision the god Shiva appeared to him and gave him a crown, telling him he was destined to drive the British out of India and rule over all men. He saw himself wielding a flaming sword, leading armies of conquest across Asia, Europe, and America, and ultimately seating himself on a throne the size of a mountain. From that day forward, he believed it was his destiny to conquer the Earth and rule all men, and he has worked for that goal with unflagging zeal. Although the world at large doesn't know it, for he uses his political power and great wealth to hide his schemes, he poses a terrible threat that only true heroes can prevent.

Akash is married and has twelve children. He considers most of them weaklings and disappointments, but a few show promise. One in particular, his daughter Drisana, is his favorite; she shows an intelligence, ruthlessness, and guile similar to his own. If only she weren't so strangely infatuated with his enemy Randall Irons....

Personality/Motivation: Akash believes he is destined to conquer the world, and he devotes all his energies to schemes devoted to that end. Knowing that as yet he lacks the raw military strength to defeat the much-hated British (or any other great power) on the battlefield, he launches grandiose schemes designed to take the world by surprise.



Assassination, blackmail, brainwashing, corruption, and the power of Science are the tools he uses... and one day, if the heroes aren't careful and clever, he might just succeed.

Quote: "The day is coming when I will be able to crush you beneath my heel like a beetle. But that would be a waste! Abandon your foolish heroics and join me! As my lieutenant a role in the destiny of mankind shall be yours, and you will know power beyond your wildest imaginings!"

Powers/Tactics: Akash Varmandali is a man of great competence and accomplishments. In addition to being a wily and wealthy ruler, adept at maneuvering in diplomatic situations, he's a skilled scientist, trained pilot, master of the Indian martial art of Kalaripayit (and various related disciplines), gifted tactician, and fearless warrior. Although heroes have thwarted his schemes many times in the past, none of his enemies has ever left an encounter with him thinking of him as a fool, a braggart, or a weakling — to the contrary, they usually consider themselves extremely lucky to be alive and triumphant.

Akash prefers not to fight his enemies directly, at least not at first. He commands a legion of warriors, assassins, dacoits, and other servants who can do any sort of dirty work he needs done. Only if a plan requires his personal skills or matchless touch does he leave Rashmunistan to take a hand.

Campaign Use: Instead of being a Fiendish Oriental Mastermind, Akash Varmandali is a Fiendish *Hindu* Mastermind. He can play whatever role you need him for, from behind-the-scenes schemer to the leader of armies of conquest. With his resources and abilities, there's little he can't learn or do if he needs to.

To make Akash Varmandali tougher, give him some gadgets (not necessarily true Weird Science ones, but things like concealed poisoned blades) or add another couple Extra DCs to his Martial Arts. To make him less powerful, get rid of his Martial Arts and reduce his Characteristics to make him aged and physically weaker — but mentally every bit as powerful.

Akash Varmandali is a dangerous Hunter. He commands great resources and willingly unleashes them on anyone who gets in his way or poses a threat to his schemes. The only thing that will hold him back is the desire to keep his plans and intentions secret; he won't "blow his cover" by making an all-out attack on a character that can easily be traced back to him.

Appearance: Tall, handsome, confident, dignified, powerful — Akash Varmandali looks every inch the man born to rule that he is. Although in his early fifties, he looks about 20 years younger thanks to his general good health and vigorous program of exercise. He wears Indian-style garb appropriate to his wealth, position, and current activities.

ADVERSARIES

COP				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		Total Characteristics Cost: 23

Movement: Running: 6"/12"

Cost Powers END

2 *Observant:* +1 PER with Sight Group

Perks

- 4 Contacts (4 points' worth)
- 2 Fringe Benefit: Local Police Powers
- 1 Fringe Benefit: Law Enforcement Rank
- 1 Fringe Benefit: Weapon Permit

Skills

- 1 Combat Driving 8-
- 3 Criminology
- 2 AK or CK appropriate to job or jurisdiction, 11-
- 2 KS: Criminal Law And Procedure 11-

- 2 KS: The Law Enforcement World 11-
- 2 PS: Police Officer 11-
- 3 Shadowing 11-
- 3 Stealth 11-
- 3 Streetwise 12-
- 2 WF: Small Arms

Total Powers & Skills Cost: 33

Total Cost: 56

50+ Disadvantages

- 5 Distinctive Features: Uniform and/or Badge (Easily Concealed)
- 10 Hunted: department he works for 8- (Mo Pow, NCI, Watching)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 85



SUGGESTED EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt Police Positive	+0	+0	1d6	1d6-1	6	9	
Nightstick	+0	—	3d6 N	—	—	8	

Armor

None

Gear: Police whistle, handcuffs

Clothing: Policeman's uniform

OPTIONS: To convert the Cop into a G-Man, change his *Local Police Powers* Fringe Benefit to *Federal/ National Police Powers* (+1 point).

CULTIST				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
11	DEX	3	11-	OCV: 4/DCV: 4
11	CON	2	11-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	9		Phases: 4, 8, 12
4	REC	0		
22	END	0		
23	STUN	0		Total Characteristics Cost: 20

Movement: Running: 6"/12"

Cost Perks

1 Fringe Benefit: Membership (in cult)

Skills

2 KS: Cult Doctrine 11-

3 Stealth 11-

1 Streetwise 8-

3 WF: Small Arms, Knife

Total Powers & Skills Cost: 10

Total Cost: 30

50+ Disadvantages

5 Distinctive Features: Cult garb (Easily Concealed)

5 Hunted: Cult Leader 8- (Mo Pow, Watching)

20 Psychological Limitation: Fanatic Believer In Cult Religion (Common, Total)

20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 100

SUGGESTED EQUIPMENT

Weapon	OCV - RMod - Dam - STUN - Shots -STR Min
Revolver	+0 - +0 - 1d6 - 1d6-1 - 6 - 9
Shotgun	+0 - +0 - 2½d6 - 1d6 - 5 - 12
Knife	+0 - +0 - 1d6-1 - 1d6-1 - — - 6 - Throw

Armor: None

Gear: Cult paraphernalia or literature

Clothing: Cultist robes

DACOIT				
Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 175 kg; 2½d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
26	STUN	0		Total Characteristics Cost: 35

Movement: Running: 6"/12"

Cost Perks

1 Fringe Benefit: Membership (in cult, legion of assassins, or like group)

Skills

4 +2 OCV with Garrote

3 Climbing 12-

5 Stealth 13-

1 Streetwise 8-

2 WF: Common Melee Weapons, Garrote

Total Powers & Skills Cost: 9

Total Cost: 29

50+ Disadvantages

5 Hunted: whatever leader he serves 8- (Mo Pow, Watching)

20 Psychological Limitation: Fanatic Follower Of Leader (Common, Total)

20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 95

SUGGESTED EQUIPMENT

Weapon	OCV - RMod - Dam - STUN - Shots -STR Min
Garrote	+0 - +0 - 3d6N - — - — - 4
Knife	+0 - +0 - 1d6-1 - 1d6-1 - — - 6 - Throw

Armor: None

Gear: None

Clothing: As typical for his racial or cultural group

GANGSTER				
Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 117 kg; 2d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 27

Movement: Running: 6"/12"

Cost Perks

- 1 Fringe Benefit: Criminal rank (member in gang, organized crime group, or the like)

Skills

- 3 +1 with Pistols
3 Combat Driving 11-
2 Gambling (Card Games) 11-
2 CK: city where he lives
1 KS: Local Underworld 8-
3 Stealth 11-
3 Streetwise 12-
2 WF: Small Arms

Total Powers & Skills Cost: 20

Total Cost: 47

50+ Disadvantages

- 20 Hunted: the cops 8- (Mo Pow, NCI, Capture)

Total Disadvantage Points: 70

SUGGESTED EQUIPMENT	
Weapon	OCV - RMod - Dam - STUN - Shots -STR Min
Revolver	+0 - +0 - 1d6+1 - 1d6-1 - 7 - 8
Knife	+0 - +0 - 1d6-1 - 1d6-1 - — - 6 - Throw
Armor: None	
Gear: Usually nothing noteworthy, but if he's on a job he may have equipment specific to that caper	
Clothing: For typical gangsters, everyday clothes, sometimes kind of shabby; for gangsters high up in organized crime, nice men's suits	

SOLDIER				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
12	PRE	2	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	1		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	0		Total Characteristics Cost: 28

Movement: Running: 7"/14"

Cost Powers

END

- 2 *Fast:* Running +1" (7" total) 1

Perks

- 4 Contacts: 4 points' worth in the appropriate military
0 Fringe Benefit: Military Rank

Skills

- 3 Climbing 11-
2 KS: The Military/Mercenary/Terrorist World 11-
2 KS: [Military Force] History And Customs 11-
2 PS: [member of military; e.g., "Sailor"] 11-
3 Stealth 11-
3 Tactics 11-
3 WF: Small Arms, Knives
3 Background Skills representing hobbies, other outside interests, or other abilities

Total Powers & Skills Cost: 27

Total Cost: 55

50+ Disadvantages

- 5 Distinctive Features: Uniform (Easily Concealed)
10 Hunted: military force character belongs to 8- (Mo Pow, NCI, Watching)
20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 85

SUGGESTED EQUIPMENT	
Weapon	OCV - RMod - Dam - STUN - Shots -STR Min
Springfield	+1 - +1 - 2d6+1 - 1d6 - 5 - 13 - American
Enfield	+0 - +0 - 2d6+1 - 1d6 - 5 - 14 - British
Gewehr 98	+0 - +1 - 2½d6 - 1d6 - 5 - 14 - German
Combat Knife	+0 - +0 - 1d6-1 - 1d6-1 - — - 8
Armor: None	
Gear: As appropriate for mission (e.g., canteen when on extended field duty)	
Clothing: Uniform	

PULP SLANG

People during the Pulp era often spoke with a distinctive lingo. Some people — college students, crooks, people on the lower end of the social ladder — were more likely to use slang than others, but even a well-educated person might use a slang term scornfully, sarcastically, or ironically. Here's a list of some of the terms hep cats and angels were throwing around during the Twenties and Thirties:

Abe's Cabe: a \$5 bill

Ace: a \$1 bill

All wet: mistaken, incorrect

Ambulance chaser: a lawyer

Ameche: a telephone

Ammonia: soda water

And how!: an affirmative expression

Angel: a pretty or popular woman

Applesauce: nonsense

Artillery: a gun; a hypodermic needle

Attaboy: well done

B-girl: a prostitute

Babe: a good-looking woman

Babe Ruth: a home run

Baby: a girl (especially the speaker's girlfriend or sweetheart)

Baby vamp: a pretty or popular girl

Back room parole: a natural death in prison

Bacon: money

Badge: a cop

Badger game, the: A swindle where a woman entices a man and then her husband catches them en flagrante delicto. For a fee, all is forgotten

Balled up: confused, messed up

Baloney: nonsense

Banana oil: nonsense

Bangtail: a racehorse

Barfly: a drunkard who hangs around bars

Barney: a fixed competition or contest

Barrel house: an illegal distillery

Bat your gums: to talk

Battle: an ugly woman

Be on the nut: to be broke

Bean: a \$1 bill

Bean shooter: a small gun (such as the 2.7mm Kolibri)

Bearcat: a woman's who's pretty and feisty

Beat it: leave, get out of here

Beat the rap: to escape conviction

Beat your gums, beat up the chops: to talk

Bee's knees: top-notch, excellent, superb

Beef: a complaint

Beeswax: business (as in, "None of your beeswax")

Beezer: a Phi Beta Kappa key (or similar) on watch

Belly brass: a chain

Belly gun: a small gun for close shots

Belt: a slug of liquor; a thrill

Bent: a drunk

Bent car: a stolen car

Berries, the: a great thing or person (as in, "he's the berries"); dollars

Betsy: a gun

Big cheese: an important person

Big house: a prison, a penitentiary

Big sleep, big one: death

Big touch: a crime so big the criminal can live off it for a long time, perhaps for life

Bill: a \$100 bill

Bim: a girl

Bimbo: a woman who's promiscuous, loose, or easy; a thug

Bing: crazy

Bird: a popular woman; an odd person; a guy

Bird dog: a chaperone

Birdcage: a jail cell

Biscuit hooks: hands

Bit: a term in prison (as in, "How long's your bit?")

Bitch kitty: a woman who's irritable, difficult to get along with, or complains a lot

Bitch: to complain; a complaint

Bite: to borrow something

Black Betsy: a baseball bat

Bladder: an underground newspaper

Blaster: a gun; a hitman

Bleed: to blackmail

Blind: a drunk

Blind pig: a speakeasy located behind a deceptive front or facade

Blip off: to kill

Blocker: a moonshiner

Bloomer: a nearly empty safe

Blot out: to kill

Blotter: a police rap sheet

Blotto: drunk

Blow: to leave

Blowen: a girl; a B-girl (underworld use)

Blower: a telephone

Boche, the: the Germans (especially as an enemy in the Great War)

Boff: to strike; to hit

Boffo: a \$1 bill

Bogie: a cop

Bohunk: an immigrant from central Europe	Butts: cigarettes
Boiler: a car	Buzz: a thrill; to look someone up
Bolus: an underworld doctor	Buzzer: a policeman's badge
Bombshell: a good-looking woman	C or C note: a \$100 bill
Bone: a \$1 bill	C-note: a \$100 bill
Boogie-woogie: any fast music, such as swing, jazz, or some blues	Cabbage: money
Boonstick: a gun	Caboose: jail
Boost: to steal	Cake-eater: a ladies' man
Bootleg: to illegally manufacture, transport, and/or sell liquor	Can house: a brothel
Bootlegger: a person who illegally manufactures, transports, and/or sells liquor	Can: jail
Bop: to hit; to kill	Can opener: safe cracking tools
Both hands: an underworld term for a ten year prison sentence	Canary: a female singer; to sing
Box job: a safecracking job	Canned, canned up: drunk
Box: to be killed	Caper: a robbery or similar crime
Boxman: a safecracker	Carry the difference: to carry a gun
Bozo: a man	Case note: a \$1 bill
Brace: to grab someone and shake him up	Cash in (his chips): to die
Bracelets: handcuffs	Casper Milquetoast: a mild or timid person, a wimp
Brass pounder: telegraph operator	Cast a kitten: to get upset or have a fit
Bread: money	Cat's meow, the: top-notch, excellent, superb (also "cat's pajamas" and "cat's whiskers")
Breeze: to leave	Celestial: a Chinese person
Breezer: an open-top car	Century: one hundred dollars
Broad: a woman, particularly one who's promiscuous or a prostitute	Chair, the: the electric chair
Bronx cheer: a "raspberry"	Chase yourself: get out of here, beat it
Brown plaid: Scotch	Chassis: the body (especially a woman's body)
Brown: whiskey	Chatterbox: a submachine gun
Browned off: dissatisfied, fed up	Cheaters: eyeglasses
Brush off: to reject someone	Chewing gum: confusing speech, double talk
Bubs: breasts	Chib: a knife
Buck: one dollar	Chicago look: to have the "Chicago look" is to look tough or dangerous
Bucket: a big car, especially an old or worn-out one	Chicago overcoat: a coffin
Buffalo head: 5 cents	Chicago pineapple: a grenade
Bug-eyed Betty: an ugly or unpopular woman	Chill, chill off: to kill
Bugle: a nose	Chin music: a punch in the jaw
Bulge, the: an advantage, a superior quality	Chin: to talk
Bull: any law enforcement officer	Chinese angle: a strange or unusual approach to a situation
Bullet: a \$1 bill	Chippy: a woman, especially an "easy" one
Bullpen: prison	Chisel: to cheat, to swindle
Bum's rush: to be "given the bum's rush" is to be forcibly ejected from someplace	Choice bit of calico: a pretty or popular woman
Bump off: to kill	Chromo: an ugly person/thing
Bumpman: a killer	Chunk of lead: an ugly or unpopular woman
Bunk: untrue; false; to sleep	Clam: a \$1 bill; to be quiet (as in "to clam up")
Bunny: a person who's hurt, confused, lost, or the like, usually with "poor little" or "poor lost"	Claw: a cop
Burn powder: to fire a gun	Clean sneak: a good escape with no evidence left behind
Burrole: stool pigeon	Clean: unarmed; not carrying any illegal items
Bus: a big car, especially an old or worn-out one	Clip joint: a speakeasy that overcharges, or even robs, patrons; a rigged gambling house
Bush parole: escape from prison	Clip: to shoot
Bushwa: nonsense	Clubhouse: a police station
Busthead: homemade or bootleg liquor	Coconut: one dollar
Butter and egg man: someone with money, especially a big spender from out of town	Coffee-and-doughnut: cheap, of little value
Butterfly's boots, the: top-notch, excellent, superb	Coffin varnish: homemade or bootleg liquor
Button: a face	Come clean: to confess, to tell the truth
	Come on like gangbusters: to come on strong, to be blatant

Coney Island: an interrogation room	Dry: a place that doesn't have or sell liquor; a person in favor of Prohibition
Conk: a head	Dry gulch: to ambush; to kill
Convincer: a gun	Dry up: go away, leave me alone, stop talking
Cook: to die in the electric chair	Ducat: a ticket
Cooler, the: jail	Duck soup: easy
Cop a heel or cop a mope: to escape from prison	Duke: a fist (as in, "Put up your dukes!")
Corn: bourbon	Dumb Dora: a stupid person (especially a woman)
Crate: a car; a plane	Dump: a club, a roadhouse
Creeper: a sneak thief	Dust: nothing (as in, "You're dust to me"); to leave; to give a place the once-over
Croak: to kill	Dutch act: to act cowardly
Croaker: a doctor	Eagle eye: a detective
Crumb: an unpopular or unattractive girl	Eating you: "what's eating you?" means "what's bothering you?"
Crush out: to escape prison	Edge: to "have an edge on" is to be intoxicated
Cush: money	Eel: a slippery criminal
Cut down: to kill	Eel's hips, the: top-notch, excellent, superb
Cutterized: to be followed by a Coast Guard cutter	Egghead, egg: a smart person
Cutting: to manufacture counterfeit liquor	Eggs in the coffee: easy; all right
Cuzzy: sexual intercourse	Elbows: the police
Daddy: a lover or boyfriend, especially a wealthy one	Electric cure, the: electrocution
Dame: a girl or woman	Elephant's eyebrows, the: top-notch, excellent, superb
Dangle: to leave; to "get lost"	Erase: to kill
Daniel Boone: to "pull a Daniel Boone" is to vomit	Ethel: a male who's effeminate
Darb: something that's great or exceptional	Eye: a private detective
Dark meat: a black person (derogatory)	Fade: to leave, to disappear
Dead presidents: a general reference to American money	Fem, Femme: a woman
Dead soldier: an empty liquor or beer bottle	Fence: a dealer in stolen goods
Dick: a private detective	File: a pickpocket
Dillinger: a bold, exceptional, or outrageous crime	Filly: a girl
Dime note: a \$10 bill	Fin, Finnif: a \$5 bill
Dinge: a black person (derogatory)	Finger: to put the blame on, to accuse
Dip: a pickpocket	Fink: a detective; to accuse or inform on someone
Dish: a girl, especially a good-looking one	Fish: a \$1 bill, a convict, a dummy, a college freshman
Dive: a cheap, dirty, or low-down place	Fishbowl: jail
Do in: to kill	Fishtail: 5 cents
Do the dance: to hang	Fist: a five-year sentence
Dock rat: a wharf bum	Five: a \$5 bill
Dogs: feet	Five case note: a \$5 bill
Doll: an attractive woman or girl	Five Fingers: a thief; a five-year sentence
Doll up: to get dressed up, to make one's self look one's best	Five spot: a \$5 bill
Don't know from nothing: doesn't know anything	Flat: broke; an expression of certainty ("That's flat")
Don't take any wooden nickels: don't do anything stupid	Flat tire: an ugly or unpopular woman; a boring person
Dope: drugs, particularly opium or cocaine	Flatfoot: a policeman
Dormy: quiet, not attracting attention	Flim flam: to trick someone; to rob by deception
Double sawbuck: a \$20 bill	Flippers: hands; prostitutes
Dough: money	Flivver: until 1928, a Model T Ford; after 1928, any old or broken-down car
Drag: a college dance	Flogger: an overcoat
Drift: to leave	Floozie: a girl
Drill: to shoot; to kill	Flop: to go to sleep; to fall through or fail
Drink out of the same bottle: to be close friends or have a similar background	Flophouse: a cheap hotel
Drip: someone who's unappealing or no fun (mainly used of men)	Fluff: a girl (as in "a bit of fluff")
Dropper: a killer	Fly dick: an undercover or plainclothes detective
Drugstore cowboy: a well-dressed guy who hangs around public places hoping to meet women	Flyboy: an aviator
Drum: a speakeasy	Fog: to kill; to move quickly

Folding money/folding green: paper money	Gumfoot: a plainclothes cop
Foolish powder: heroin	Gumshoe, gumheel: a detective; to walk quietly
Forty five (.45): a gun	Gun-moll: a female gangster
Four bit: 50 cents	Gun: to shoot
Four-flusher: a moocher (especially one who pretends to have money)	Gunny, gunpoke, gunsel, gunslinger: a shooter
Frail: a woman	Guzzle shop: a saloon
Frau: a wife	Hack: a cab
Fried: drunk	Hair of the dog: alcohol, especially when drunk to alleviate the effects of a hangover
Frogskin: a \$1 bill	Half, a: 50 cents
Fry: to die in the electric chair	Half seas over, half under: drunk
Fuzz: a cop	Handful: a five-year sentence
G: a \$1,000 bill	Hard John: an FBI field agent
Gams: legs	Hardware: weapons
Gasper: a cigarette	Harlem sunset: a fatal stab wound
Gat: a handgun	Harp: an Irishman
Gee: a guy	Hatchet man: a killer
Geetus: money	Have a snootful: to be drunk
Gelt: cash	Have kittens: to get upset or have a fit
Get a slant: take a look	Have the bees: to be wealthy
Get-up: a uniform, outfit, or unusual set of clothes	Hayburner: a car that costs a lot to run; a losing racehorse
Giggle water: liquor	Head doctor: a psychiatrist
Gin mill: a speakeasy, a place to get a drink	Headlights: breasts, especially large ones
Gink: a guy	Heap: a car
Glad rags: fancy clothes	Heat: a gun; gunfire; trouble, the cops
Glaum: to steal	Heat packer: a gunsel
Glim: to see, to get a look at	Heater: a gun
Gnat's eyebrows, the: top-notch, excellent, superb (also "gnat's whistle")	Heavy: a thug, a goon, an enforcer
Go blooey: to explode	Heavy sugar: a lot of cash
Go over the wall: to escape prison	Heebie-jeebies: nervousness, the creeps
Go south with: to steal	Heel: a petty crook; a scoundrel
Goldbrick: a loafer, one who tries to avoid work or responsibilities	Heistman: thief
Golddigger: a woman who pursues a man just for his money	Hep: aware (especially of fashion and popular trends), savvy, knowledgeable
Goniff: a crook	Hep cat: a person who's hep
Goods, the: the important qualities, the "right stuff"; evidence against an accused	High hat: a snob; to act snobbishly; to snub someone
Goods, the: the loot; evidence against someone	High pillow: the boss, the person in charge
Goon: a crook; a thug; a strikebreaker	Highbinder: a corrupt official
Gooseberry lay: to steal clothes from a clothesline	Hit on all six (or on all eight): to perform at peak capacity (from six-cylinder cars)
Gopher: a young crook	Hoary-eyed: drunk
Gordon water: Gordon's gin	Hock: to pawn
Gorill, Gorilla: a crook	Hog: an engine
Got to see someone about a dog: "I'm going out to buy illegal liquor"	Hoist: to rob, to steal
Got your boots on: someone who's this is aware, he knows what's going on	Hokey-pokey: cheap candy, sweets, or ice cream; a person who sells same
Grab air: put your hands up	Hole, the: solitary confinement
Grand: a thousand dollars	Hombre: a man
Grease: bribe money	Hooch: alcohol
Greaser: a Mexican, an Italian (derogatory)	Hood: a crook, thug, or the like (short for "hoodlum")
Grill: to question, to interrogate	Hooey: foolishness, nonsense
Gripes my soul: something that does this causes pain, frustration, or aggravation	Hoofer: a dancer on the stage
Groove, in the: to be "in the groove" is to think or act properly	Hooker: a stiff drink of liquor; a prostitute
Groovy: something that's in the groove is this	Hooligan: a crook, thug, or the like
Guinea football: a small bomb (especially a time bomb)	Hoop: finger ring
	Hoosegow: jail
	Hoosier: new prisoner
	Hooverville: a shantytown (see page 152 for other

Hoover-isms)	John Roscoe: a gun
Hop fiend: druggie	Joint: a place, a bar, a nightclub, a home
Hop: illegal drugs	Jolly-o: hell
Hop joint: opium den	Jorum of skee: a drink of liquor
Hopped up: high, on drugs	Jug: jail; a bank or safe
Horn: the telephone	Jugman: a bank robber
Horse liniment: homemade or bootleg liquor	Juice chair: an electric chair
Horsefeathers: nonsense	Juice joint: a speakeasy
Hot dog: common exclamation	Jump: to attack, to rob
Hot little number: an attractive woman	Junk: drugs
Hot patootie: an attractive girl	Kajody: thingamajig
Hot seat: electric chair	Kale: money
Hot shot: tough guy	Kayducer: train conductor who allows illegal actions or cargo
Hot sketch: someone who's a real character	Keen: fond of, to like (as in, "He's keen on Mary"); attractive or appealing
Hot spot, Hot squat: electric chair	Keep company: to date (particularly exclusively)
Hotsie-totsie: if everything's "hotsie-totsie," it's all right or acceptable	Keister: a person's behind; a suitcase
House dick, house peeper: a hotel detective	Keptie: a kept woman
Ice: diamonds; bribe money; to kill	Kicher: revolver
Icebox: jail	Kick off: die
Iceman: jewel thief	Kick over: rob
In stir: in jail, in prison	Kick: to complain
In the barrel: broke	Kiddo: a familiar form of address
Index: face	Kike: a Jew (derogatory)
Indian hop/hemp: marijuana	Killer-diller: something that's "killer-diller" is really great or special
Ing-bing: to throw a fit	Kingpin: leader
Irish confetti: thrown bricks	Kisser: the mouth
Iron: a motorcycle; a car; a gun	Kite: a letter smuggled out of prison
Iron house: jail	Knock off: to kill
Iron man: a \$1 coin	Knock over: to rob
Iron pony: motorcycle	Knock up: to get a woman pregnant
Ish kabibble: I don't care; I'm not concerned	Knockout: a good-looking woman
Iso: solitary cell	Know one's onions: to be an expert about something
It (capitalized): sex appeal and personal magnetism	Knuck: a pickpocket; a thief
Ivory Dome: egghead	Knucks: brass knuckles
Jack: money	Ladylegger: a female bootlegger
Jack out: pull a gun	Lag: convict
Jackass brandy: Virginia moonshine made from peaches	Lam, on the: on the run
Jake: if "everything's jake," it's cool, all right, okay, or acceptable	Lamb: a mark to be fleeced
Jalopy: an old or broken-down car	Lammed off: has run away
Jam, in a: to be in trouble	Large: one thousand dollars
Jane: a woman; a man's girlfriend	Larrikin: a crook
Jasper: a man	Lather: to "get in a lather" is to get upset
Java: coffee	Law, the: the police
Jaw: to talk	Lay: a robbery, a job, a situation
Jerk soda: to work at a soda fountain; what a soda jerk does	Lay off: to stop doing something
Jig: a black person (derogatory)	Lay one on: to hit someone
Jiggerman: lookout	Lead poisoning: to "give someone lead poisoning" is to shoot him
Jimmy: a prybar; to use a jimmy to break open a door or window	Leather: wallet
Jingle-brained: confused, addled	Leery: wary
Jitney: an automobile used as a private bus (typical charge five cents); a nickel	Legger: bootlegger
Jitters, the: nerves	Let (him) have it: kill
Joe Brooks: a person who's dressed in style	Let go with: shoot
Joe: coffee	Let someone have it: to beat someone up, or to shoot him
John Law: the police	Lettuce: paper money

Level: to be “on the level” is to be honest or legitimate; to “level with” someone is to tell him the truth	Mind your own potatoes: mind your own business
Lid: a hat	Mitt: a hand
Lifeboat: to “get a lifeboat” is to receive a pardon from a death sentence	Mix it up: a prizefight
Lifer: an inmate serving a life sentence	Mix up: a fight
Light piece: a silver coin	Mob: a gang
Lights out: dead; death	Mockie: Jew (derogatory)
Limey: a British person (especially a sailor)	Moll: a sweetheart (especially a gangster’s); a prostitute
Line: insincere flattery	Moll buzzer: a thief who preys on women
Lit: drunk	Moniker: a name
Little school: a women’s detention center	Monkey: a man
Live wire: a rambunctious or wild person	Monkey rum: moonshine made from molasses
Lizard: a \$1 bill	Moola: money
Lob: a dullard	Moonshine: homemade or bootleg liquor
Lobo: a thug	Mort: underworld term for woman
Lobster: a dupe	Mother Macree: sob story/alibi
Locust: a nightstick	Mouse: a bruise near the eye; a girlfriend; an informer
Lolapalooza: a real knock out (great)	Mouthpiece: a lawyer
Lollapalooza: spectacular, out of the ordinary, a “beaut”	Moxie: courage, guts, daring, panache
Long green: paper money	Mucker: a thug
Long rod: a rifle	Mug: a face, a police picture; a crook or thug
Loogan: a dummy; a hired gun or thug	Mulligan: Irishman or cop
Looker: a beautiful girl	Murder: great or difficult
Lousy with: to have a lot of	Muscle: a thug, a guard
Lug: a fighter; a stupid man	Muscle in: take over an operation with force
Lummox: a big dummy	Mush: a face
Lunkhead: a big dummy	Muttonhead: a dummy
M: morphine	Muzzler: a minor crook
Madam: a female brothel manager	Nab: to arrest
Made: recognized, identified, spotted while trying to hide or be inconspicuous	Nail: to arrest; to kill
Magazine: a six-month jail sentence	Nance: a sissy
Maggie: an automatic pistol	Nark: a stool pigeon
Main line: high society, rich folks	Natural: a 7 or 11 in craps; a 7 year prison term
Maison joie: a brothel	Necktie: a hangman’s noose
Make little ones out of big ones: to perform hard labor	Nerts: an expression of disgust or disdain (“nuts”)
Man: a \$1 bill	Nevada gas: cyanide
Man, the: the cops	Newsie: a newspaper boy
Map: a face	Nibble one: to have a drink
Maracas: breasts	Nick: to rob, to steal
Marbles: pearls	Nightingale: a squealer
Mark: a victim	Nix: no, not, a statement of denial (as in “Nix on that!” or “Nix, lady; get outta here!”)
Massage: beat up	Nod-guy: a yes man
Mazuma: money	Noggin: a head
Meat: one’s target or goal	Noise: explosives; a gun
Meat wagon: an ambulance	Noise tool: a gun
Meathooks: hands	Noodle: a head
Mechanic: a card sharper; a person skilled at manipulating cards	Nose: a paid police informant
Mess: an ugly or unpopular woman	Nut: a madman (to be “off one’s nut” is to be insane); a tough guy
Michigan roll: a wad of fake cash with a real bill on the outside	Nuthouse: asylum
Mick: an Irishman (derogatory)	Oakie: a refugee from the dust bowl
Mickey Finn: knockout drop	Oakus, Oakum: a wallet (underworld term)
Mill: a prizefight; prison; a typewriter	Ofay: a white person (used by blacks)
Milquetoast: a mild or timid person, a wimp	Off the track: insane
Milwaukee goiter: a beer belly	Oil merchant: a smooth-talking con man
	Oil: to beat or bribe someone
	On a toot: on a drinking spree
	On the make: aggressively seeking success (espe-

cially with women)	Peso: a \$1 bill
On the roof: to drink a lot	Pet: to kiss; to make out; to fondle
One-two: a potent set of punches	Pete: a safe
Op: a detective	Peteman: a safecracker
Open up: to start punching or shooting	Phedinkus: nonsense
Operator: a conman, thief, or pickpocket	Phonus bolonus: phoney baloney; nonsense
Orphan paper: a bad check	Pick up: to arrest
Oscar: cash; a gun	Pickle: to kill
Ossified: drunk	Picture gallery: a mugshot book
Owl wagon: a diner or restaurant truck that stays open late (or all night)	Pie wagon: a paddy wagon
Oyster berry, oyster fruit: a pearl	Piece: a gun
Pack heat: to carry a gun	Piece up: to split the loot
Paddy wagon: a police van	Piffle: nonsense; foolishness
Paint cards: face cards	Pig: a police officer
Palooka: an inferior fighter; a tough or dumb guy	Pig's coattail: an ugly or unpopular woman
Pan: a face	Piker: an overly thrifty person; a coward
Pancake: a hardboiled woman (a tough dame)	Pill: a bullet; a cigarette; a bomb
Pancake turner: a disc jockey	Pill peddler: a doctor
Panic: a pretty or popular woman; to get a big reaction	Pillow: a boxing glove
Panther sweat, panther piss: homemade or bootleg liquor, especially if of poor quality	Pimple: a human head (prizefighter term)
Pants: a man	Pin ears back: to "pin someone's ears back" is to defeat him
Pantywaist: a sissy	Pinch: to steal; to arrest
Pap: cash	Pineapple: a grenade
Papa: a male lover	Pinko: a Communist; a liberal
Paper: a \$1 bill	Pins: human legs
Paperhanger: a check forger or counterfeiter	Pinto: a coffin
Parlor house: a brothel	Pip: an extraordinary person or thing
Parlor snake: a ladies' man	Pipe that: listen to that; see that
Paste (verb): to hit someone	Plant: to bury; a hiding place; a person who's undercover
Patsy: a person blamed for a crime; a fall guy; a gun	Plaster: cash
Paw: a hand	Pluck: to rob or cheat
Pay off: a bribe	Plug: a silver dollar; a prizefighter; to shoot; a person
Payola: graft	Plunk: to shoot
Peach: a pretty or popular woman; to inform on	Point: a jaw
Peanut: a small-time person	Point-head: a thug
Peashooter: a rifle	Poke: a wallet; a bankroll; a stake; a punch
Peddle paper: to pass counterfeit money	Pokey: a rural jail
Peddle papers: go away (as in, "go peddle your papers somewhere else")	Polish off: to kill
Peeper: a detective	Pony up: to pay
Peepers: eyes	Pop off: to kill; to die
Peeties: loaded dice	Portsider: a lefty
Peeved off: angry	Pot: an unattractive woman
Peg out: to die	Potato: a person's head
Peg: to identify someone or something	Potsy: a cop's badge
Pelican: a whore	Powder puff: a cautious boxer
Pen: a prison	Pretty ear: a cauliflower ear on a boxer
Pen yen: opium	Prig: to steal; a thief
Pencil: a revolver	Print: a fingerprint
Penny: a policeman	Pro skirt: a prostitute
Pennyweight: jewelry	Promote: to steal or obtain money through a con game
Pennyweighter: a jewel thief	Protection: bribe money
Percolate, Perk: to become angry; to work smoothly	Prowl: to frisk
Percy boy: a sissy	Psycho: an insane person
Persuader: a weapon	Puff: to mug
	Pug: a boxer
	Punch-out: a fistfight

Punk: a boxer; a hoodlum; a lousy fighter
 Puppy dog feet: Clubs, as in suit of cards
 Push across: to kill
 Puss: a face
 Put down: to drink
 Put on ice: to kill
 Put on the spot: to kill
 Put the bite on: to blackmail
 Put the screws on: to interrogate
 Put the sleeve on: to identify someone to the police
 Quail: a woman
 Queer: counterfeit money
 Quetor: 25 cents
 Quiff: a prostitute; an easy woman
 Rabbitfoot: to escape prison on the run
 Race music: jazz; blues
 Raft: many, as in "a whole raft of men"
 Raggle: a pretty girl
 Rags: clothes
 Railroad: to send to jail without a proper trial
 Rain pitchforks: to rain hard
 Ranked: gone wrong (said of a crime); watched, observed
 Rap: a jail sentence
 Rapper: a set-up, a fake, a decoy
 Raspberry: a derogatory cheer
 Rat: a police informer
 Rate: a person who "rates" counts for something, he stands up, he's good
 Ratface: sly, untrustworthy
 Rats and mice: dice; the game of craps
 Rattler: a train
 Raw: in the nude
 Razz: to give someone a raspberry (q.v.)
 Real McCoy: genuine (not homemade or watered-down) liquor
 Red-light: to kill someone by throwing him from a train
 Redeye: bad booze
 Redhot: a criminal
 Remington: a machine gun
 Repeaters: loaded dice
 Reuben: a hick; a country person
 Rhino: money
 Rhubarb: a quarrel
 Rib: a woman
 Rib joint: a brothel
 Ribbed up: arranged, set up
 Richard: a private detective; a deformed man
 Right: okay, all right (underworld term)
 Ringer: a lookalike
 Rip: a disreputable person
 Rivets: money
 Roach: a cop
 Rock: a \$1 bill
 Rock candy: diamonds
 Rock, the: Alcatraz
 Rod: a pistol
 Rodman: a gunman
 Roll: to rob a sleeping person

Roller: a prison guard
 Rook: to cheat
 Roscoe: a gun
 Rotgut: homemade or bootleg liquor
 Rough stuff: violence
 Rough up: beat up
 Roughneck: hoodlum
 Roundheel: poor fighter
 Roust: to arrest
 Rub out: to kill; a death
 Rub: to kill
 Rubber: a professional killer
 Rug: a toupee
 Rum Row: US offshore waters, where the Coast Guard has no jurisdiction
 Rumble: danger; to inform
 Rummy: a drunkard
 Rumrunner: a bootlegger, a liquor smuggler
 Run a sandy on: to trick
 Run in: a meeting or arrest
 Run: to smuggle liquor
 Rutabaga: an ugly woman; a \$1 bill
 Rye sap: Rye whiskey
 Salted down: dead
 Sap: a blackjack; to hit someone with a blackjack; a fool
 Sap poison: to be given sap poison or drink sap poison is to be hit with a blackjack
 Sauce: liquor
 Sausage: an inferior boxer
 Savvy?: do you understand?
 Saw, sawbuck: a \$10 bill
 Sawyer: a sawed-off shotgun
 Scalp doily: a toupee
 Scatter: a speakeasy
 Scatter gun: a shotgun or (sub)machine gun
 Schnozz, schnozzle: a nose
 Scissorbill: a mark, a fool
 Score: a mark; the act of making money; a share of the loot
 Scrag: to kill
 Scram: to depart hastily
 Scratch: money; a minor wound; a forged signature
 Scratcher: a forger
 Scream, a: something that's really funny
 Screaming Meemies, the: the DTs
 Screw: a prison guard
 Screwball: a worthless person; a crazy person
 Screwy: crazy; mixed up
 Scrip: a \$1 bill
 Scumster: a vile person
 Sea food: whiskey
 Seat-man: a professional gambler
 Sell out: to inform on someone
 Sent up: gone to prison
 Settle hash: to kill
 Settle: to imprison
 Seventeen: a corpse
 Shade: a fence
 Shadow: a detective

Shake, shakedown: to blackmail	Smell from the barrel: have a drink of liquor
Sham: a cop	Smeller: a nose
Shamrock: an Irishman	Smoke: a black person (derogatory)
Shamus: a detective; a policeman; a security guard	Smoke-eater: a fireman
Shark: a cheater	Smoke wagon: a pistol
Sharp, sharper: a cheater, a swindler, a con man	Smoked: drunk
Shatting on your uppers: broke	Snack: an easy victim
Sheba: an attractive woman	Snap a cap: to yell, to shout
Sheba: girlfriend	Sneak: to leave
Sheet: a criminal's record	Sneaker: a Prohibition motorboat
Sheik: a male heartthrob	Sneeze: to kidnap; to take
Sheik: boyfriend	Sniper: a pickpocket
Shell: a safe; a bullet	Snitch: to steal; to inform on someone
Shellacking: a beating	Snooker: to swindle
Shiever: a doublecrosser	Snoop, snooper: a detective
Shill: a decoy for a con game	Snort: a drink of liquor
Shine: a black person (derogatory); homemade or bootleg liquor	Snowbird: a drug addict
Shine box: a bar for black people	Snowdrop: the military police
Shiv: a knife	Snowed, snowed up: to be high on drugs
Short: a con close to release date, or a taxi	Snowshoe: a cop
Shoulder-hitter: a thug	Snug: a small revolver
Shove in your clutch: go away; leave	Soak: to pawn
Shove: to kill	Soda pop moon: homemade liquor from Philadelphia, with a lot of isopropyl alcohol in it
Shylock: a loanshark	Soft, the: money
Shyster: a lawyer	Soft touch: an easy target
Sidewinder: a bodyguard	Sol: solitary confinement
Silk: all right, okay, fine (as in, "Everything's silk")	Solitaire: suicide
Simoleon: one dollar	Solo: confessing a crime
Simple simon: a diamond	Song: a confession
Sin hound: a chaplain	Songbird: a confessor
Single: a \$1 bill	Sore: angry
Sinker: a silver dollar; a doughnut	Soup job: to blow open a safe with nitro
Sissy rod: a gun fitted with a silencer	Soup: nitroglycerin or TNT
Sister: a woman	Sourdough: counterfeit money
Sizzle: to die in the electric chair	Sparrow cop: a disfavored cop
Skag: an unattractive woman	Speak: a speakeasy (q.v.)
Skate around: to be easy (promiscuous women "skate around")	Speakeasy: an underground/illegal tavern; a silencer on a gun
Skee: whiskey	Spifflicated: drunk
Skiboo: a hitman	Spike: poison
Skids, the: on the way down (as in "I'm on the skids")	Spill: to talk, to inform
Skiffle: a rent party	Spinach: money
Skin: a \$1 bill	Spit: to talk
Skipout: to leave without paying the bill	Spoon: to kiss, to neck
Skirt: a woman	Spot: to kill
Slam off: to die	Spring: to release someone from jail
Slammer: a door; jail	Spruce: a sucker
Slap happy: punch-drunk	Squadron: a group of cops
Slapman: a plainclothes cop	Square: honest, on the level, truthful
Sleep: a one-year jail term; a night	Square John: an easily victimized man; a law-abiding citizen
Sleeper: a night watchman	Squat hot: to die in the electric chair
Slewfoot: a detective	Squeal: to inform
Slim: a police informer	Squealer's mark: a mark given to squealers
Slipper: to reform as a crook	Squib off: to kill
Slough: to kill	Squirrel fever: lust
Slough up: to arrest	Squirt metal: to shoot
Slug: a bullet; to knock someone out	Stall: a pickpocket's assistant
Smear: to kill	Steal: a theft

Step off: to die; to be hanged
 Stick: a cop
 Sticker: a knife
 Stiff: a corpse
 Sting: the money from a crime
 Stir, the: jail
 Stool: a plainclothes cop
 Stool pigeon, stoolie: an informer
 Stop: a fence
 Stretch: time in jail
 Strike bedrock: to die
 Strike me dead: homemade or bootleg liquor
 String: to lure (as in, "stringing him along")
 Strong-arm man: a crook
 Stuck on: in love with; infatuated with
 Stuff: homemade or bootleg liquor
 Stumble: to get arrested
 Sugar daddy: a rich older man who obtains sex from young women with money and gifts
 Sugar: money
 Sugar moon: homemade beet-sugar whiskey
 Sunday punch: a strong blow
 Sweet patootie: a pretty or popular woman
 Swing: to hang
 Swipe: to steal
 Switch: to inform on someone
 Tail: to follow or shadow someone
 Take a powder, take the air, take it on the heel and tow: to leave
 Take a powder: to leave; to flee
 Take for a ride: to kill
 Take for a sleigh ride: to rob, to swindle
 Take it on "Arthur Duffy": fleeing; on the lam
 Take the bounce: to get kicked out
 Tarantula juice: homemade or bootleg liquor
 Tea: marijuana
 Telephone number: a prison sentence longer than 20 years but less than life
 Tell it to Sweeney: tell someone who'll believe you, because I don't
 Ten-spot: a \$10 bill
 Tenner: a \$10 bill
 That's the crop: that's everything
 Think box/thinker: the brain
 Thou: one thousand dollars
 Three-letter man: a homosexual (derogatory)
 Three-spot: a three-year prison term
 Thrill: a pretty or popular woman
 Throw a joe: to fall unconscious, to pass out
 Throw lead: to shoot
 Ticket: a private investigator's license
 Tiger milk: liquor
 Tighten the screws: to put pressure on someone
 Tin can: a car
 Tin Lizzy: a Model T Ford (through the late Twenties; later, any old or broken-down car)
 Tin star: a private investigator
 Tip a few: to drink liquor
 Tip-over: a raid on a speakeasy
 Tip over: to rob

Tip your mitt: to reveal something
 Tomato: a woman (especially an attractive or "easy" one)
 Tommy gun: Thompson submachine gun
 Tommy man: a submachine gunner
 Tool: a pickpocket
 Toot the wrong ringer: to ask for the wrong person
 Toots: a woman (essentially, the female equivalent of "pal")
 Top: to hang; to kill
 Torch: a pistol
 Torcher: a torch singer
 Torpedo: a thug, a gunman
 Trap: a mouth
 Trigger, triggerman: a hitman
 Trip for biscuits: a journey for no purpose, a failed trip
 Troops: a mob or gang
 Trouble boys: gangsters, thugs
 Troupe: a gang of pickpockets
 Turn off: to rob
 Twist: a woman
 Twister: a raid by the cops
 Two bits: 25 cents; \$25
 Two spot: a \$2 bill
 Typewriter: a submachine gun
 Uncle Sam: a federal agent
 Unslough: for a pickpocket to steal a watch
 Up and down: to examine something closely
 Up the river: in prison
 Uppers: unemployed; broke
 Vacation: a prison term
 Vag: vagrancy
 Vamp: a flirtatious or sexually aggressive woman; a seducer; to flirt; to seduce
 Vic: a convict
 Violin: a submachine gun
 Wagon: a pistol
 Wagon wheel: a silver dollar
 Washout: an ugly or unpopular woman
 Weak sister: someone who's easy to push around or intimidate
 Wear iron: to carry a gun
 Weasel: an informer
 Weed: to take cash from a wallet, then get rid of the wallet
 Wet: foolish, stupid, idiotic, lacking a sense of humor or good breeding; opposed to Prohibition
 Wet smack: a killjoy, someone who's no fun
 Whang: to shoot
 Wheats: pancakes
 Wheelman: the driver of a getaway car
 Whiff: to kill
 Whisper sister: the female proprietor of a speak-easy
 Whistle bait: a woman
 Whistler: a cop car; an informer
 White: gin
 White hot: very wanted by the cops
 White lightning: moonshine, especially the danger-

ous form made in Virginia
 White mule: homemade or bootleg liquor
 Wikiup: home
 Willies, the: nervousness
 Winchester: a rifle
 Wing: to wound
 Wipe off or out: to kill
 Wiper: a killer
 Wire: a trick; a pickpocket; communication between a prisoner and the outside; news
 Wise: to know about something (as in, "He's wise to the scam")
 Wisehead: a smart person
 Wolf: a ladykiller, a sexually aggressive man
 Wop: an Italian (derogatory)
 Worker: a woman who pursues a man just for his money
 Workout: a beating
 World beater: a champion
 Wrong: contrary to the criminal law
 Wrong gee, wrong number: someone who's not a

good fellow, not a stand-up guy
 XX: to double cross
 Yack yack bourbon: homemade liquor made in Chicago with iodine and burnt sugar
 Yak: a pal
 Yank: a waste of time
 Yap: a mouth
 Yard: \$100
 Yard bird: a convict
 Yard bull: a prison guard
 Year: a \$1 bill
 Yegg: a safecracker
 Yellow back: a \$1 bill
 Yodeler: an informer
 You said it!: an affirmative expression
 Zap: to kill
 Zotzed: killed
 Zuch: an informer

For those of you interested in learning more about the pulps and the Pulp era, here are some



brief descriptions of books used in the creation of *Pulp Hero*.

PULP STORIES

First and foremost, one of the best (and most fun!) ways to learn what the pulps were like is to read pulp stories! While finding actual pulp magazines for reasonable prices isn't always easy, it's also not always necessary — there are plenty of pulp stories available as free PDFs at various websites (see below), in reprints from the Vintage Library or Adventure House, and in anthologies.

Notable Pulp Authors And Characters

Trying to assemble a thorough list of pulp writers and characters would require a book in and of itself. The *Adventure House Guide To The Pulps* lists over 1,000 pulp titles — the authors whose works filled those magazines number in the thousands, and the characters they wrote about in the tens or hundreds of thousands. The accompanying list includes the most notable, important, or enjoyable, plus a few that are favorites of the author's. For simplicity's sake, no attempt has been made to list real authors' names alongside pen names and publishing house names (such as Walter Gibson for "Maxwell Grant," or Lester Dent for "Kenneth Robeson").

Author	Character(s)/Stories
A. E. Apple	Mr. Chang
H. Bedford-Jones	Various
Robert Leslie Bellem	Dan Turner, Nick Ransom, various others
Robert Bloch	Various
Max Brand	Whistling Dan Barry, various others
George Bruce	Various
Arthur J. Burk	Various
Edgar Rice Burroughs	Tarzan, John Carter of Mars, the Pellucidar stories, others
Hugh B. Cave	Various
Raymond Chandler	Philip Marlowe
Leslie Charteris	The Saint
Agatha Christie	Hercule Poirot, Miss Marple, various others
Walt Coburn	Various
Carroll John Daly	Race Williams, Satan Hall, various others
Paul Ernst	Doctor Satan, various others
Erle Stanley Gardner	Perry Mason, Lester Leith, the White Rings, various others
Maxwell Grant	The Shadow
Frank Gruber	Oliver Quade, various others
Edmond Hamilton	Captain Future
Dashiell Hammett	Sam Spade, the Continental Op
Robert J. Hogan	G-8 and his Battle Aces, the Secret Six
Brant House	Secret Agent X
Robert E. Howard	Conan, Kull, Solomon Kane, Cormac mac Art, Bran mak Morn
Carl Jacobi	Various
MacKinlay Kantor	Nick and David Glennan, various others
Henry Kuttner	Various
Harold Lamb	Khilit the Cossack, various others
H.P. Lovecraft	The "Cthulhu Mythos" stories
John D. MacDonald	Various
Johnston McCulley	Zorro, Black Star, Thubway Tham, Terry Trimble, various others
Andrew Merritt	Various
C.L. Moore	Jirel of Joiry, Northwest Smith
Clarence E. Mulford	Hopalong Cassidy
Talbot Mundy	Jimgrim, Tros of Samothrace, various others
Frank Packard	Jimmie Dale (the Gray Seal)
E. Hoffman Price	Gilbert Flint, various others
Seabury Quinn	Jules de Grandin, Professor Forrester
Arthur B. Reeve	Craig Kennedy
Kenneth Robeson	Doc Savage, the Avenger
Sax Rohmer	Dr. Fu Manchu, Moris Klaw
Rafael Sabatini	Captain Blood
Richard Sale	Joe "Daffy" Dill, various others
Clark Ashton Smith	Various
Curtis Steele	Operator 5
Grant Stockbridge	The Spider
Theodore Tinsley	Jerry Tracy
Edgar Wallace	The Four Just Men, the Ringer, various others
Robert Wallace	Various
Manly Wade Wellman	John Thunstone, Silver John, Judge Pursuivant
Cornell Woolrich	Various
Arthur Leo Zagat	Doc Turner, Red Finger, various others

Pulp Anthologies

The following collections focus on the pulps, or contain a large number of pulp stories.

Goodstone, Tony, ed. *The Pulps*. An anthology of 22 stories covering the pulp gamut, from Westerns, to horror, to adventure, and featuring some of the pulp authors best known to modern-day audiences (such as Lovecraft, Howard, Burroughs, and Brand).

Haining, Peter, ed. *The Fantastic Pulps*. An anthology of 21 stories that, like Goodstone's book, covers a wide variety of pulp stories, often by well-known authors.

—*Pulp Fictions*. An anthology of detective stories from the pulp and noir genres, with a few modern stories as well.

BOOKS ABOUT THE PULPS

If you don't have the time or resources to read hundreds or thousands of pulp stories, you can gather a lot of useful information on the pulps by reading books about them.

Ellis, Doug, John Locke, and John Gunnison. *The Adventure House Guide To The Pulps*. A collection checklist book covering over 1,000 pulp titles. An essential for pulp collectors, its copious black and white magazine cover illustrations also make it useful for *Pulp Hero* gamers.

Gruber, Frank. *The Pulp Jungle*. The memoirs and recollections of a prolific pulp author.

Haining, Peter. *The Classic Era Of American Pulp Magazines*. A review of the pulps organized by subgenre (though it omits some, such as the single-hero or adventure pulps, and focuses on the "spicy" and "hot" pulps more than most gamers will find useful). It has plenty of illustrations in the form of cover and interior art reproductions, and focuses as much on the history of the cover art as on the writing and characters. One chapter covers the British pulps, and there's an appendix with biographical paragraphs on the major pulp writers.

Hersey, Harold. *Pulpwood Editor*. Behind-the-scenes information about the pulps and how they were published as told by a noted pulp editor, well-illustrated with black and white covers and advertisements from the magazines. The original was written in 1937; a new edition is now available from Adventure House.

Hutchison, Don. *The Great Pulp Heroes*. A great "companion" to Robert Sampson's work covering the less well-known pulp heroes (see below), this book provides useful summaries and information about some of the most popular pulp characters — the Shadow, Doc Savage, the Spider, G-8, Captain Future, and more — and their creators.

Jones, Robert Kenneth. *The Shudder Pulps: A History Of The Weird Menace Magazines Of The 1930s*. Just what the title says

Lesser, Robert. *Pulp Art*. A profusely-illustrated book about pulp cover art, with articles about the pulps themselves. A great source of inspiration for GMs, and for scenes to show during games.

Locke, John, ed. *Pulp Fictioneers*. A collection of period articles from writers' magazines such as *Writer's Digest* and *Author & Journalist*. An intriguing, though sometimes depressing, look at what it was like to actually write for the pulps and the nature of the pulp publishing business.

Murray, Will. *The Duende History of The Shadow Magazine*. A thorough history of the most popular pulp magazine and hero, with articles about its creators, editors, and characters.

Robinson, Frank and Lawrence Davidson. *Pulp Culture: The Art Of Fiction Magazines*. A coffee-table book showcasing hundreds of pulp magazine covers.

Server, Lee. *Danger Is My Business*. A well-illustrated history of the pulps, with chapters organized by subgenre.

Sampson, Robert. *Yesterday's Faces*, Vols. 1-6. Subtitled *A Study of Series Characters in the Early Pulp Magazines*, this series of six books lives up to its billing. In loving detail, Sampson describes hundreds of characters from the early (and often more obscure pulps), providing quick summaries of characters and stories in a casual tone with plenty of asides that will make you laugh. As a reference on the less well-known pulp serial characters, these books are invaluable. Unfortunately, Sampson's books about the Shadow and other popular characters are no longer in print, rare, and usually quite expensive.

—*Deadly Excitements: Shadows And Phantoms*. Essentially a seventh volume in the *Yesterday's Faces* series, filled with various essays and observations about the pulps, and more descriptions of obscure but fun pulp characters.

BIBLIOGRAPHY

GENERAL REFERENCE

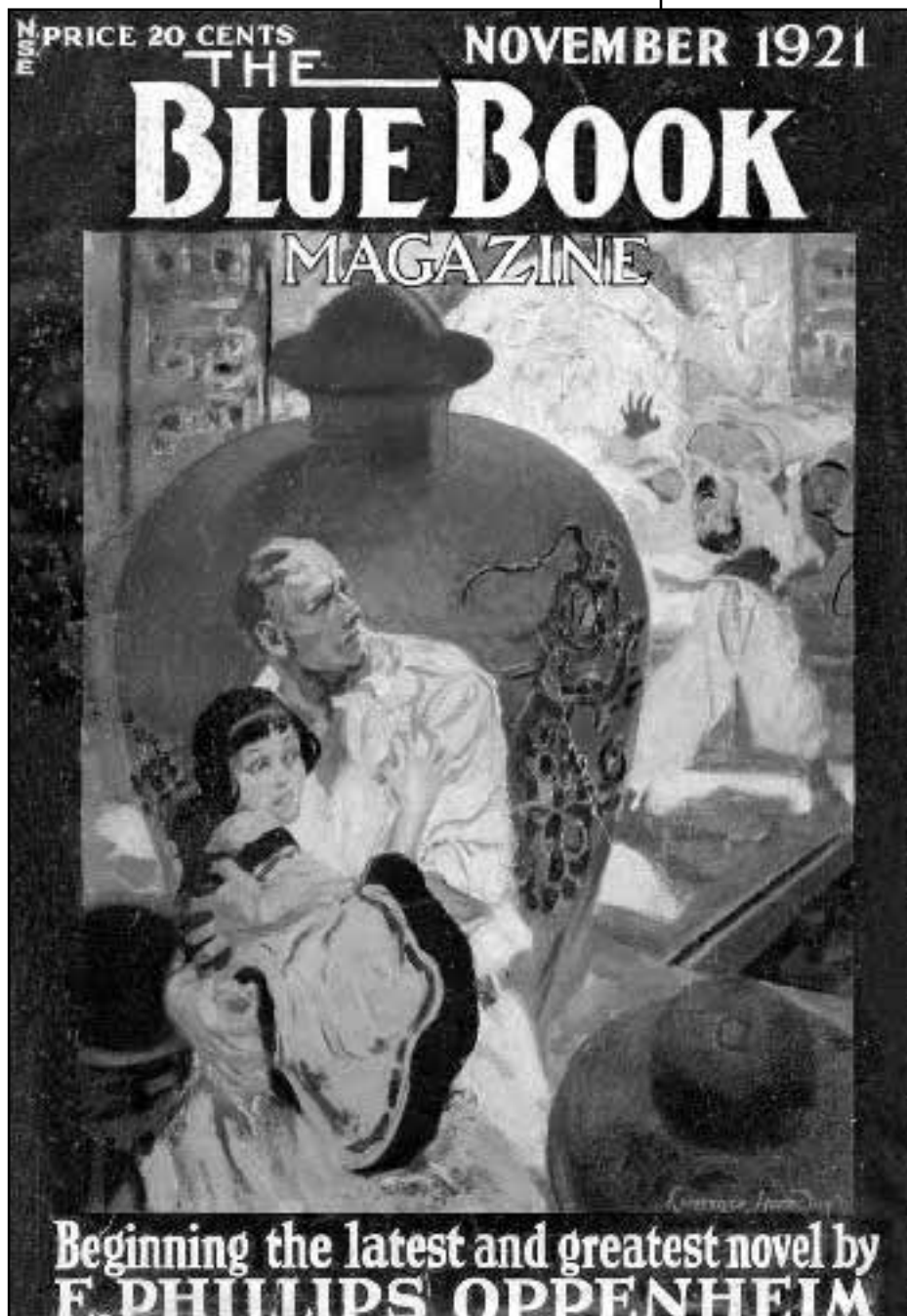
Encyclopedias, almanacs, atlases, travel guides, catalogs, and maps from the 1920s and '30s: Short of talking to someone who actually lived in the time and place you need to know about for your adventure or character, perhaps the best way to learn about the pulp era is from the general reference books of the period. Encyclopedias, almanacs, Sear's catalogs, the *American Guide* series of guidebooks to the US states produced by the Federal Writers' Project beginning in 1935, and similar books from the Twenties and Thirties are available, often for very reasonable prices, from used book stores, online services such as eBay and Alibris, and the like.

Fort, Charles. Various, including *The Book Of The Damned* and *Lo!*. Reports and discussions of weird and unusual events. This is where the term "Fortean" comes from, and these books are chock-full of adventure seeds for *Pulp Hero* games (even if you have to alter the dates a bit).

Halliburton, Richard. *The Royal Road To Romance, Seven League Boots, The Flying Carpet, The Glorious Adventure*, and other titles. During the pulp era, Richard Halliburton ventured all around the world, seeing amazing sites, meeting local peoples, and writing about them. His travelogues are full of fascinating period details that GMs and players alike may find useful.

National Geographic Magazine: Published since 1888, *National Geographic* was alive and thriving during the pulp era. Articles from that time contain plot seeds, pictures, and information galore. You can buy the entire run of the magazine on CD-ROM (and also all the maps, a separate CD-ROM product), or you can buy the actual issues and maps themselves from secondhand magazine dealers. (*Caveat:* the magazine's CD-ROM product is frustratingly difficult to read or print — the magazine pages are JPEGs, not PDFs or some other easily-used format. The maps are a little easier to read and use.)

Similarly, other magazines from the Twenties and Thirties, such as *Time*, *LIFE*, and *Newsweek*, are often chock-full of useful material.



Ryan, Donald. *The Complete Idiot's Guide To Lost Civilizations*. Although perhaps not as useful or fun as the title makes it sound, this book is a good general reference to many of mankind's actual lost civilizations — a great resource for those times when the GM doesn't feel like creating his own lost civilization from scratch.

HISTORY

Thousands of books have been written about the history of the Twenties and Thirties — in many cases the problem isn't finding information, it's finding the best books and most relevant information for what you're researching. Here's a list of books the author has found helpful, informative, or just plain fun to read.

Allen, Frederick Lewis. *Only Yesterday: An Informal History Of The 1920's*. A history of the Twenties written in the early 1930s.

—*Since Yesterday: 1929-1939*. A history of the Thirties written in the early 1940s.

American Heritage. *The American Heritage History Of The 1920s & 1930s*. A general history of the Twenties and Thirties written in 1970, with plenty of photos and other illustrations.

Anglo, Michael. *Nostalgia: Spotlight On The Twenties*. A 144-page British book which reviews the events and culture of the 1920s, illustrated mainly with photographs. Its articles often focus in part on personal reminiscences.

—*Nostalgia: Spotlight On The Thirties*. The same as the above, but focused on the 1930s.

Brendon, Piers. *The Dark Valley: A Panorama Of The 1930s*. A thorough, engagingly written history of the world in the Thirties, with emphasis on the United States, Great Britain, France, Germany, Italy, the USSR, and Japan.

Brownstone, David and Irene Franck. *Timelines Of The 20th Century*. A history of the twentieth century organized in tabular form by subject.

—*The Timelines Of War*. A history of warfare organized in tabular form by region.

Cashman, Sean. *America In The Twenties And Thirties*. A general review of the history, events, and popular culture of pulp-era America, with a few illustrations.

The Cultural History Of The United States Through The Decades Series. Both the 1920s volume (by Erica Hanson) and the 1930s volume (credited to Petra Press) are well-illustrated 128-page books providing basic information about the US during decades in question with a small amount of analysis, making them good introductory materials for gamers.

Daniel, Clifton, chief ed. *The 20th Century Day By Day*. A massive tome chronicling the twentieth century. Each page covers one or two months, with a calendar, a list of important events, and news stories and photos excerpted from newspapers and magazines. Also available under the title *Chronicle Of The 20th Century*.

Drexel, John, gen. ed. *The Facts On File Encyclopedia Of The 20th Century*. Just what the title says — an easy-to-use reference on the people, places, and things of the twentieth century.

Feinstein, Stephen. *Decades Of The 20th Century: The 1930s: From The Great Depression To The Wizard Of Oz*. A simplified, well-illustrated, 64-page history of the Thirties. It would make a good reference for gamers who want to learn a little about the more important issues and trends of the decade without extensive analysis. The series also includes a similar book about the Twenties.

Grun, Bernard. *The Timetables Of History*, New Revised Third Edition. A history of mankind organized in tabular form by subject. Extremely useful for any sort of historical game.

Heide, Robert and John Gilman. *Dime-Store Dream Parade: Popular Culture 1925-1955*. A review of popular culture trends during the Pulp era and afterward, with plenty of pictures of Pulp era art, furnishings, and toys.

Horsham, Michael. *'20s and '30s Style*. A well-illustrated guide to the fashions and aesthetics of the pulp era.

Kennedy, David. *Freedom From Fear: The American People In Depression And War, 1929-1945*. A general history of the United States during the pulp era and Second World War.

Klingaman, William. *1929: The Year Of The Great Crash*. A chronicle of one of the most tumultuous years of the twentieth century.

Leighton, Isabel, ed. *The Aspirin Age: 1919-1941*. A collection of essays and articles on "[t]he essential events of American Life in the chaotic years between the two World Wars[.]" including Prohibition enforcement by Izzy and Moe, the death of President Harding, the first hundred days of the New Deal, the *Morro Castle* disaster, Edward VIII and Wallis Simpson, and the "War of the World" radio broadcast.

McCutcheon, Marc. *The Writer's Guide To Everyday Life From Prohibition Through World War II*. This book, one of Writer's Digest's "Everyday Life" series, provides reference material for writers about what it was like to live during the pulp era. As such, it contains some useful information for *Pulp Hero* GMs and players as well, particularly with regard to slang terms and popular culture. On the other hand, the book almost totally ignores politics, war, and the international situation.

The New York Times Company. *Page One (Revised and Updated Edition)*. Reproductions of page one from issues of the *New York Times* from 1920 to 1994 that covered major events.

Phillips, Cabell. *From The Crash To The Blitz: 1929-1939*. A thorough chronicle of the events and cultural phenomena of the Thirties, with plenty of photographs and illustrations.

Sergeant, Harriet. *Shanghai: Collision Point of Cultures, 1918-1939*. An intriguing and detailed look at "the Paris of the East."

Sifakis, Carl. *The Mafia Encyclopedia*, 2nd Ed. A thorough source of information about the gangsters of the pulp era.

Schmidt, Anja, ed. *Today In History*. A day-by-day review of historical events, with each day listed on a single page spread with paragraphs organized by year.

Seabrook, William. *Aventures In Arabia*. The chronicle of a Westerner's sojourn in Arabia in the 1920s as he lives among tribesmen and learns their ways.

—*The Magic Island*. Seabrook's writings about his time in Haiti in the Twenties, with particular emphasis on Voodoo and related subjects.

Stolley, Richard, ed. *LIFE: Our Century In Pictures*. A history of the twentieth century as told through pictures from *LIFE* Magazine.

Strager, James. *The People's Chronology*. A history of human events organized year-by-year, with events in each given year presented by subject matter (politics, science, travel, crime, and so on). A little difficult to follow at times due to poor header organization and the use of icons to indicate subject, but still quite helpful because it emphasizes cultural and colorful details of daily life as much as major historical events.

Thomas, Gordon and Max Morgan-Witts. *The Day The Bubble Burst*. An engaging and enjoyable social history of the stock market crash of 1929, with easy-to-understand explanations of the events, laws, and policies that led to the Crash.

The Timechart Company. *The Timechart Of Military History*. A book of timecharts covering military history.

Time-Life Books. *This Fabulous Century, Vol. III 1920-1930 and Vol. IV 1930-1940*. The editors at Time-Life Books review the cultural history of the twentieth century, decade by decade. Full of lots of "daily life" details and photographs that bring the period home to modern readers.

Urdang, Laurence, ed. *The Timetables Of American History*, Updated Edition. A history of America organized in tabular form by subject (it also includes brief information about what's going on elsewhere in the world in each year).

Wallechinsky, David. *The 20th Century*. A lengthy collection of articles and interesting tidbits of information about various twentieth century subjects.

Waugh, Alec. *Hot Countries*. A chronicle of the author's travels in the Pacific, Asia, and Africa during the Pulp era.

TECHNOLOGY

Bunch, Bryan and Alexander Hellemans, eds. *The Timetables Of Technology*. A history of technology organized in tabular form by subject. Invaluable for finding out who invented what when.

de La Rive Box, Rob. *The Complete Encyclopedia Of Antique Cars: Sport And Passenger Cars 1886-1940*. This book encompasses the cars of the entire pulp era, as well as before and after, and contains many beautiful color photographs of the cars. However, it almost completely lacks useful technical data, and only occasionally lists automobile prices.

Diagram Group. *Weapons*. The ultimate one-stop reference book on the many ways men have found to maim and kill their fellow men.

Dwiggins, Don. *The Barnstormers*. A history of daredevil flyers during the Twenties.

Eden, Paul and Soph Moeng, eds. *The Complete Encyclopedia Of World Aircraft*. If humans built it to fly, you'll almost certainly find it in this thick tome. Unfortunately, the entries are listed alphabetically by manufacturer, which sometimes makes it difficult to find a specific plane or helicopter.

Ezell, Edward. *Handguns Of The World*. A guide to world handguns through 1945.

Grange Books. *Encyclopedia Of The Car*. Filled with both black and white and color illustrations, this book complements Moloney's (see below). It covers cars from all over the world (and from before and after the Pulp period), and has useful data blocks for each car that include maximum speed but not price.

Hogg, Ian and John Weeks. *Military Small Arms Of The 20th Century*, 7th Ed. An excellent general reference to twentieth century military personal weaponry.

Jackson, Robert. *Liners, Tankers, And Merchant Ships*. Describes commercial vessels from all periods of history.

Melton, H. Keith. *The Ultimate Spy*. Has a couple of useful pages about spy gadgetry in World War I and revolutionary Russia.

Miller, David. *The Illustrated Directory Of 20th Century Guns*. Just what the title says.

Moloney, James H. *The Encyclopedia Of American Cars, 1930-1942*. While it only covers part of the pulp era, and only American vehicles, this book provides plenty of information about Thirties cars. While a lot of the data is more technical than necessary for gaming purposes (for example, the entries talk about horsepower and torque rather than just giving a maximum speed in miles per hour), the price listings and copious photographs make it a great gaming reference.

Robson, Graham. *The Illustrated Directory Of Classic Cars*. Pretty much just what the title says.

Sharpe, Michael. *Biplanes, Triplanes, And Seaplanes*. A guide to the aircraft of the era, well-illustrated

and with useful data blocks for each craft.

Wilson, Hugo. *The Ultimate Motorcycle Book.* A guide to motorcycles, including many from the pulp era, illustrated with photographs and other images.

Zhuk, A. B. *The Illustrated Encyclopedia Of Handguns: Pistols And Revolvers Of The World, 1870 To The Present.* Although difficult to extract information from due to its format, this book makes up for that problem with precise line drawings of every single one of the thousands of guns it describes.

ROLEPLAYING GAMES

Besides this book's direct predecessor — *Justice Inc.* — and its various supplements (including the superb lost civilizations sourcebook *Lands Of Mystery*), there have been many other roleplaying games set in or focused on the pulp era. Some of them include:

Adventure!, White Wolf Game Studios

The Adventures Of Indiana Jones, TSR, Inc.

Call Of Cthulhu, Chaosium. While technically a horror RPG rather than a pulp RPG, CoC is set in the pulp era (at least in some incarnations) and is far and away the most successful pulp-related RPG. Its quality supplements, many of them full of details *Pulp Hero* GMs could use in creating their own adventures, are too numerous to list here in full; some of them include *A Sourcebook For The 1920s*, *Investigator's Companion (For the 1920s, Vols. 1-2)*, *The New Orleans Guidebook*, *The Cairo Guidebook*, and *The London Guidebook*.

Crimefighters (by David Cook, in *Dragon Magazine* #47)

Daredevils, Fantasy Games Unlimited. Supplements include a line of scenarios called *Daredevil Adventures* that adapt easily to *Pulp Hero*.

Forbidden Kingdoms, Otherworld Creations

Gangbusters, TSR, Inc.

GURPS Cliffhangers, 2nd Edition, Steve Jackson Games

Indiana Jones Adventures, West End Games. In addition to the core rulebook, WEG published several scenarios and supplements detailing regions of the world, such as *Indiana Jones And The Lands Of Adventure*, *Indiana Jones And The Rising Sun*, and *Magic & Mysticism: The Dark Continent*.

Pulp Adventures, Iron Crown Enterprises

Pulp Zombies (a supplement for the *All Flesh Must Be Eaten* RPG), Eden Studios. Just the thing if the lost civilization you have in mind is plagued by rampaging zombie tyrannosaurs!

Terra Incognita, Grey Ghost Games

Thrilling Tales, Adamant Entertainment

Two Fisted Tales, Politically Incorrect Games

FILMOGRAPHY

The movie industry was in one of its heydays in the pulp era, giving GMs and players plenty of period films they can watch to get a feel for things (though many of those old movies aren't available on VHS or DVD, or are rare). Rather than try to list all of them, this Filmography lists a few classics, concentrating instead on modern films and television shows depicting pulp adventures that the author particularly enjoys or thinks would be helpful for gamers to watch. A few were filmed or take place a little before or after the pulp era, but are too good to pass up.

The Big Sleep

Casablanca

Chicago

Citizen Kane

Doc Savage (ridiculously cheesy, but lots of fun!)

The Great Waldo Pepper

Hindenburg

The Indiana Jones movies

It Happened One Night

King Kong

The Maltese Falcon

Murder On The Orient Express

Oh Brother, Where Art Thou?

Only Angels Have Wings

The Phantom

The Rocketeer

The Shadow

The Thin Man movie series

The Untouchables

Various movie serials, such as *Flash Gordon's* and *Buck Rogers's* screen adventures, the "Chandu" stories starring Bela Lugosi, and so on

Pulp-era radio shows on tape or CD (some are even available for free online at sites like <http://www.radiolovers.com>)

Additionally, there have been a few enjoyable television shows set during the Pulp era:

Carnivale

Heat Of The Sun

The Young Indiana Jones Chronicles

WEBSITES

Pulp Books, Characters, And Stories

Here are a few websites where you can find information about, or copies of, the pulps and their stories. A quick search using any search engine will turn up dozens of additional fan sites covering specific characters and other pulp-related topics.

Adventure House (www.adventurehouse.com): Bills itself as “Everything Pulp!”, and does a pretty good job of living up to that claim. AH has an extensive catalog of pulp reprints, books about the pulps, and similar treasures. It also publishes *High Adventure*, a magazine of pulp reprints.

Black Mask Online (www.blackmask.com): An excellent source for PDFs of pulp stories — some for free, some for sale.

Cinemarquee Pulp Heroes (<http://www.cinemarquee.com/cine/pulp.htm>): A site of links to various websites devoted to specific heroes of the pulps, or related topics like serial films.

Girasol Collectables (www.girasolcollectables.com): A site featuring pulps, pulp reprints, and various other pulp-related items.

Hard Case Crime (<http://www.hardcasecrime.com>): Although focused more on later hard-boiled detective and noir material than true pulp stories, Hard Case does have some pulp stuff.

IndyGear (www.indygear.com): If you saw an object, article of clothing, weapon, or vehicle in one of the Indiana Jones movies and want to know what it is, this site will probably tell you.

Pulp And Adventure Heroes Of The Pre-War Years (<http://www.geocities.com/jjnevin/pulpsintro.html>): Jess Nevin's excellent collection of information about hundreds of Pulp heroes.

Pulp Gallery (www.pulpgallery.com): A fantastic collection of images of pulp magazine covers.

Pulp Heroes Index Site (<http://home.sprynet.com/~beb01/pulphero.htm>): A compilation of two excellent lists providing information about the characters of the pulps.

ThePulp.Net (<http://thepulp.net>): A guide to online resources about pulp magazines — in short, a great clearinghouse of information about the pulps and links to other pulp websites.

Pulpworld.Com (www.pulpworld.com): A site specializing in selling actual pulps, pulp art in various formats, and the like; also has historical information about the pulps.

The Vintage Library (www.vintagelibrary.com): Another fantastic website for pulp reprints, books about the pulps, vintage serials, and the like; also sells some actual pulps.

Pulp Gaming Resources

Inflation Calculator (<http://data.bls.gov/cgi-bin/cpi-calc.pl>): A quick and easy way to determine the buying power of a given amount of money in one year as compared to another.

Time And Date (www.timeanddate.com): Lets you generate a calendar for any year or month.

Project Gutenberg (<http://promo.net/pg/>): An online collection of free books in PDF format. It includes a number of Pulp-era novels and other works from the period.

Wikipedia (<http://en.wikipedia.org>): An encyclopedia assembled by posters on the World Wide Web. It has entries on a wide variety of subjects that might come up in a *Pulp Hero* campaign. Among other things, it features pages devoted to significant events of every year in the Pulp era.

DOVER CLIP ART SERIES

Clip art from the following Dover Publications books was used in *Pulp Hero*:

Advertising Cuts Of The Twenties And Thirties

Airplanes Of World War I Coloring Book

Antique Airplanes Coloring Book

Classic Motorcars Coloring Book

Illustrations Of World-Famous Places

Sports Cars

Spot Illustrations Of The Twenties And Thirties

Travel and Vacation Advertising Cuts From The Twenties And Thirties

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